Q1:

Object-oriented programming (or OOP) is a paradigm or pattern of programming whereby the solution to a programming problem is modelled as a collection of collaborating objects. Objects collaborate by sending messages to each other. It is most suitable for managing large, complex problems.

Q2:

Object oriented systems can be easily upgraded from small to large systems.

Message passing techniques for communication between objects makes the interface descriptions with external systems much simpler.

Software complexity can be easily managed.

Q3:

Methods are calling using objects.FUNCTIONS ARE DIRECTLY CALLING,The major difference between methods and functions is that methods called by the reference variables called objects where as the functions do not having any reference variables.

Q4:

Class: A class is a collection of method and variables. It is a blueprint that defines the data and behavior of a type.

Object: My name is usman, and I am an instance/object of class Man. When we say, Human Being, Man or Woman, we just mean a kind, you, your friend, and I. We are the forms of these classes. We have a physical existence while a class is just a logical definition. We are the objects.