OOPS - Object Oriented Programming

- Easy to develop and maintain
- Main aim is to implement real world entities.

Concepts

1. Class (Logical Entity)
2. Object (Runtime Entity)
    a. Identity
    b. State
    c. Behaviour
3. Abstraction – Elimination process
4. Inheritance
    a. Deriving a subclass from parent class. The child class has all properties of parent class.
5. Encapsulation – Data Security
6. Polymorphism – Many behaviour
7. Interface
    a. Multiple inheritance is not available in Java.
    b. Interface is an apt solution to achieve multiple inheritance.
    c. It contains only method & not the implementation