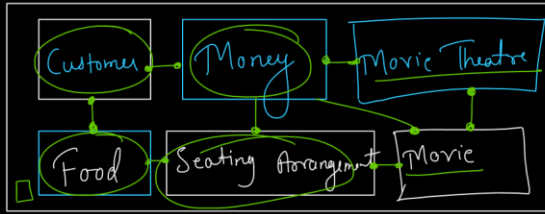


① Object oriented

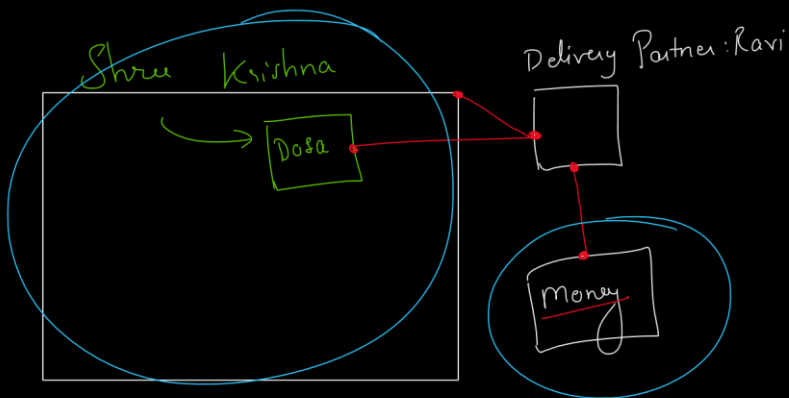
② Prog. lang.



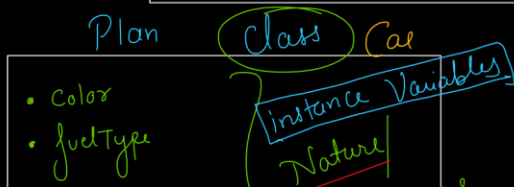
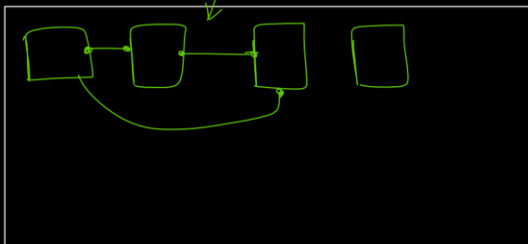
Movie Booking App

1. How to create real world objects in prog. world. (Virtual World)

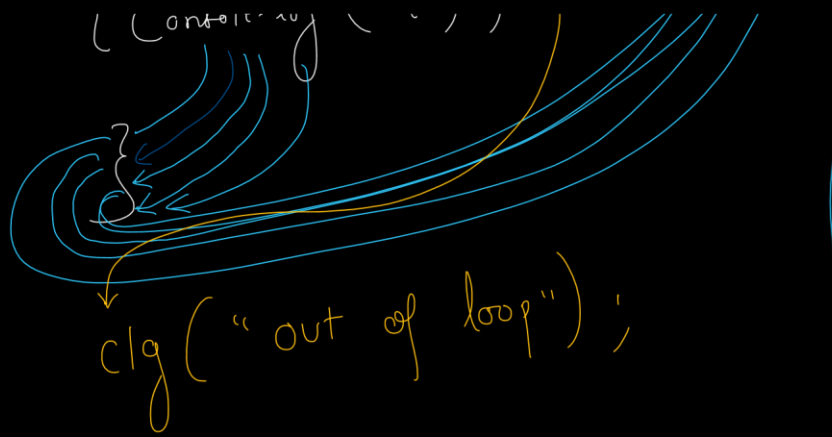
2. How to establish relationship between those virtual objects



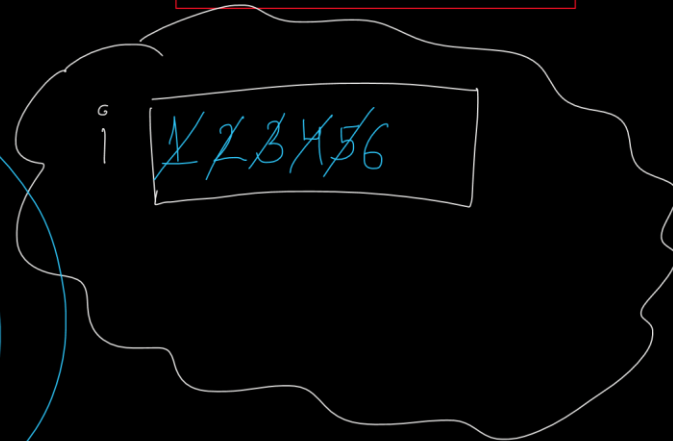
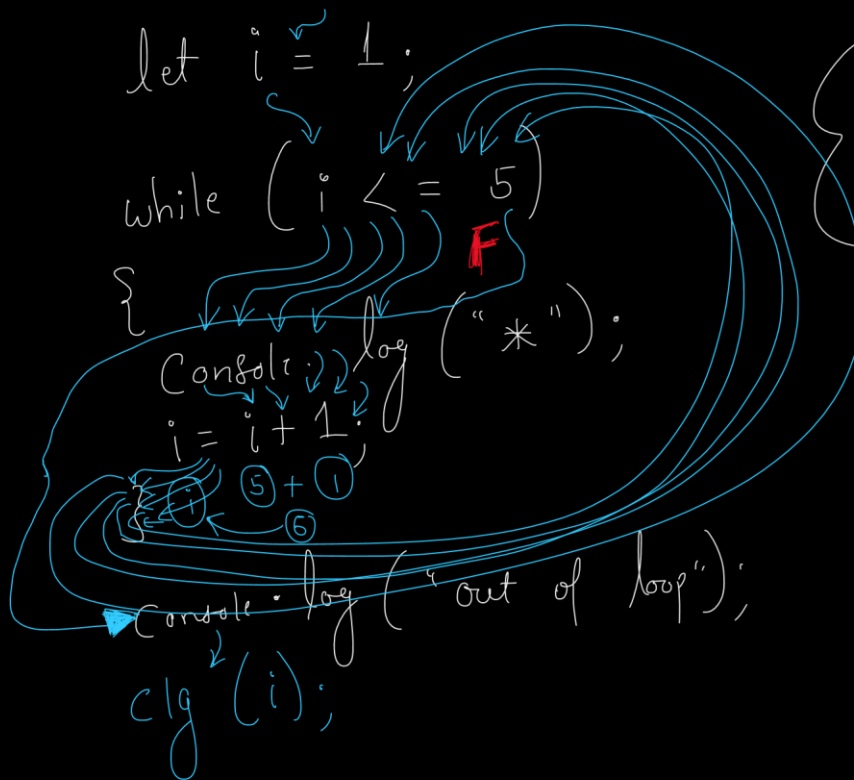
1. Prog. language



① Car ApurvaCar =



1
2
3
4
5
out of loop



*
*
*
*
*
out of loop
6

