**2. What is OOP? List OOP concepts.**

* OOP stands for Object-Oriented Programming.
* Classes and objects

A class is a user-defined data type that serves as a blueprint for creating objects. An object is an instance of a class, and contains data and behavior.

* Inheritance

A subclass inherits the properties and methods of a superclass, allowing the subclass to reuse the superclass's code.

* Encapsulation

Data and functions are wrapped into a class, which maintains the privacy of data members and keeps the source code of the object independent.

* Polymorphism

The ability to access objects of different types through the same interface.

* Abstraction

A basic concept that improves code readability and maintainability, and reduces errors.

**3. What is the difference between OOP and POP?**

In OOP, programs are organized around objects and data rather than actions and logic. Here, data is hidden and cannot be accessed by external functions. In contrast, POP is organized around functions and procedures, focusing more on the actions that happen in the program

