OOP's in Real Life

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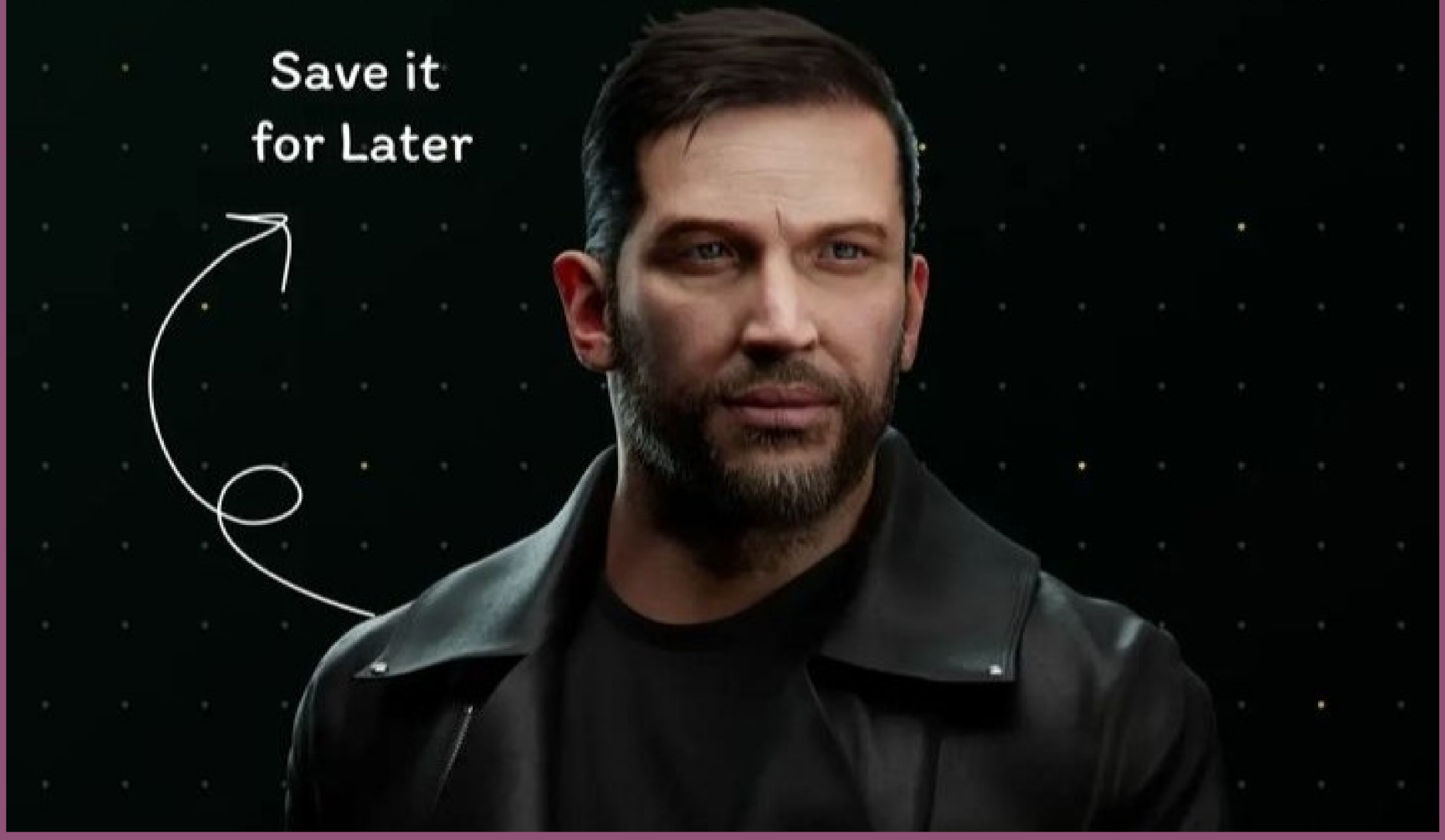

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There are 4 OOP concepts

1. Polymorphism
2. Inheritance
3. Encapsulation
4. Abstraction

1️⃣ Polymorphism

Boy can be a student, a player, and a writer. So that this boy can exist in different ways in different situations.

2️⃣ Inheritance

All vehicles are not the same. We can **inherit common properties like color, size, type from the parent vehicle** class and create classes like Car, Bus, Bike.

3️⃣ Encapsulation

The most commonly used example is the medical capsule. This capsule mixes few types of medicines and stored in one capsule.

4️⃣ Abstraction

On a mobile phone, we can perform so many actions but here also we **don't know the inside process** of these things. implementation parts are hidden.

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