OOPS

As the name suggests, object oriented programming and oops refers to language that use objects in programming, they use objects as a primary source to implement what is to happen in the code.

Oops is bind together the data and functions that operates on them so that no other part of the code can access this data except that function.oop was developed to make code more flexible and easier to maintain.

Access modifier

public

protected

private

default

some key concept in oops are

1. Class
2. Object
3. Abstraction
4. Encapsulation
5. Inheritance
6. Polymorphism

Compile tim polymorphism

Runtim polymorphism

1. Class

Class is a template/blueprint of a object. it is not a real world object but we can create object from a class.

We can create classes using the class keyword which is reserved keyword. Classes

1. Object

Object is a instance of a class. Object can be defined as a data field that has unique attributes and behavior.

1. Abstraction

Abstraction exposes to the user only those things that are relevant to them and hides the remaining of the details.

Abstraction is a way of hiding the implementation details and showing only the functionality to the user.