Q1. Explain Class and Object with respect to Object-Oriented Programming. Give a suitable example.

```
ans:- CLASS:-The class is a user-defined data structure that binds the data members and methods into a single unit
In [1]:
                        Class is a blueprint or code template for object creation. Using a class, you can create as many objects as you want.
          OBJECT:- An object is an instance of a class. It is a collection of attributes (variables) and methods. We use the object of a class to perform a
        class person:
In [2]:
            def __init__(self, name, age):
                self.name=name
                self.age=age
            def person_detail(self):
                return self.name, self.age
In [3]: a=person("vivek",21)
In [4]: a.age
Out[4]:
In [5]: | a.name
         'vivek'
Out[5]:
        a.person_detail()
        ('vivek', 21)
```

Q2. Name the four pillars of OOPs.

```
In [7]: # ANS:=The Four Pillars of OOPs is given below:-
# Abstraction.
# Encapsulation.
# Inheritance.
# Polymorphism.
```

Q3. Explain why the **init()** function is used. Give a suitable example.

```
In [8]: # ANS:- The __init__ function is called every time an object is created from a class.
         # The __init__ method lets the class initialize the object's attributes and serves no other purpose.
         # It is only used within classes
In [10]:
          class intro:
                 def __init__(self, name, age, address, p_no, email_id):
                     self.name=name
                     self.age=age
                     self.address=address
                     self.p_no=p_no
                     self.email_id=email_id
In [11]: introduction=intro("vivek kumar",21,"GZB",43245454,"vivek@gmail.com")
In [15]: introduction.name
          'vivek kumar'
Out[15]:
          introduction.age
In [16]:
Out[16]:
In [17]: introduction.p_no
         43245454
Out[17]:
```

Q4. Why self is used in OOPs?

```
In [18]: # ANS:-The self variable is used to represent the instance of the class which is often used in object-oriented programming
# Python uses the self parameter to refer to instance attributes and methods of the class
```

Q5. What is inheritance? Give an example for each type of inheritance.

```
In [19]: # ANS:--Inheritance is a mechanism in which one class acquires the property of another class.
# For example, a child inherits the traits of his/her parents
In []:
```