

OOPS Object oriented Design

→ way of programming

Q What is OOP?

↓
programming Technique
↓
Class, object

procedural programming

↓
functions.

4 pillars → Inheritance
 ↓
 Polymorphism
 ↓
 Encapsulation
 ↓
 Abstraction

⇒ Class :- (Blueprint)

(design) type
template

→ State / property / field / data member

→ behaviour / function / data function

Ex Human

→ 2 Hand

→ 2 leg

→ 2 Eyes

} state / properties.

↓
funcn/behaviours

walk, eat, speak

Human → class

State → hand, leg, eye

behaviour → walk(), eat(), speak()

Class is a blueprint (not take space)
object is the implementation (takes space)