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ASSIGNMENT #1

QUESTION #1

1.

Inheritance is the feature that helps us to reuse the code .It helps us to reuse the already written code instead of making new functions.We reuse the existing function by using class.

Example:
Let's take a group of vehicles in which car,bus and motorcycle are the classes of vehicle.
These classes have some similar characteristics like fuel,capacity and brakes.
If we create classes without using inheritance then all these functions will be written in each classes.This will increase the data capacity and also the chances of error.
But if we use Inheritance then we can avoid this problem .If we create a vehicle class and write these characteristics in it and other classes will inherit the vehicle class then we have to write these characteristics just one time .Using this method we can achieve efficiency in our code.

2.

ENCAPSULATION	ABSTRACTION
It is used at the implementation stage to solve the problems and issues .	It is used at the designing stage to solve the problem
Encapsulation tells us how the system is done.	Abstraction tell us what actually system do
Encapsulation makes a complex system easy for users.It handles data in a single unit.	Abstraction shows only required attributes and hides the non-essential details.
Example: Mobile phones ,It has some icons to perform different functions ,the user has no idea how implementation is done beside these icons.	**Example:** Graphical user interference .Desktop or mobile applications have some icons which perform different functions.