Answer1: Object-Oriented Programming (OOP) is a programming paradigm that utilizes the concept of objects to structure code. Objects encapsulate data and behavior, allowing for a more organized and modular approach to software development. OOP principles, such as encapsulation, inheritance, and polymorphism, facilitate code reuse, maintainability, and the modeling of real-world entities.

Answer2: Encapsulation is when you put your data and functions in a box (object) so that they stay together. It's like keeping your stuff in a container, so you don't mess things up.

Answer3: Inheritance is like when a new class can borrow things from an old class. It's kinda like passing down traits or features from a parent to a child. Makes it easier to reuse code and saves time.

Answer4: Polymorphism is when you can do different things with the same method. It's like having one remote control that works for different devices, each button doing a unique thing. It makes code more flexible.

Answer5: Abstraction is like hiding the complicated parts and just showing the simple stuff. It's like using a TV remote without knowing all the technical details. Makes it easier to understand and use.