Object Oriented Principles

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What is C#?

- OOPS in C# is a design approach where we think in terms of real-world objects rather than functional method.
- Program are organized around objects & data rather than actions & logic
1. Reusability - Class & object
2. Simplicity - Abstraction, Encapsulation, Polymorphism
3. Extensibility - Inheritance, Aggregation, Composition
4. Maintainability - All above make application maintainable.

Object

1. It is an instance of class.
2. It is memory representation of a class.

Class

- Every living & non-living thing is considered objects such as cars, people, places etc.
- **A class is user-defined data type that consist data & behavior.**
- **Data represented fields & behavior by methods**.
- It is only blue print & has no existence in physical memory.

Types of classes

1. Abstract Class
2. Concrete class
3. Sealed Class
4. Partial Class
5. Static class

Thank You

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