**Question No.1**

**Object Oriented Programming Language:**

The Programming Language in which objects are used is called OOP.It tends to include real world entities like inheritance, hiding, polymorphism in programming language.

**Question No.2**

**Benefits of OOP:**

1. The object which are defined in the form of classes can be reused without any additional programming.
2. It helps us to maintain the application easily.
3. It provide clear modular stucture for programs
4. Real life implementaion of objects.
5. Each object has its own properties.

**Question No.3**

**Differentiate**

|  |  |
| --- | --- |
| **Function** | **Method** |
| It is a block of code which can be called by its name. | It is a block of code associated with the object. |
| All data that is passed to a function is explicitly passed. | A method is implicitly passed the object on which it was called. |
| It can return values. | It can return values |

**Question No.4**

**Class:**

Class is the structure, template, blueprint or defination of object. It is the layout for properties and behaviour of object

**Object:**

Object are the basic concept of obejct oriented programming which we think of before starting to program. They are the instance of a class.

**Attribute:**

Attribute are basically the properties of an object.example: person has an attribute of name, address, age, gender and lastname etc.

**Behaviour:**

Behaviour is how the object should react or perform certain fucntion when created or when methods are called upon.