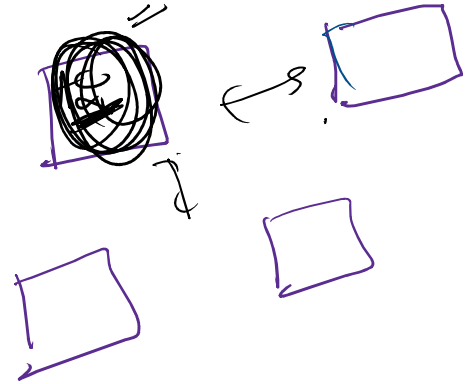


Object Oriented Programming

Procedural
How



- # OOPS
- Class
 - Object
 - Polymorphism
 - Encapsulation
 - Inheritance
 - Abstraction.

Class is blueprint of a real world object

Class Customer?

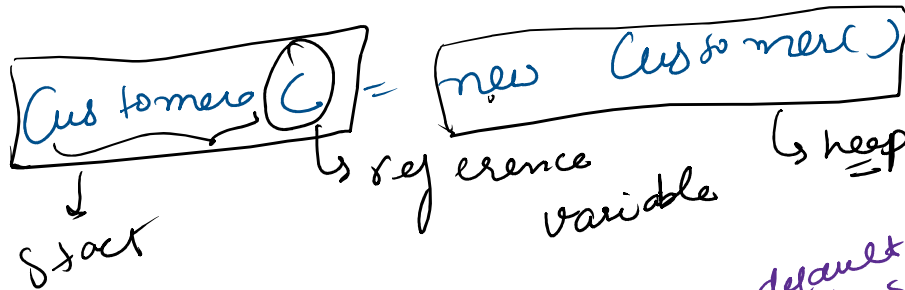
- name;
- age;
- email;

→ a class tells what all attributes and methods an object will have when it will be created.

Objects

↳ real world entities
exist in memory

['new'
used to create
the objects]



⇒ Imp points abt constructor

⇒ constructor has no return type

⇒ Constructor's name should be same as class name

⇒ It's either Java or programmer who adds a constructor. Both will never add together

⇒ Generally constructors are used to initialize the values of members

⇒ 0 " initialize the attributes

this used to refer to the current object.