**OBJECT-ORIENTED PROGRAMMING (OOP)**

* Object Oriented is a programming **paradigm**
* Paradigm is **style of programming**



**Benefits of Object-Oriented Programming**

* Object Oriented programming is about objects
* These objects interact with one another to perform various tasks
* As an analogy let’s think of a car
* Cars consist of many collaborating objects
* Almost all of the objects are re-usable or replaceable 

**Course structure:**



**Classes and Objects**

* Class = a blueprint/template for creating objects 
* Object = an instance of class
* From the above example CAR is a class and car1,car2 and car3 are objects

**Creating Classes**

* As before we create a brand new project like HelloWorld
* From here we go to the SRC folder and right click on this to create a separate class



**Remember that naming of a class we use Pascal naming convention with each word starting with a capital**

* We add 3 members within the curly braces namely
  + Field = Public access modifier, then specify the type of this field, and then give it a name (using camelCasing notation) 
  + Let’s declare a couple of methods