OOPS

- Way of Thinking

- Programming - giving instructions

- Structured Programming

- Procedural Programming Eg : C

- Constructs- Loops -if-else constructs

- big logic into functions

- Not emphasis on Data

- need to make data global, pass

- gap b\w client and developer

In real world We talk about objects .

Seek object for their functionality

Real life objects able to represent in code

Object Oriented Programming

Objects

- entity

- attributes - (characteristics)--> Variable data members

- functionality - (Behaviour) --> Methods

- instance of class

Class

- Specification of Object

- Blueprint

Abstraction

- view point to the context -relevant to the context

- exposing only the required details

Encapsulation

- wrapping upon the data and related methods into a single unit

Data Hiding

- Protection of data

- Exposing only the required

- Access Specifiers on the data

- Accessible only within class boundary

Interface providing interfacing

-safeguard the data

Inheritance

-inheriting the property from the parent class

- for re-usability with extend-ability

Polymorphism

- in different forms

- same function yields different functionality