* **OOP** stands for **Object**-**Oriented Programming**. Procedural **programming** is about writing procedures or functions that perform operations on the data, while **object**-**oriented programming** is about creating **objects** that contain both data and functions. ... **OOP** provides a clear structure for the programs.
* **User Defined Data type in c++** is a **type** by which the **data** can be represented. The **type** of **data** will inform the interpreter how the programmer will use the **data**. A **data type** can be pre-**defined** or **user**-**defined**. Examples of pre-**defined data types** are char, int, float, etc.
* **Namespaces** are used to organize code into logical groups and to prevent name collisions that can occur especially when your code base includes multiple libraries.
* A Class is a user defined data-type which has data members and member functions.
* Data members are the data variables and member functions are the functions used to manipulate these variables and together these data members and member functions defines the properties and behavior of the objects in a Class.