

# OOPS CONCEPT IN REAL LIFE



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# Object-oriented programming

- **Object** –Instance of Class
- **Class** –Blue print of Object
- **Encapsulation** –Protecting our Data
- **Polymorphism** –Different behaviors at different instances
- **Abstraction** –Hiding our irrelevant Data
- **Inheritance** –One property of object is acquiring to another property of object

**object**  
minicooper



**Car**  
class

Color  
Weight  
Speed  
Model

startCar()  
changeGear()  
slowDown()  
brake()

**Data members**<sub>(Attributes)</sub>

Common features

**method**

Common functionalities



# Polymorphism

In school  
behave like a student

In home  
behave like a son



In bus  
behave like a  
passenger

CODEAVIA  
In shopping mall  
behave like a customer

# Abstraction

## ATM machine

Check balance

Withdraw cash

Deposit cash

Print bill



CODEAVIAL

**Even though it performs a lot of actions  
it doesn't show us the process**

**It has hidden its process by showing only the main things  
like getting inputs and giving the output.**

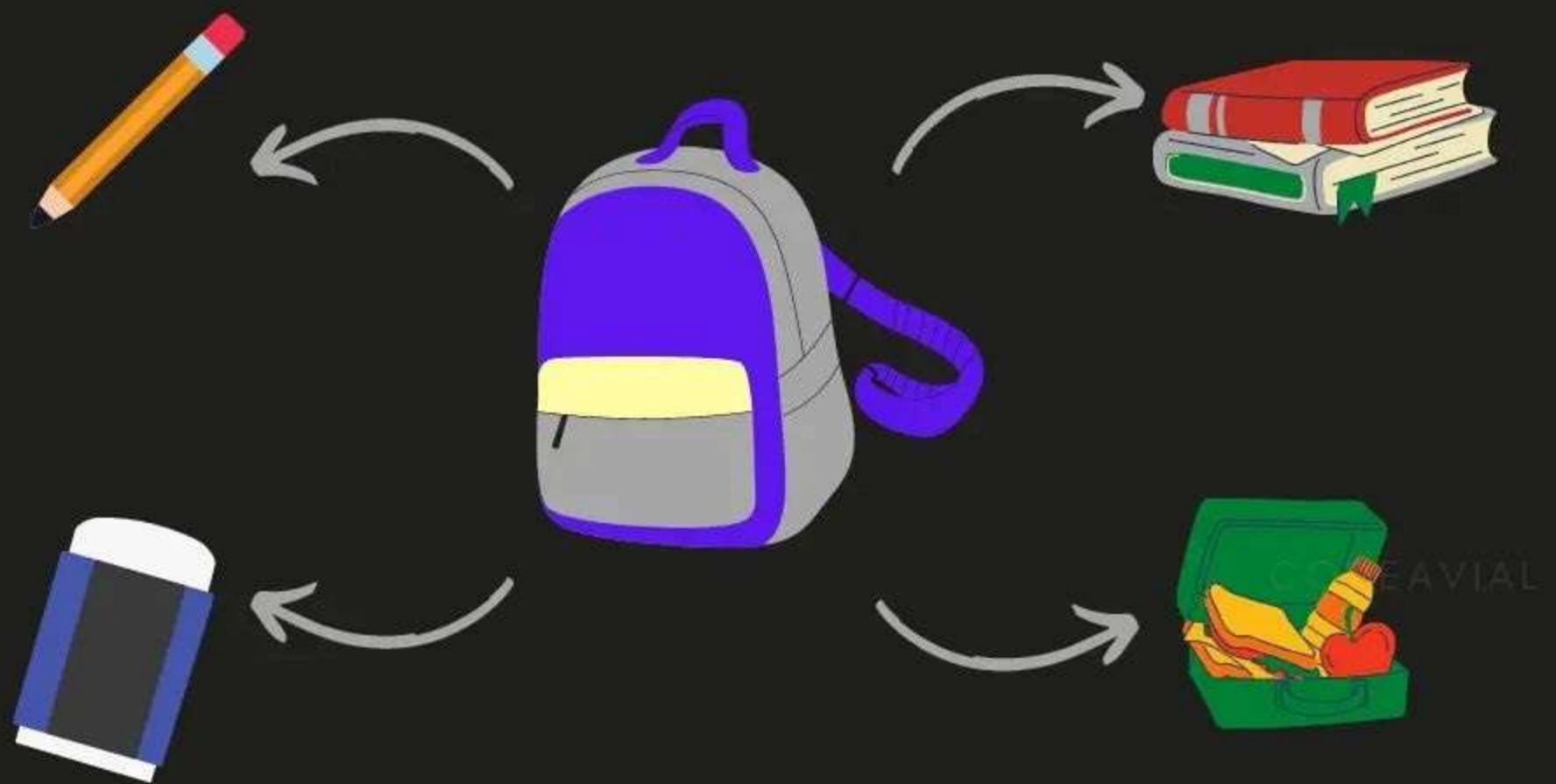
# Inheritance

Mom and daughter

Some properties of mom  
inherits by her daughter



# Encapsulation



School bag can keep our book,  
pen, erasers, sharpner so on..



**Insightful ?**  
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