

OOPs Principles

Agenda

- Object-oriented programming principles

Class

Method

Object

Inheritance

Polymorphism

Abstraction

Encapsulation

Summary

- Class : Provides the structure
- Method : States the functionalities of object
- Object : Create instance of the structure
- Inheritance : Enables code reusability
- Polymorphism : Enables same task with different functionality
- Abstraction : Enables hiding of unnecessary information
- Encapsulation : Enables security of information via access modifiers