

Java OOP (Object-Oriented Programming)

Topic: Introduction of Object-Oriented Programming

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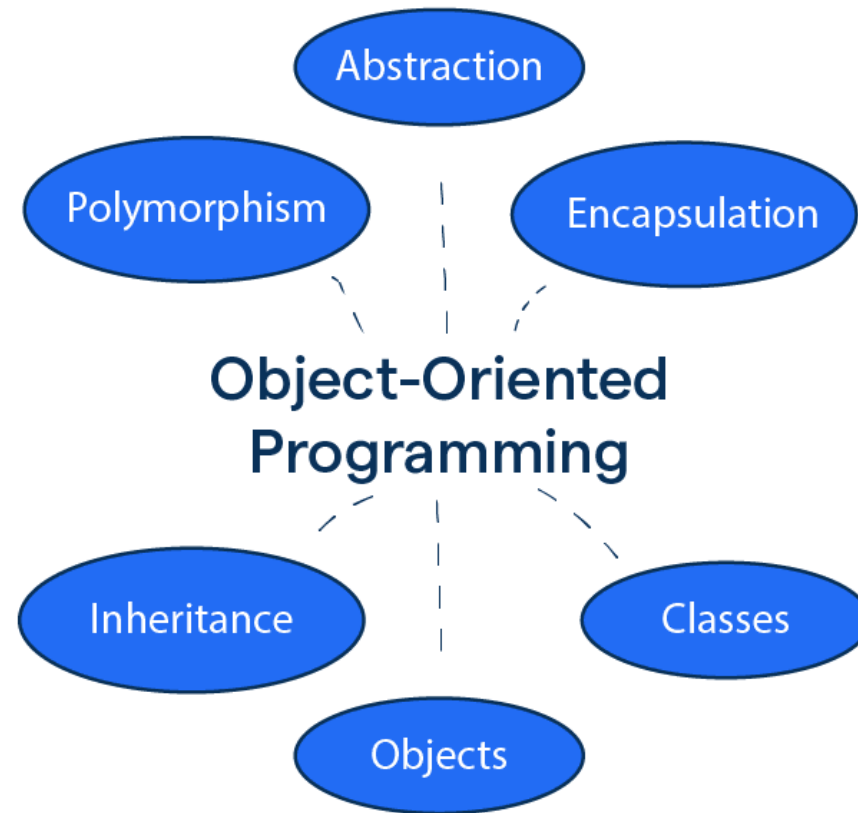
What is OOP?

Object-Oriented Programming or OOPs refers to languages that use objects in programming. Object-oriented programming aims to implement real-world entities like inheritance, hiding, polymorphism, etc in programming.

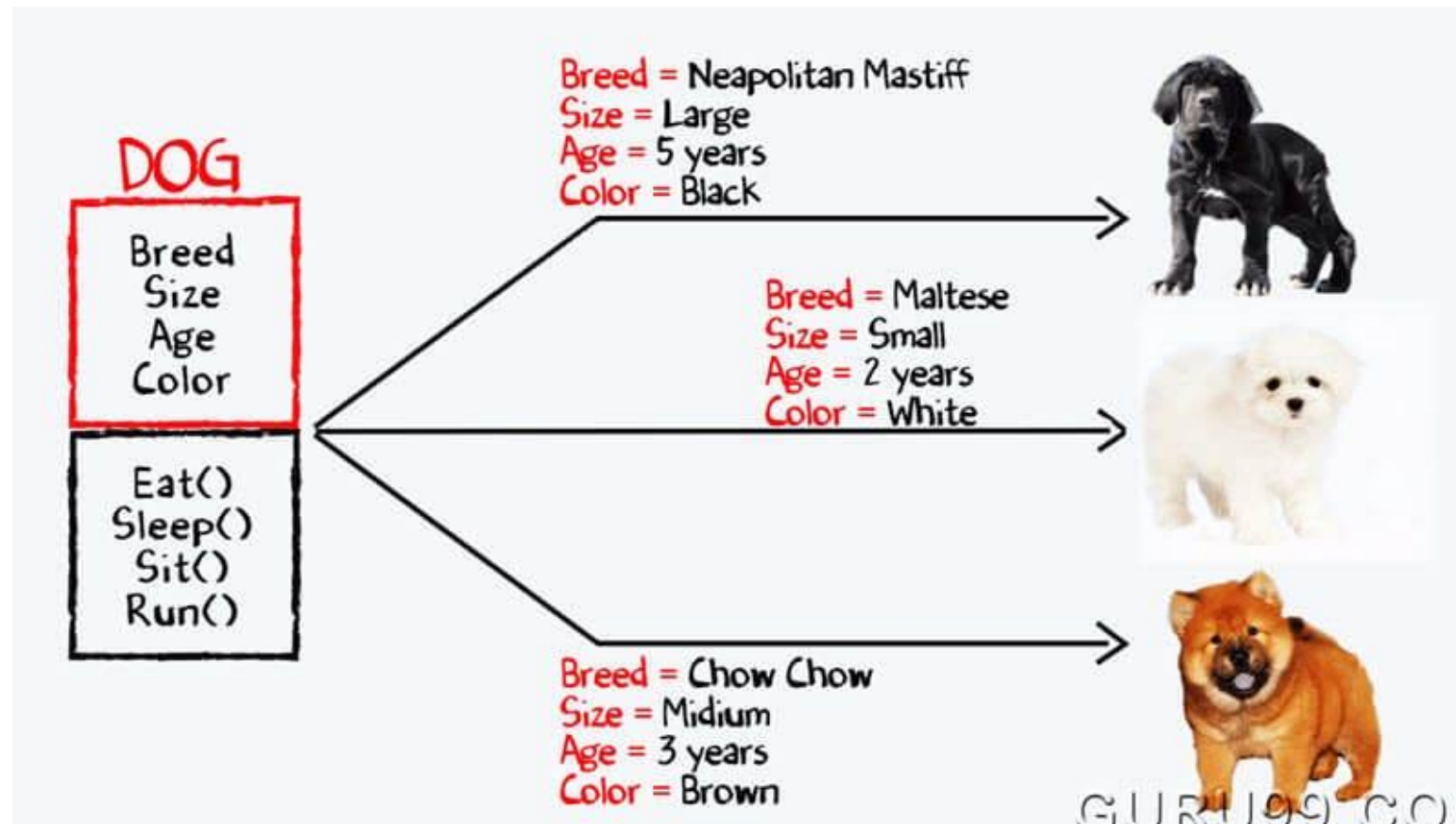
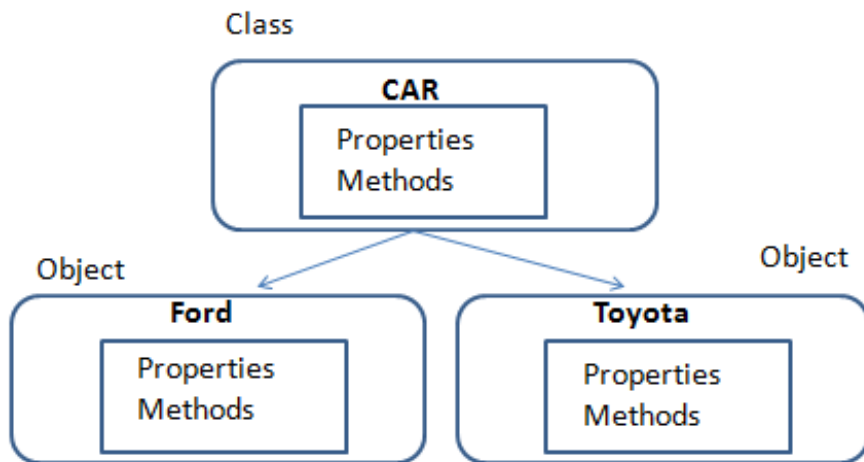
Object-oriented programming has several advantages over procedural programming:

- OOP is faster and easier to execute
- OOP provides a clear structure for the programs
- OOP helps to keep the Java code DRY "Don't Repeat Yourself", and makes the code easier to maintain, modify and debug
- OOP makes it possible to create full reusable applications with less code and shorter development time

OOPs Concepts



Classes and Objects



So, a class is a template for objects, and an object is an instance of a class. When the individual objects are created, they inherit all the variables and methods from the class.

Click [here](#) to go to the **GitHub repository**

INTRODUCTION TO **OOPS**



OBJECT-ORIENTED PROGRAMMING

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Click [here](#) to see this video!

THANK YOU!