Basic concepts of OOPs are

1. **Object**- Any entity that has state and behavior is known as an object..Objects it is instance of class.
2. **Class**-Class is blue print of object. Class it is keyword. Class it is collection of an objects
3. **Inheritance**- When one object acquires all the properties and behaviours of parent object. It provides code reusability. It is used to achieve runtime polymorphism.
4. **Polymorphism**- When one task is performed by different ways
5. **Abstraction**- Abstraction is a process of hiding the internal details
6. **Encapsulation-** Binding (or wrapping) code and data together into a single unit is known as encapsulation

**Benefits of OOPS**

1. We can eliminate redundant code and extend the use of existing classes.
2. Programs can be build from the standard working modules that communicate with one another and to start writing the code from scratch.
3. The data hiding rules helps the programmer to make secure programs that cannot be invaded by code in other parts of the program.
4. It has multiple objects to coexist without any interference.
5. Partition of work is easy in a project based on objects.
6. The data-centered design approach capture more details of a model in an implementable form.
7. Object oriented systems can be easily upgraded from small to large systems.
8. It is possible to easily manage software complexity.