2)WHAT IS OOP? LIST OF CONCEPTS.

ANSWER: -

-OOP stands for object-oriented programming.

-OOP is programming paradigm based on the concept

Of object.

*List of concepts: -

->object

->class

->Encapsulation (Data hiding)

->Inheritance

->polymorphism

->Abstraction

*OBJECT: -

-object is a basic unit for oop. It can be anything. It is used to assign the memory to class.

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*Class: -

-class is a templet or blueprint which is collection of data member & member functions.

*Encapsulation: -

-Encapsulation combine data member and member function into a single unit called a class.

-Encapsulation is also called data hiding.

*Inheritance: -

-Inheritance is a feature or a process in which, new classes are created from existing classes.

-the new class called "Derived class" and the existing class called "Base class".

*Polymorphism: -

-polymorphism means "many forms".

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-It occurs when we have many classes that are related to each other by Inheritance.

*Abstraction: -

-Abstraction is hiding any background information from the outside world.

-It shows only relevant information about data to the outside world or hiding the implementation.

3)WHAT IS THE DIFFERENCE BETWEEN OOP AND POP?

ANSWER: -

OOP	POP
-OOP stands for object-oriented programming language.	-POP stands for procedure-oriented programming language.
-Based on object.	-Based on concept of calling procedure.

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-In OOP, the program is divided into a small part called object.	-In POP, the program is divided into a small part called function.
-It follows Bottom-up approach.	-It follows Top-down approach.
-Adding new data and function is easy.	-Adding new data and function is not easy.
- Ex: c++, python, java, etc.	-Ex: Fortran, Pascal, C , etc.

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