

OOPS-Features:

The features of object oriented programming are abstraction, encapsulation, inheritance and polymorphism.

1. DATA ABSTRACTION AND ENCAPSULATION:

Combining data and functions into a single unit called class and the process is known as Encapsulation.

Data encapsulation is important feature of a class.

Class contains both data and functions.

Data is not accessible from the outside world and only those function which are present in the class can access the data.

The insulation of the data from direct access by the program is called data hiding or information hiding.

Hiding the complexity of program is called Abstraction and only essential features are represented.

In short we can say that internal working is hidden.

2. INHERITANCE:

It is the process by which object of one class acquires the properties or features of objects of another class.

The concept of inheritance provides the idea of reusability means we can add additional features to an existing class without modifying it.

This is possible by deriving a new class from the existing one.

The new class will have the combined features of both the classes.

3. POLYMORPHISMS

Polymorphism is a concept by which we can perform a single action by different ways. So polymorphism means many forms.

There are two types of polymorphism : compile time polymorphism and runtime polymorphism.

We can perform polymorphism by method overloading and method overriding.