

OOPS

- Object oriented programming
 - python, js, java, c++ (partially)
- write a code, which is modular, reusable, proper design structure, organised data handling, user product

4 pillars of oops

- encapsulation
 - inheritance
 - polymorphism
 - abstraction
- class & objects

Encapsulation

↳ properties & methods inside a class (template of JS object)

Inheritance

↳ inherit prop. & methods from 1 class to another

parent
↓
child

OOPS Implementation

↳ JS is object based, partially object oriented

① prototype (ES5) & class (ES6)

class {
prop & methods
}

→ Template of JS objects

→ student (mul obj)

student one (obj)

student two (obj)

from Object {}

```

{
  *str: 'is'
}
  
```

Object, String, Array, Number