OOPS:

Procedural Programming and Object Oriented Programming

Four pilers of OOPs

1. Inheritance: we inherit data and methods from another class.

   Types:

   - Single: inherit from single parent class
   - Multiple: inherits from more than 2 classes parent class
   - Hybrid: Combination of both
   - Multilevel: inherit from child class
   - Hierachical: One parent have multiple child classes

2. Polymorphism:

   Same method in different class does different things.

3. Encapsulation:

   Bundling of data.

4. Abstractions:

   Class complex details are hidden from user.

Static methods and attributes:

Static attributes:

They are properties of class not the object.

Object_name.atttribute

Object.method()

Class_name.atte

Class.method()

Acesss Mdifiers:

Public: self.public # no_underscore

Protected: self. _protected # Single Underscore

Private: self.__private # two underscore

Print("ahjadd"):