Delwayne Mills Assignment

Define OOPS Concepts

**Objects:** Is real time entity with Data and function. The Set of activities that the object perform defines the objects behavior

**Class:** is a representation fo a type of Object. Is composed of three things: name, attribute and operations

**Inheritance:** Derived class shares the properties of Base class. The ability of the new class that is created from an existing class by extending it is called as inheritance

**Polymorphism:** The ability to take more than one form. In OOP it is achieved by using many different techniques like method overloading, operator overloading and method overiding

**Encapsulation:** It is the mechanism that binds together code and data. It is achieved by creating classes which in turn expose public methods and properties. The idea is to hide how a class does its business while allowing other classes to make requests of it.

**Abstraction:** Hiding the information from the outside world. It places emphasis on what an object is or does rather than how it is represented or how it works. It is the primary means of managing complexity in large programs.