Object Oriented Programming is a paradigm that provides many concepts such as **inheritance, data binding, polymorphism etc.**

The programming paradigm where everything is represented as an object is known as truly object-oriented programming language. **Smalltalk** is considered as the first truly object-oriented programming language.

OOPs (Object Oriented Programming System)

**Object** means a real word entity such as pen, chair, table etc. **Object-Oriented Programming** is a methodology or paradigm to design a program using classes and objects. It simplifies the software development and maintenance by providing some concepts:

* Object
* Class
* Inheritance
* Polymorphism
* Abstraction
* Encapsulation

### Object

Any entity that has state and behavior is known as an object. For example: chair, pen, table, keyboard, bike etc. It can be physical and logical.

* Class is a concept which define a category for the groups of abject having similar character and behavior.
* Object is a run time representation of a class in memory.it is a data structure which can store a collection of non uniform data having a unique id, state(data), behavior(task).