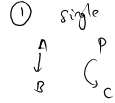# 4 Pillar of OOPs

1. Inheritance
2. Encapsulation
3. Abstraction
4. Polymorphism

1. Inheritance
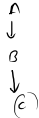
A — parent
↓
B — child

⟩ inherit

① single
A   P
↓   ↰
B   C
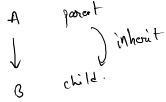
③ Multiple Inheritace

(Java X)

A   B
↘   ↙
C

interface
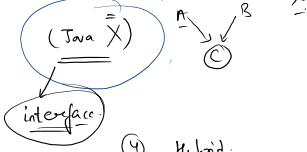
② Multi level
A
↓
B
↓
(C)

④ Hybrid
(Combination of 2 inheritance)

well
define ⟩
Interface.
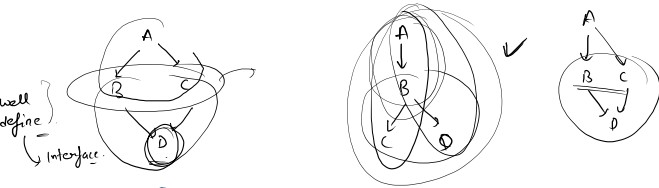
② Encapsulation

to Combine   in an unit.

eg.
Class.

properties

related function.

dM
mf

+ his
mf
↴
M — medin
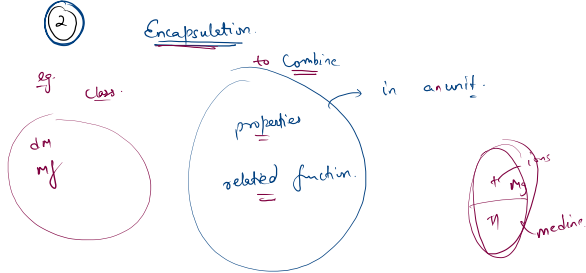
③ Abstraction

Hiding   complex   thing   from user
and   providing   useful
content.