


Class

A class is a collection of objects. Unlike the primitive data structures, classes are data structures that the user defines. They make the code more manageable.



Object


Object is an instance of class, that consists of attributes and methods that are defined in the class.

Inheritance

Inheritance is the procedure in which one class inherits the attributes and methods of another class.


Polymorphism

Polymorphism means having many forms. In OOP it refers to the functions having the same names but carrying different functionalities.



Data Abstraction

We use Abstraction for hiding the internal details or implementations of a function and showing its functionalities only.



Swipe

Encapsulation

Encapsulation is a way to ensure security. Basically, it hides the data from the access of outsiders.

