

JAVA

JAVA OOPS Concepts

- ➤ OOPs : Object Oriented Programming System
- ➤ Java is Object Oriented Programming Language.
- ➤ Object-Oriented Programming is a methodology or paradigm to design a program using classes and objects.
- ➤ Class
- ➤ Object
- ➤ Encapsulation
- ➤ Inheritance
- ➤ Polymorphism
- ➤ Abstraction

- ➤ Object : Any entity that has state and behaviour is known as an object. For example a chair, pen, table, keyboard, bike, etc. It can be physical or logical.
- ➤ Example: A dog is an object because it has states like colour, name, breed, etc. as well as behaviours like wagging the tail, barking, eating, etc.
- ➤ An Object can be defined as an instance of a class. In class State define by Variables and behaviour define by Methods.

- ➤ Class: Collection of objects is called class. A class can also be defined as a blueprint from which you can create an individual object.
- ➤ Inheritance : When one object acquires all the properties and behaviours of a parent object, it is known as inheritance. It provides code reusability.
- ➤ Polymorphism: One task is performed by different ways, it is known as polymorphism. In Java, we use method overloading and method overriding to achieve polymorphism. Example: speak something; for example, a cat speaks meow, dog barks woof, etc.

- ➤ Abstraction : Hiding internal details and showing functionality is known as abstraction. In Java, we use abstract class and interface to achieve abstraction.
- ➤ Encapsulation: Binding (or wrapping) code and data together into a single unit are known as encapsulation. Java Class is example of Encapsulation.

Will see you in Next Lecture...

