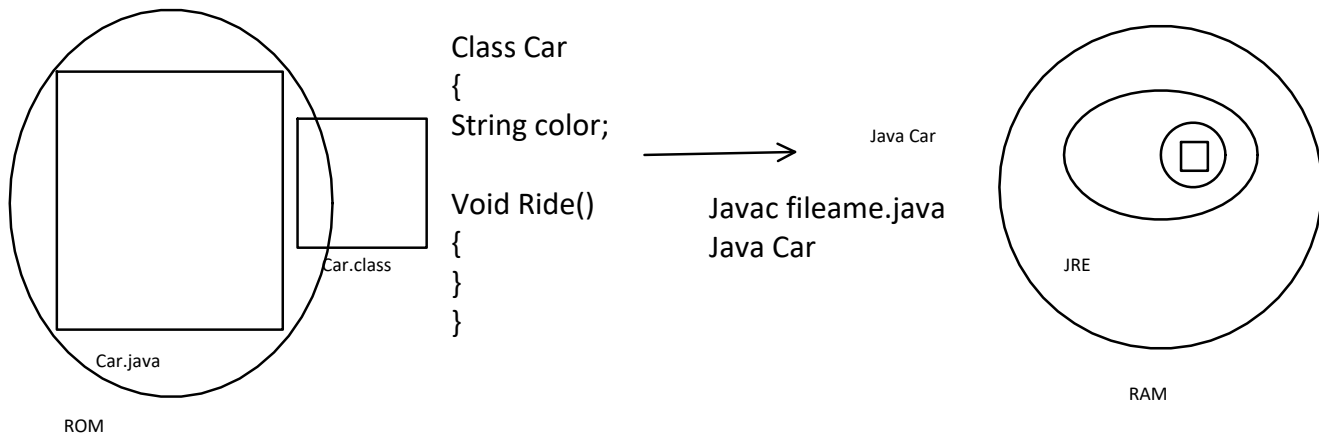


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Class Car

```
{  
  
}
```



Class:

Class is a user defined non-primitive data type. It is a blueprint for an object

Object:

Object is a block of memory created in the heap area during runtime.

Class Mobile

```
{  
Int dimension;  
String model;  
String os;
```

```
Call()  
{  
}
```

```
videoCall()  
{  
}  
}
```

Snaps

```
{  
Username;  
sendSnaps()
```

```

{
Username;
sendSnaps()
{
}
}

```

Constructors:

Class Bike

```

{
String color;
String name;
}

```

```

Bike b=new Bike("Black","GT");

```

Principles of OOP's:

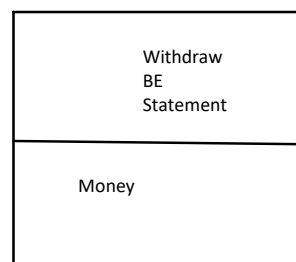
Encapsulation

Inheritance

Polymorphism

Abstraction

Encapsulation:



class Employee

```

{
Private Double salary;

```

```

Public double getSalary()

```

```

{
Return salary;
}

```

```

Public void setSalary(double salary){

```

```

This.salary=salary;
}

```

Account



SavingsAccount

Multi level

Employee



Manager



CEO

Student

Teacher

Principal

Laptop

Lenovo Hp Dell

C1 C2
 C3

```
C1(int a)
```

```
{
```

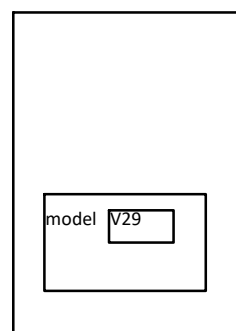
```
}
```

```
C1(String a)
```

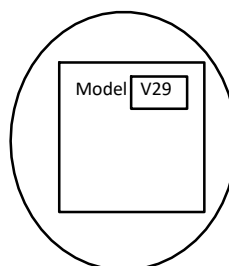
```
{
```

```
  this(4);
```

```
}
```



Stack



Heap area

