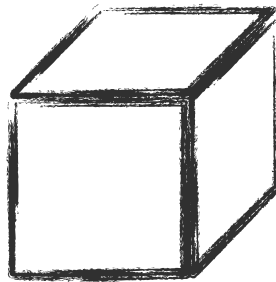


Class v/s Object

- In OOP's we consider everything as an object and for every object there is a class
- So, class is a definition of an object . It is also know as blueprint , design , plan etc...
- Every object will have 2 things

- 1) Properties / Attributes
- 2) Methods / Operations / Function

Ex :



- The property of a cuboid are l , b , h
- The methods of a cuboid are lidarea() , volume () , totalarea()
- A sudo code for cuboid is

Class cuboid

properties :
Length
breathe
height

Methods :
lidarea()
totalarea()
volume ()