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In [ ]: | OOPS--> object + oriented + programming + lanaguage
 In [ ]: Five pillar of OOPS
         - Class
         - Object
         - Inheritance
         - Polymorphism
         - Encapsulation
 In [ ]: Class - the class can be defined as a collection of objects or blueprint.
 In [ ]: | # Syntax
         class <classname>(parameter):
             <statement>
In [16]: class Parrot():
             # Class attribute
             name = "John"
             color = "green"
             age = 20
             def __init__(self):
                 pass
             # class methods
             def fly(self):
                 print("I can fly")
In [9]: # what is the differnce between function and method?
In [11]: # Object ->object is the instance of the class
         <object_variable_name> = <class_name>
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In [13]:
         obj = Parrot()
         print(obj.name)
         print(obj.color)
         print(obj.age)
         obj.fly()
         John
         green
         20
         I can fly
In [14]:
         obj2 = Parrot()
         print(obj2.name)
         print(obj2.color)
         print(obj2.age)
         obj2.fly()
         John
         green
         20
         I can fly
In [15]:
         obj3 = Parrot()
         print(obj3.name)
         print(obj3.color)
         print(obj3.age)
         obj3.fly()
         John
         green
         20
         I can fly
In [17]: obj4 = Parrot()
         print(obj4.name)
         print(obj4.color)
         print(obj4.age)
         obj4.fly()
         John
         green
         20
         I can fly
```

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In [31]: class Person():
             def __init__(self, name, age):
                 self.name = name
                 self.age = age
             def run(self):
                 print("I can run")
             def __str__(self):
                 return self.name
             def len (self):
                 return len(self.name)
         p = Person("John",20)
         print(p.name)
         print(p.__str__())
         print(p.__len__())
         p.run()
         John
         John
         I can run
 In [ ]: ## Write a class for human, Birds, Snake and use above all the methods, attribute
 In [ ]: |## Inheritance -->
         ## types of Inheritance
         1- Single Inheritance
         2- Multilevel Inheritance
         3- Multiple Inheritance
         4- hierarchical Inheritance
         5- Hybrid Inheritance
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In [39]: ## Single Inheritance
         class parentClass(): ## Base class
             name = "God Fellow"
             age = 38
             def display(self):
                 print("I can display")
         class childCLass(parentClass): ## Derived class
             pass
In [41]: | c = childCLass()
         print(c.name)
         print(c.age)
         c.display()
         God Fellow
         38
         I can display
In [43]: ## Multilevel Inheritance
         class GrandFather():
             def name(self):
                 print("I am Grandfather")
         class Father(GrandFather):
             def play(self):
                 print("I love to hockey")
         class Child(Father):
             pass
         c1 = Child()
         c1.play()
         c1.name()
         I love to hockey
         I am Grandfather
```

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In [46]: ## Multiple Inheritance

class human():
    def work(self):
        print("i can work")

class noHuman():
    def donotwork(self):
        print("I do not work like human")

class Work(human,noHuman):
    pass

w = Work()
w.work()
w.work()
w.donotwork()

i can work
I do not work like human

In []:
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