OOP

# **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.