

## **Object-Oriented Programming**

### **Features of OOPS**

- Abstraction
- Data Hiding
- Inheritance
- Polymorphism

### **Classes**

- Class is a blue print of an object
- Class is a group of objects
- Class is a design of object
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- Many object can be created from same class
- Object consumes memory equal to sum of sizes of all data members
- Member functions don't occupy memory
- Member functions are called depending on object
- . Dot operator is used for accessing members of object
- Memory allocated for object is also called as instance