

```
# polymorphsim = human behaviour
# inheritance = inherits the charc of his father or mother
# single inheritance = same as the inheritance
# multiple inheritance = son as the two class as father and mother
# multilevel inheritance = class is maruti and derived class is car and
maruti800
# hierarchical inheritance = car is the class and derived class is audi
ferrai etcc
# hybrid inheritance = class Ferrari is derived from the class Car and Class
Racing.
# encapsulation inheritance = school bag
# abstraction inheritance = electric switch board and also the atm machine.
# class and object = a car is an object. The car has attributes, such as
weight and color, and methods, such as drive and brake. A Class is like an
object constructor, or a "blueprint" for creating objects.
```