OOPs - Object Oriented Programming

It is a programming peruadigm which residues around the concept of object Object Charter can be considered as real world instance of entries like dam, there contain some thousanderistic & behaviour specified in class template

- → OOBs helps to understand Software easily and it also maintain DRY Principle
- · Class It is a blue print having data members and member function ey-CAR, FORM
- Object Instance q a class having state & behaviour. Memony is allocated only exter Object instantiation.

4-Pillars of OUR

- @ Abstraction: Hinding internal details
- Encapsulation: Wrapping data members and member function into single unit.
- 3 Inheritance: When the object acquire and the proporties and behaviour of parent object
- Polymorphism: When same object auts differently under different Conditions.

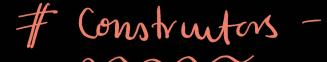
```
Own JAVA Class -
# Greating
                class < class_name) {
 Syntex -
                  field;
Method;
class Employee {
         int id;
int salary;
string name;
         public void print Details () {
               Sout ("My id is"+ id);
                Sout ("and my name is" + name);
          public int get Salary () {
            netwy salary;
  Employee ajay = new Employee ();
                            ajay name = rajay 4;
     ajay.id = 1;
ayay. ralay = 3400;
```

Access Modifiers

Access Modifiers specify where a property/method is accessible. There are four types of access modifiers in java:

- 1. private
- 2. default
- 3. protected
- 4. public

Access Modifier	within class	within package	outside package by subclass only	de pack age
public	Υ	Υ	Υ	Υ
protected	Υ	Υ	Υ	N
Default	Υ	Υ	N	N
private	Υ	N	N	N



- -> used to initialize an object
- de not have retroin type.
- -> Whenever we create an object a constructor is called.

Syntage - < Class.name>{
// cocle
}

Types: - (1) Default Construtor

2) Payamenterized Constroyer