

~~a = 3  
p = "Jai Bhaw"~~

data is stored in variable  
has data type

## Object-oriented programming

Programming paradigm

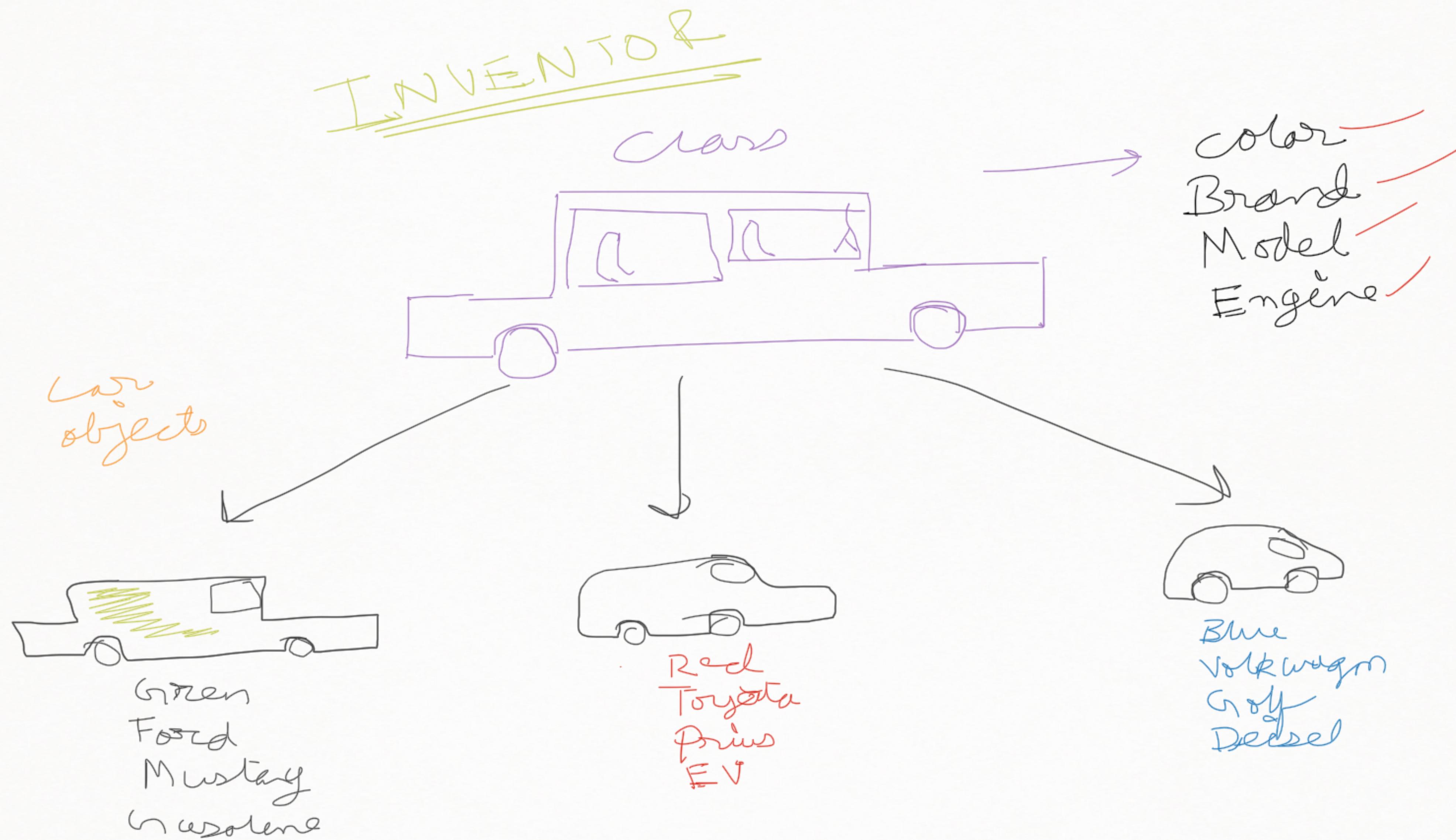


Pattern or Model or Structure or Plan

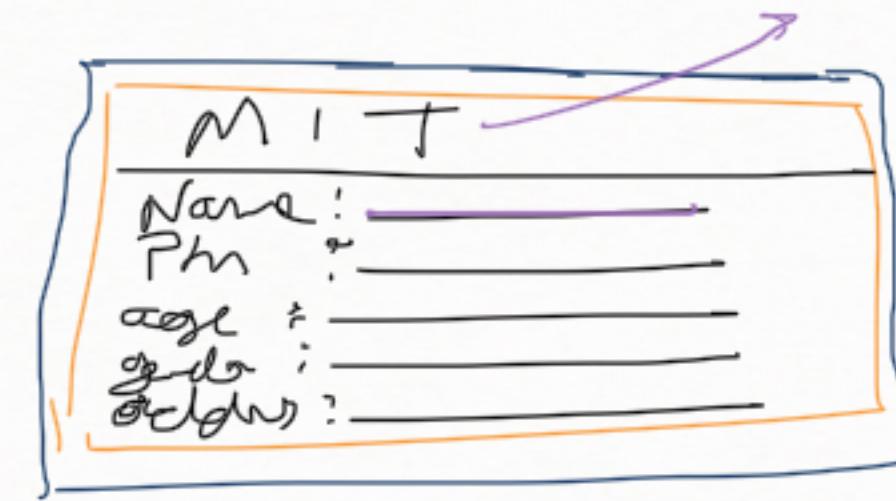
Object-oriented programming is a programming paradigm based on the concept of "objects", which can contain data and code: data in the form of fields, and code, in the form of procedures. A feature of objects is that an object's own procedures can access and often modify the data fields of itself. Wikipedia

attributes or variables

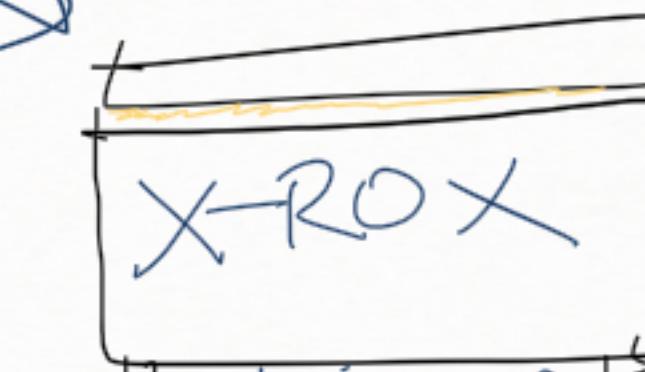
Functions or methods



class attribute  
variables



Form

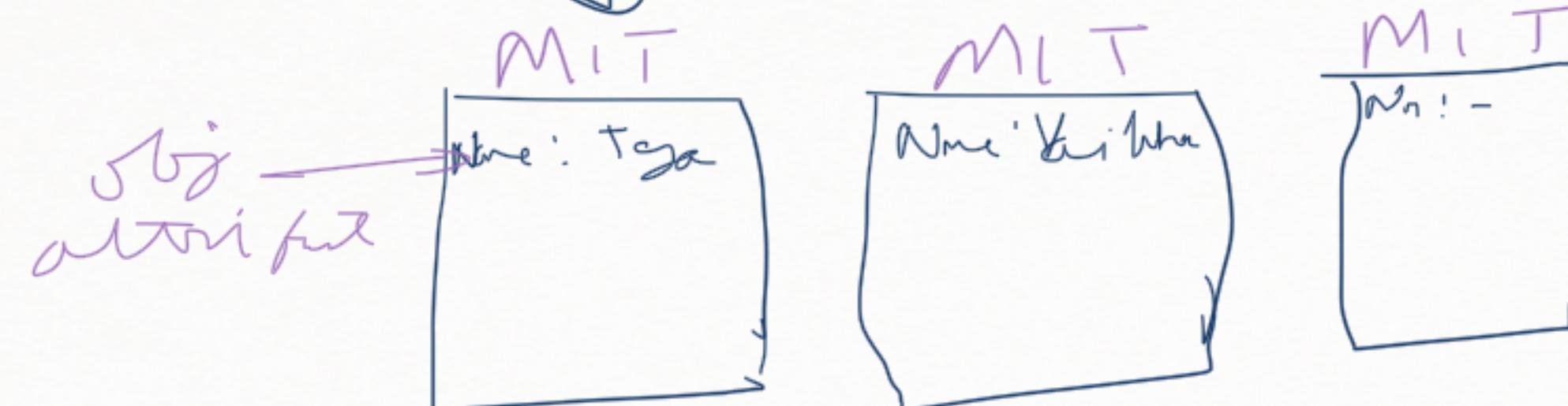


Take away

make it one time

use it

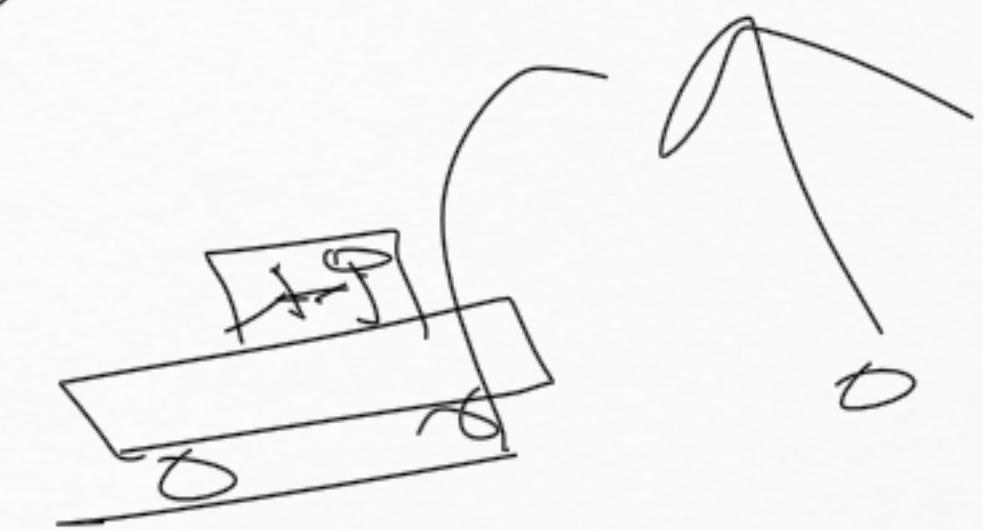
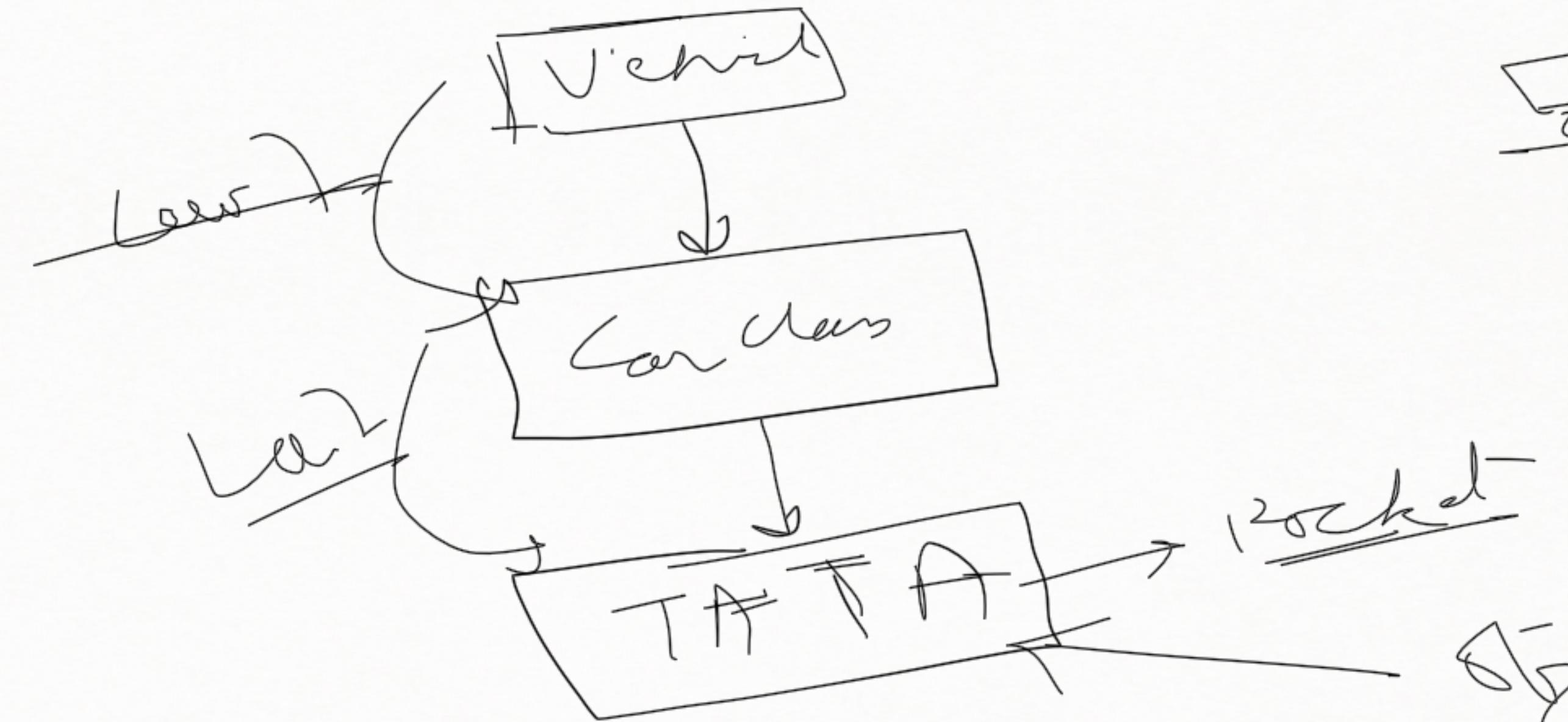
anytime



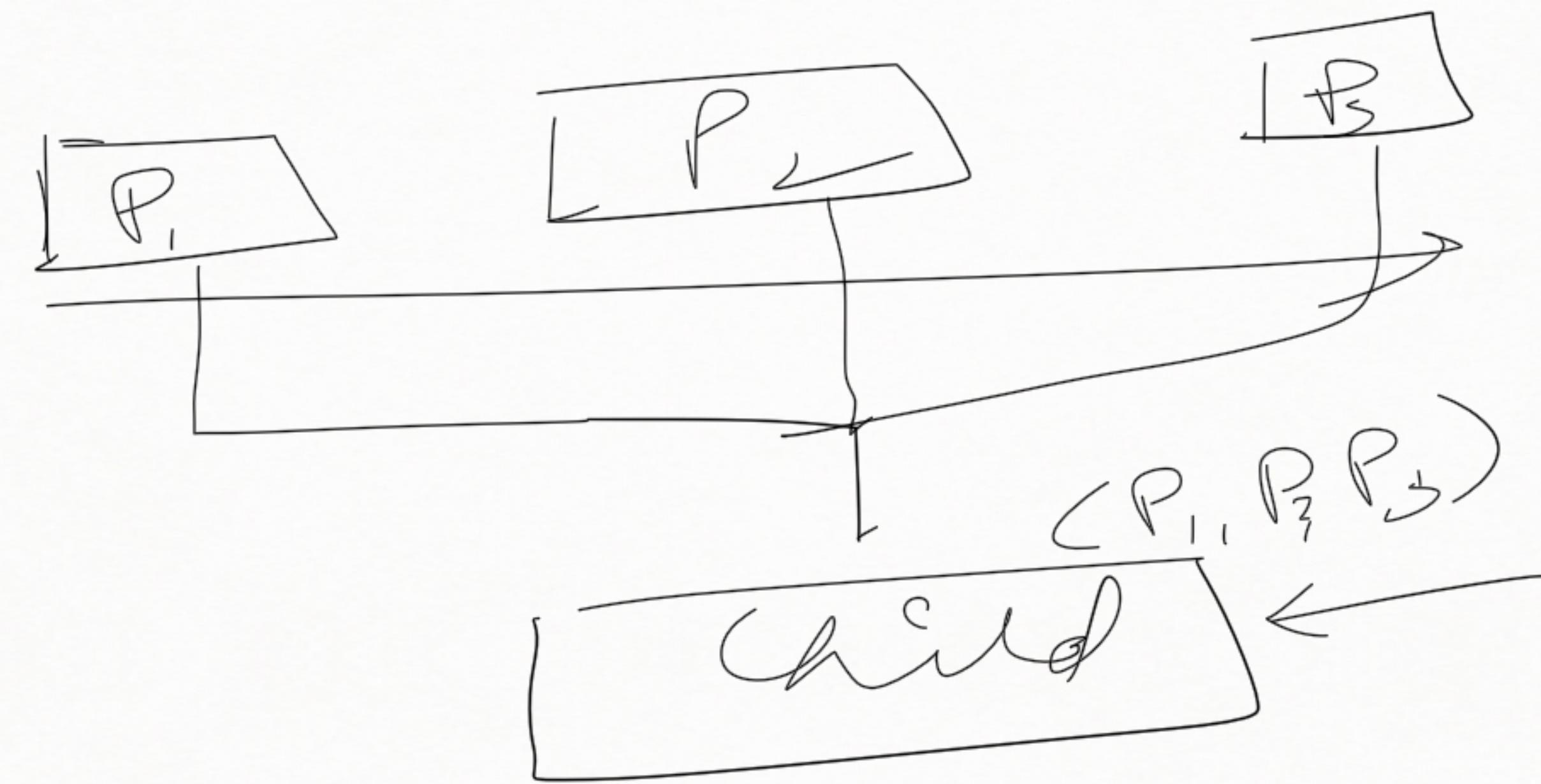
## - Types of inheritance

- 1) single inheritance
- 2) Multilevel inheritance

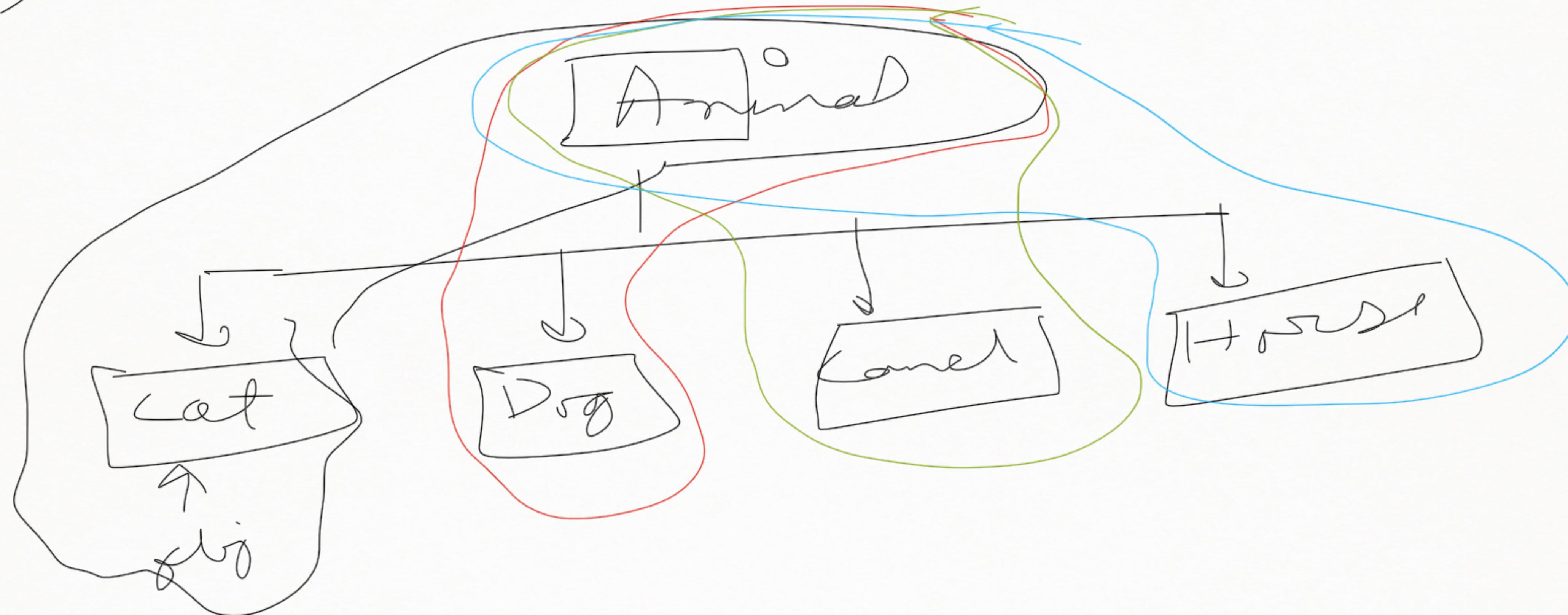
obj  
TATA  
↓  
Car  
↓  
Vehicle  
↓  
SUV



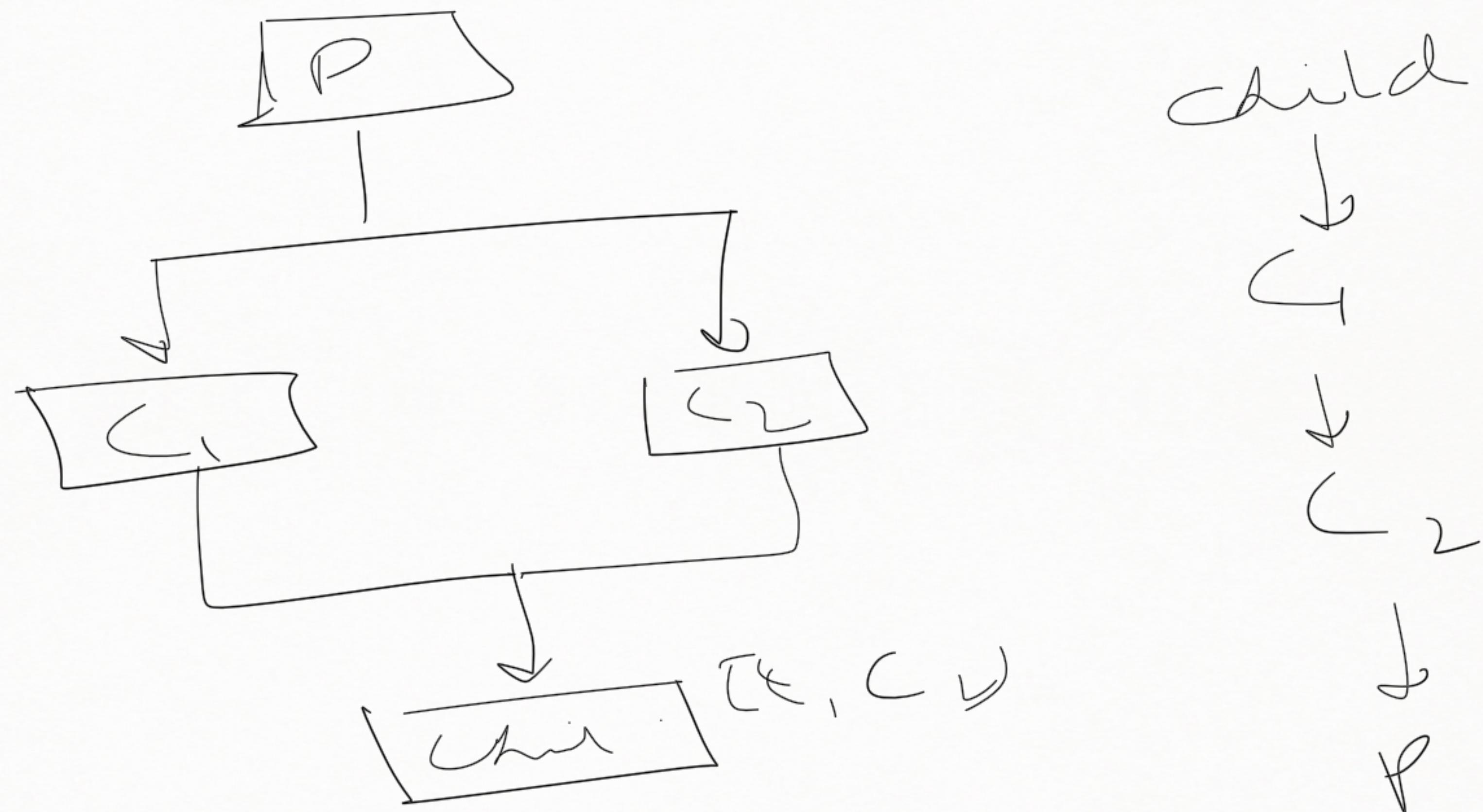
### 3) Multiple inheritance

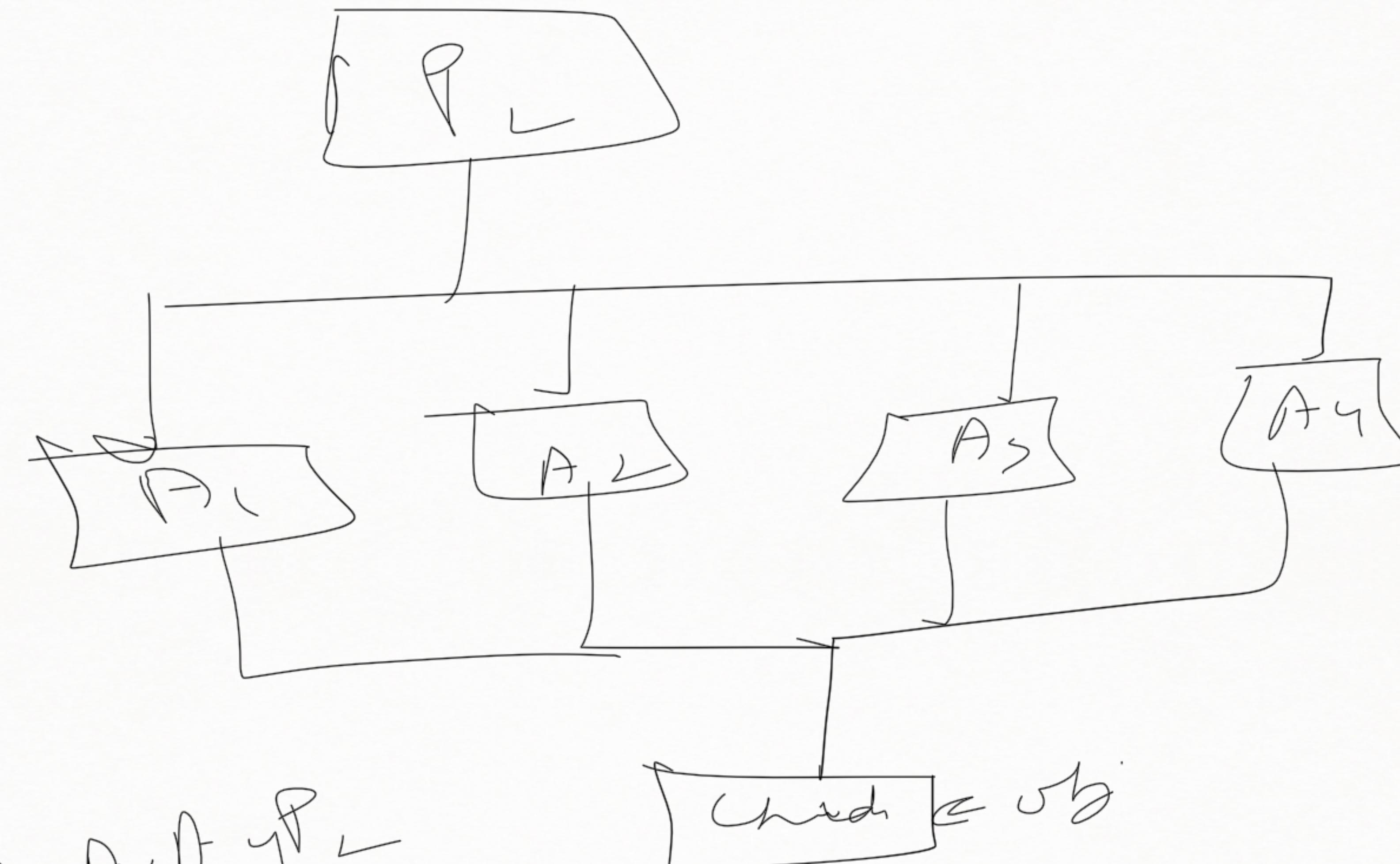


→ Hierarchical inheritance



## 5) hybrid Inheritance





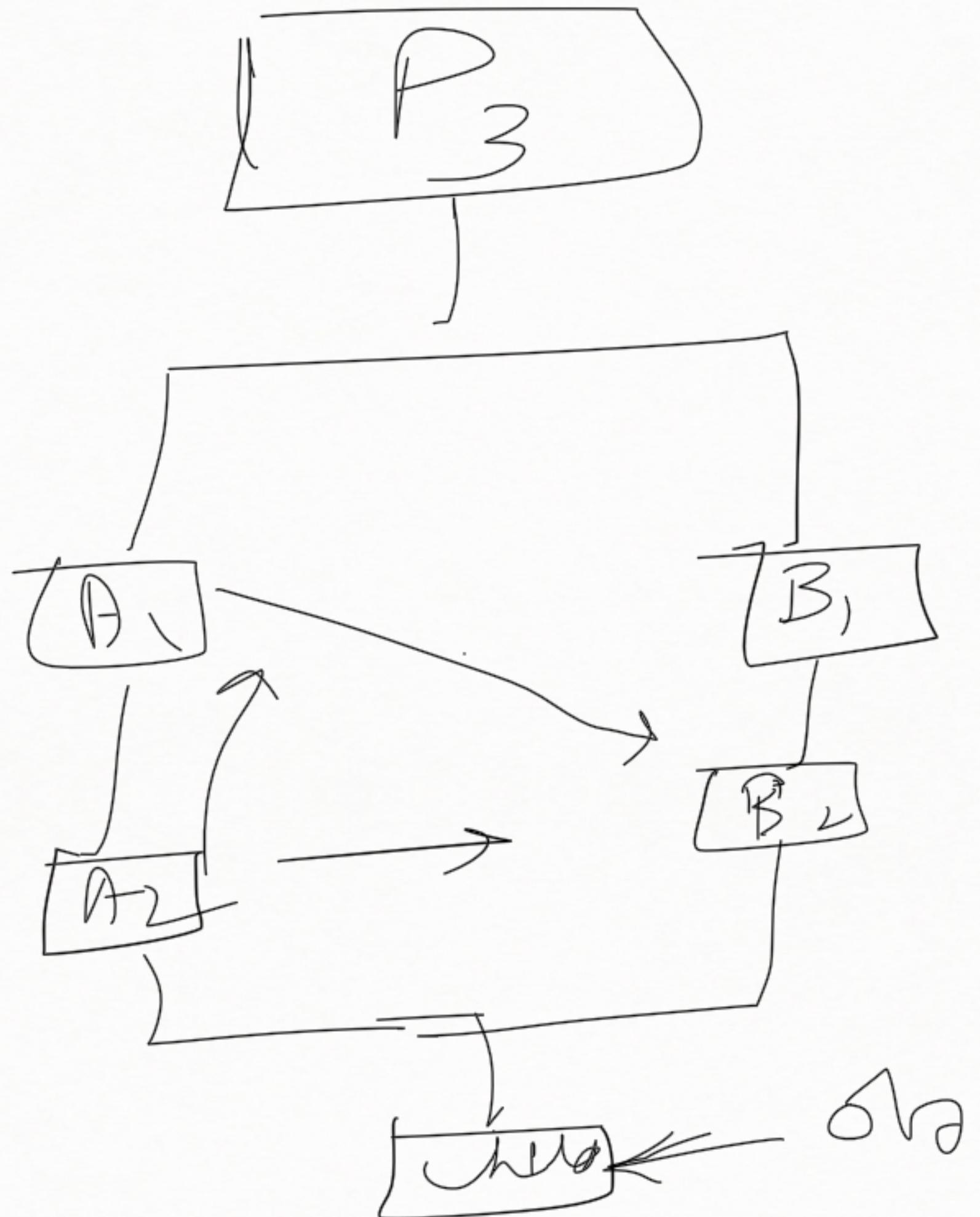
children  
A, B, C, D, E, F, G, H, I

children of  
A, B, C, D, E, F, G, H, I

MFO order

depth  
first

left to right



child  
↓

A<sub>2</sub>

A<sub>1</sub>

B<sub>2</sub>

B<sub>1</sub>

P>