

OOPS

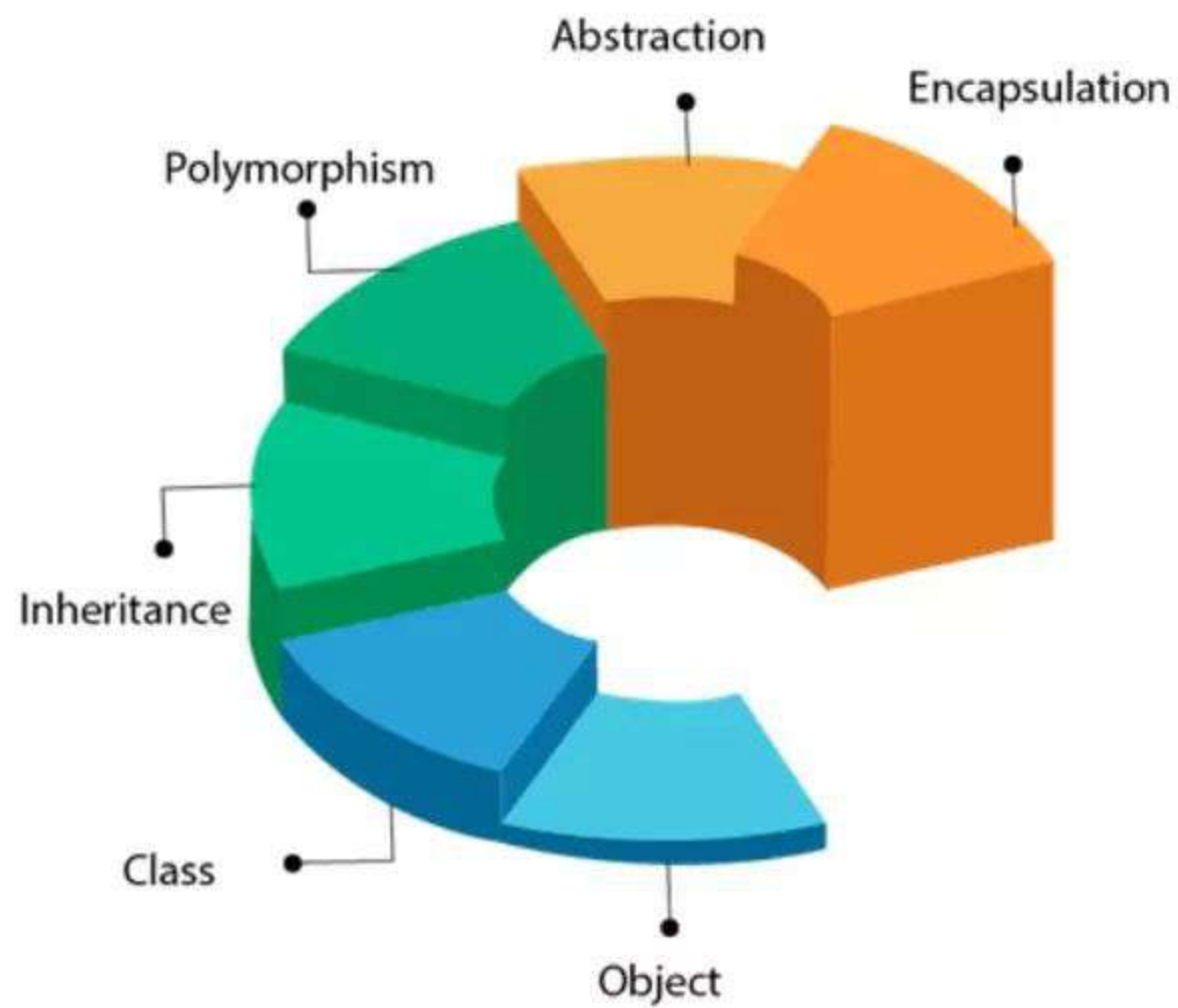
USING REAL-WORLD EXAMPLE



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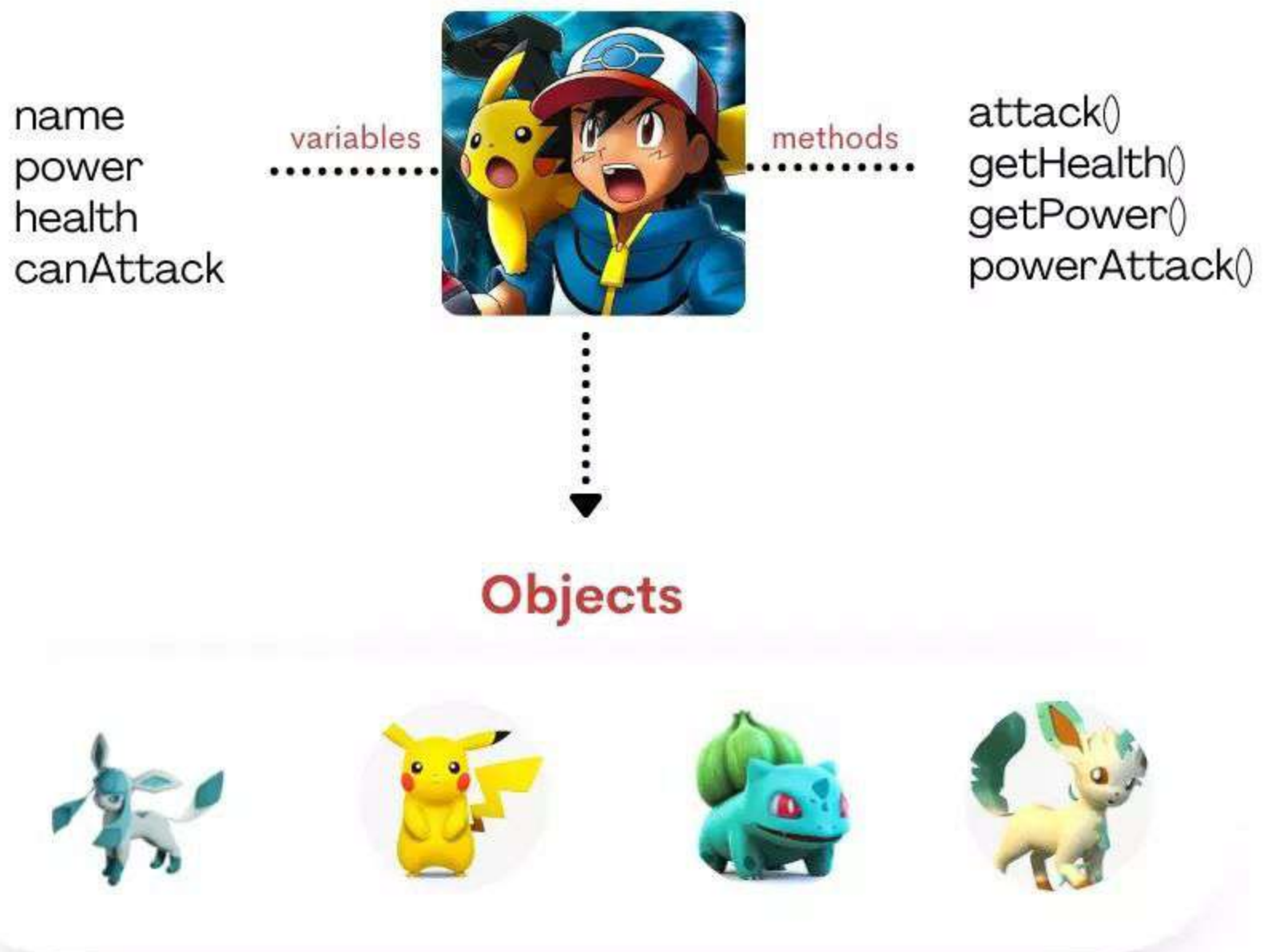


OOPs (Object-Oriented Programming System)



PokémonClass

PokémonClass contains all the state and behaviors to create real-time Pokémon Objects



Inheritance

Inheritance in Java is a mechanism by which one class acquires the properties and behaviors of the parent class.



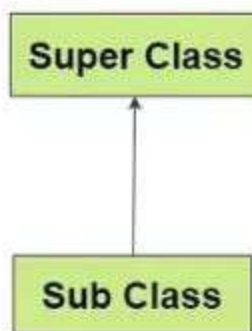
PikaChu



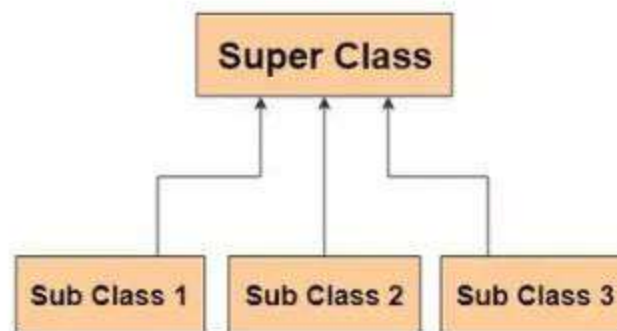
RaiChu

RaiChu is evolve from pickachu so it inherite all the properties of pikachu

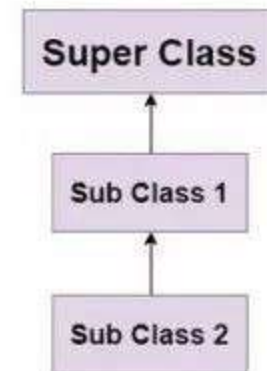
Single Inheritance



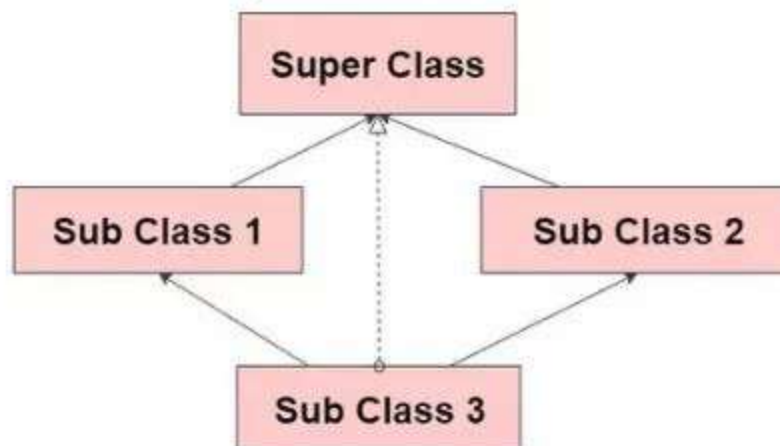
Hierarchical Inheritance



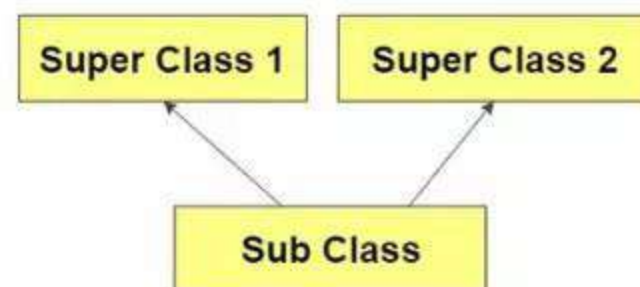
MultiLevel Inheritance



Hybrid Inheritance



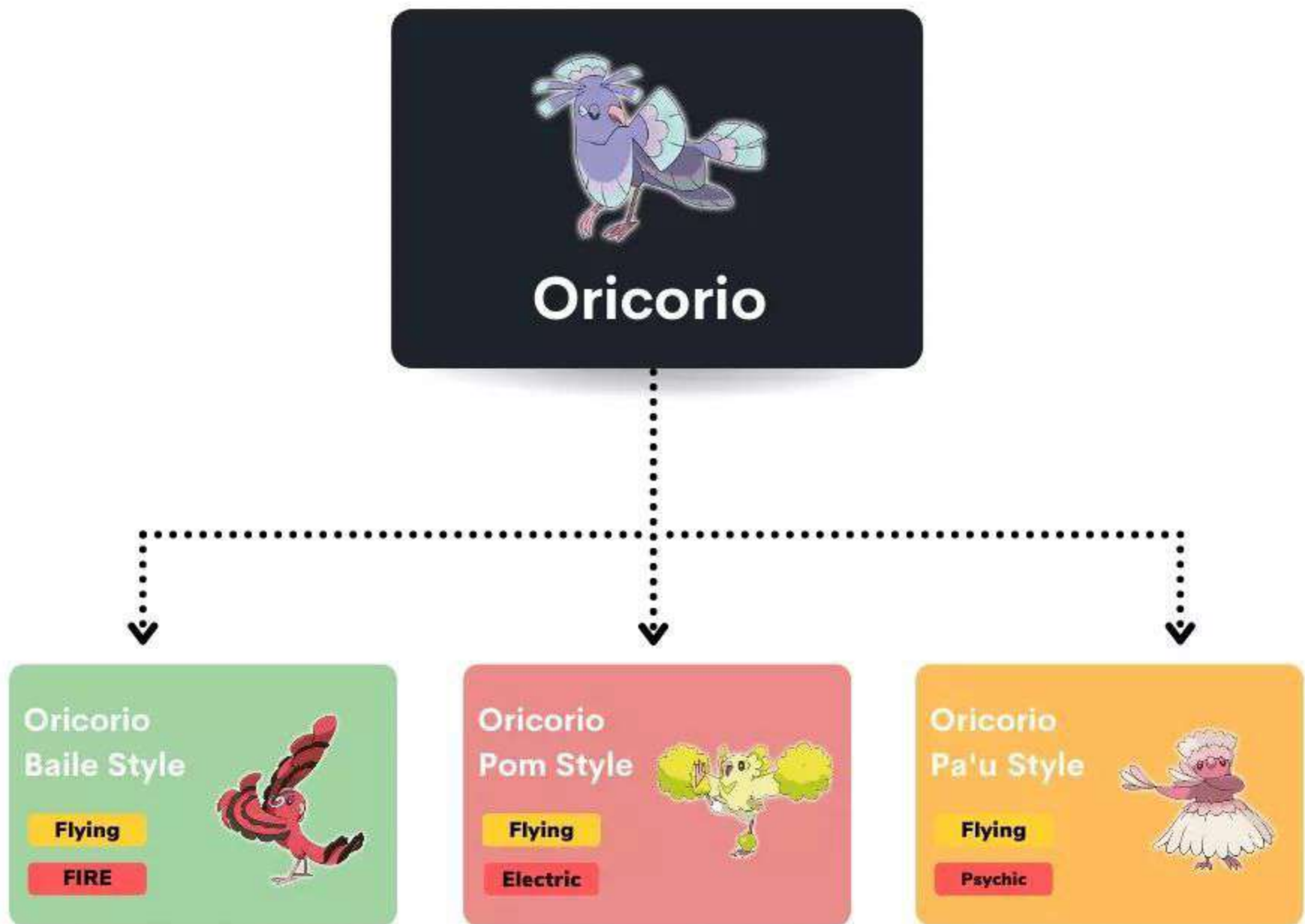
Multiple Inheritance

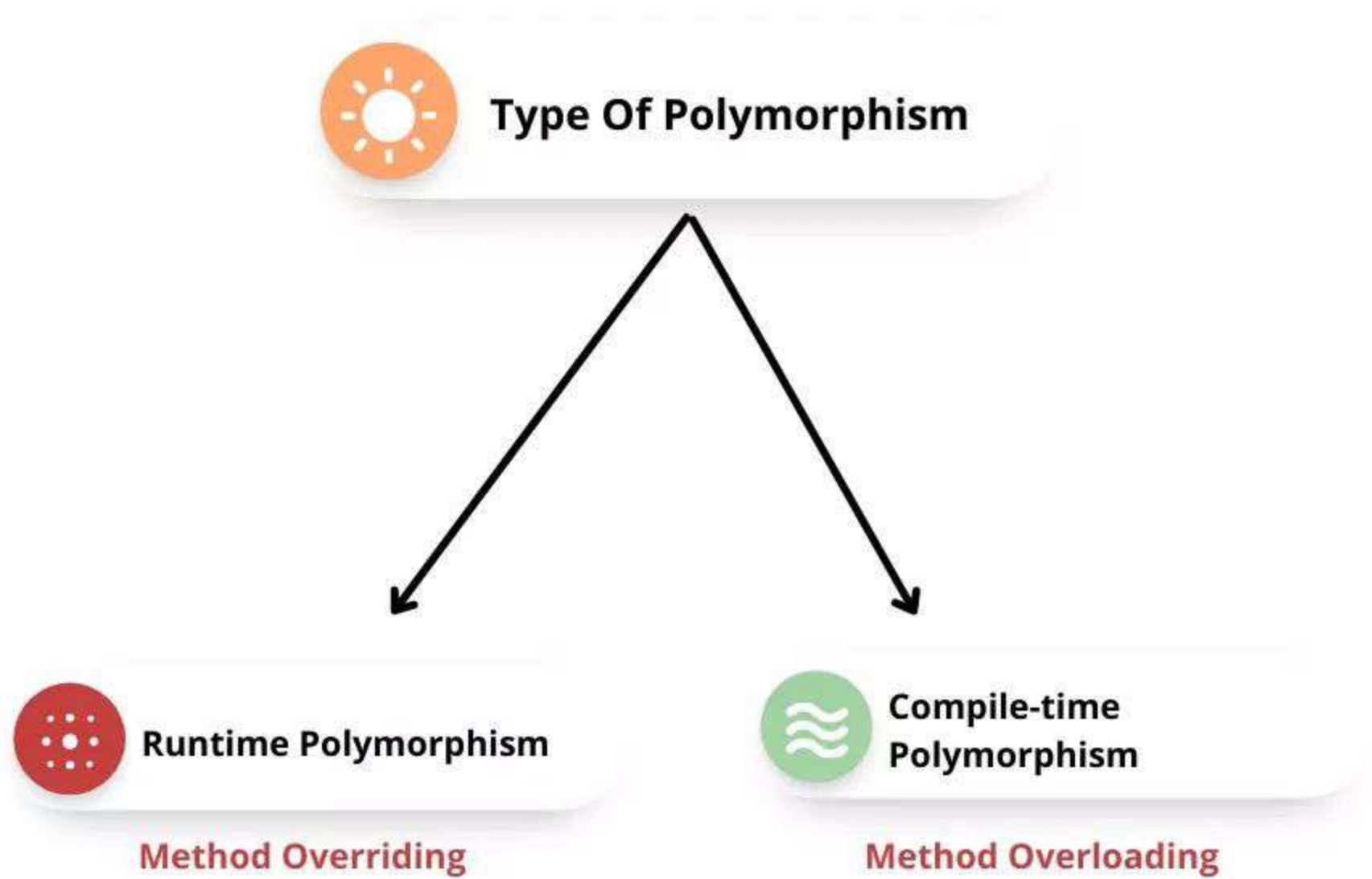


Polymorphism

Polymorphism is the ability to exist in many forms

Pokémon Oricorio has multiple forms





Abstraction

Abstraction is the concept of hiding the internal details and describing things in simple terms

**With
Abstraction**



**Without
Abstraction**

Encapsulation

Combining methods and variables
into a single entity or class

