Stands for "Object-Oriented Programming." OOP (not Oops!) refers to a programming methodology based on objects, instead of just functions and procedures. These objects are organized into classes, which allow individual objects to be grouped together. Most modern programming languages including Java, C/C++, and PHP, are object-oriented languages, and many older programming languages now have object-oriented versions.

Object-oriented programming fosters reusability. A computer program is written in the form of objects and classes, which can be reused in other projects as well.

The modular approach used in object-oriented programming results in highly maintainable code.

In object-arranged programming, each class has a particular assignment. On the off chance that a mistake happens in one piece of the code, you can correct it locally without influencing different pieces of the code.

Information exemplification (which we will examine later in the article) includes an additional layer of security to the program created utilizing the item situated methodology.

A function is a piece of code that is called by name. It can be passed data to operate on (i.e. the parameters) and can optionally return data (the return value). All data that is passed to a function is explicitly passed.

A strategy is a bit of code that is called by a name that is related with an article. In many regards it is indistinguishable from a capacity with the exception of two key contrasts.

A technique is verifiably passed the article on which it was called.A strategy can work on information that is contained inside the class (recalling that an item is an example of a class - the class is the definition, the item is an occasion of that information.

The Class name is an identifier, which is the client characterized information type name.The part characteristics hold information simply like factors which can be gotten to by the part properties just through specific class/objects.The part capacities may have profitable practices or might be intended to do a few activities with part qualities simply like ordinary capacities, however the part capacities can be gotten to just by means of the relating class or its articles.

An article is an example of a class. A class is just a model. Which doesn't have any memory for putting away value(which is remarkable for static individuals). Items are the cases of a class. Basically, It might be characterized as a variable of client characterized datatype classes. Through an item or occurrence, all classes part factors and part works.

All classes make items, and all articles contain qualities called traits (alluded to as properties in the opening section). Utilize the strategy to introduce (e.g., indicate) an item's underlying properties by giving them their default worth (or state). This strategy must have at any rate one contention just as the variable, which alludes to the item itself.

Object can be characterized as how an item demonstrations.