**ASPIRE SYSTEM – JAVA**

**DAY 1 BATCH-2**

OOPS:

* Object oriented programming
* Object –which specifies thing or entity
* Oriented- position or flow programming
* Binding of data and methods (by breaking problems into units)
* Increases code reusability and readability
* Ensures the security

FEATURES OF OOPS:

* Inheritance
* Encapsulation
* Abstraction
* Polymorphism
* Method overriding
* Method overloading
* Objects
* Class

OBJECT:

* Instance of class
* Objects have states, identity and behaviors
* Eg : pen, book, etc..

CLASS:

* Logical representation
* Common properties of objects
* Template or blueprint of an object to be created
* Class include fields, methods, constructors, blocks, nested class and interface
* Eg : color of pen, name of pen, etc…

class Student{

int id;

String name;

public static void main(String args[]){

Student s1=new Student();

System.out.println(s1.id);

System.out.println(s1.name);

}

}