



Object-Oriented Programming in Java: A Comprehensive Overview

By: Janak Raj Joshi



Introduction

Object-Oriented Programming (OOP) is a programming paradigm that uses objects to represent and manipulate data. In Java, everything is an object, and OOP is a fundamental concept. This presentation will provide a comprehensive overview of OOP in Java.

Classes and Objects

In Java, a **class** is a blueprint for creating objects. An **object** is an instance of a class. This slide will cover the basics of creating and using classes and objects in Java.



Inheritance and Polymorphism

Inheritance is a way of creating a new class from an existing class.

Polymorphism is the ability of an object to take on many forms. This slide will cover how inheritance and polymorphism work in Java.



Encapsulation and Abstraction

Encapsulation is the practice of hiding data and methods within a class.

Abstraction is the process of hiding implementation details while showing only the necessary information. This slide will cover how encapsulation and abstraction work in Java.





Interfaces and Packages

An **interface** is a collection of abstract methods that can be implemented by a class. A **package** is a collection of related classes. This slide will cover how interfaces and packages work in Java.

Conclusion

Object-Oriented Programming is a powerful paradigm that allows for efficient and organized programming. Java is a language that fully embraces OOP, and understanding these concepts is essential for any Java developer. Thank you for attending this presentation!

Thanks!