# **OOP (Object Oriented Programming)**

Basic concept is you can create your own data type, rather than using built-in. Suitable for real life application.

OOP consist of these

## **Class**

Class is blueprint of how an object will behave.

Data (Property) and Function (Behavior).

Whatever function we create in class is called **methods**, and we can only access it through class objects.

**Constructor** is a special method which execute whenever class object is called. Constructor and similar to this method is called special methods or magic methods.

## **Object**

Object is an instance of a class.

## **Encapsulation**

Making variable and methods private so no one can directly access them.

Getter and Setter

## **Static Variable**

For which all object value of the variable is same. When all objects need shared variable.

## **Polymorphism**

**Method Overriding**, when both same name method in child and parent class, when we will call with child class object the child class method will called.

### **Method Overloading**

### **Operator Overloading**

## **Types of Inheritance**

