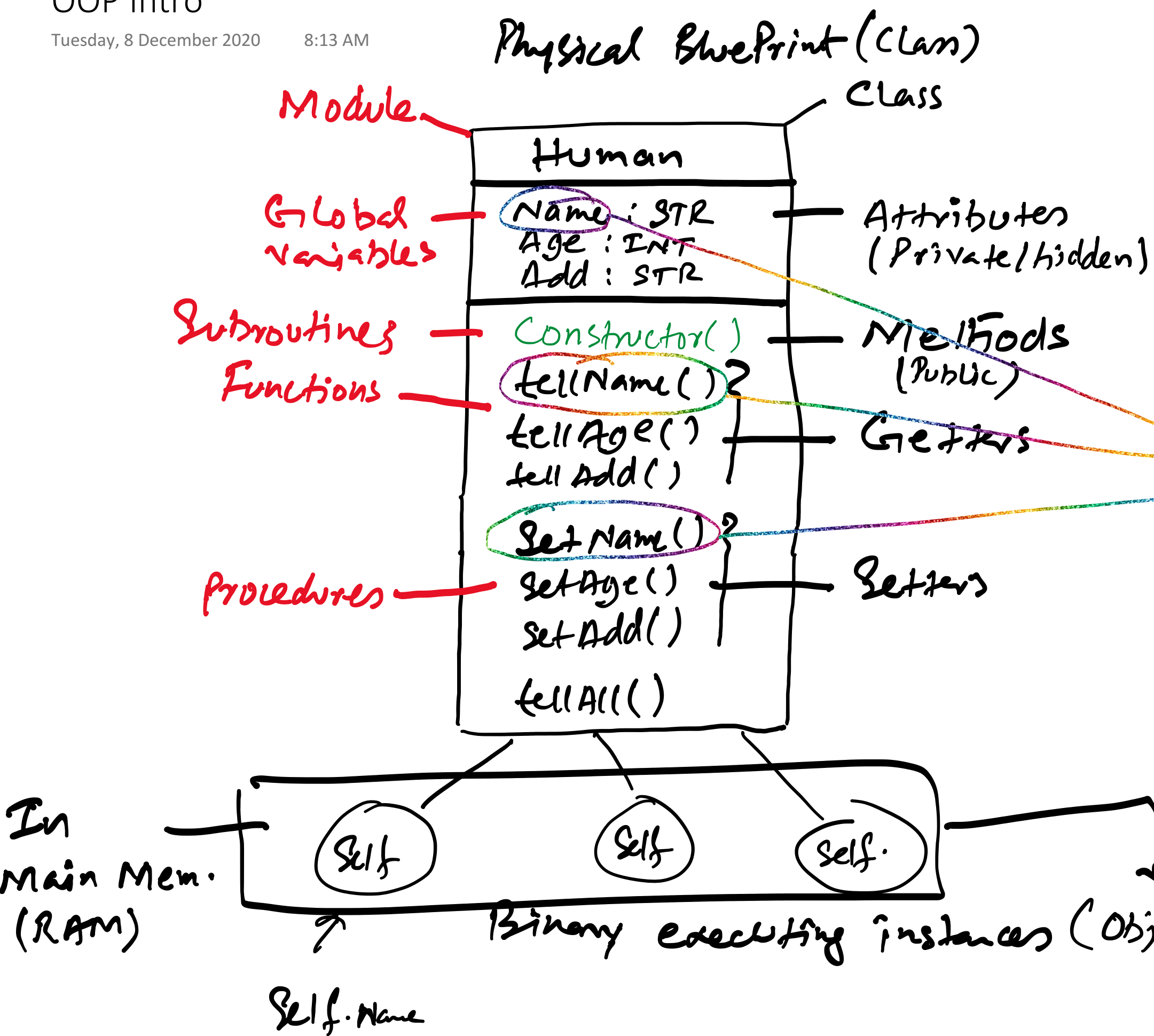


Constructor is a method that works automatically when a new object is created.

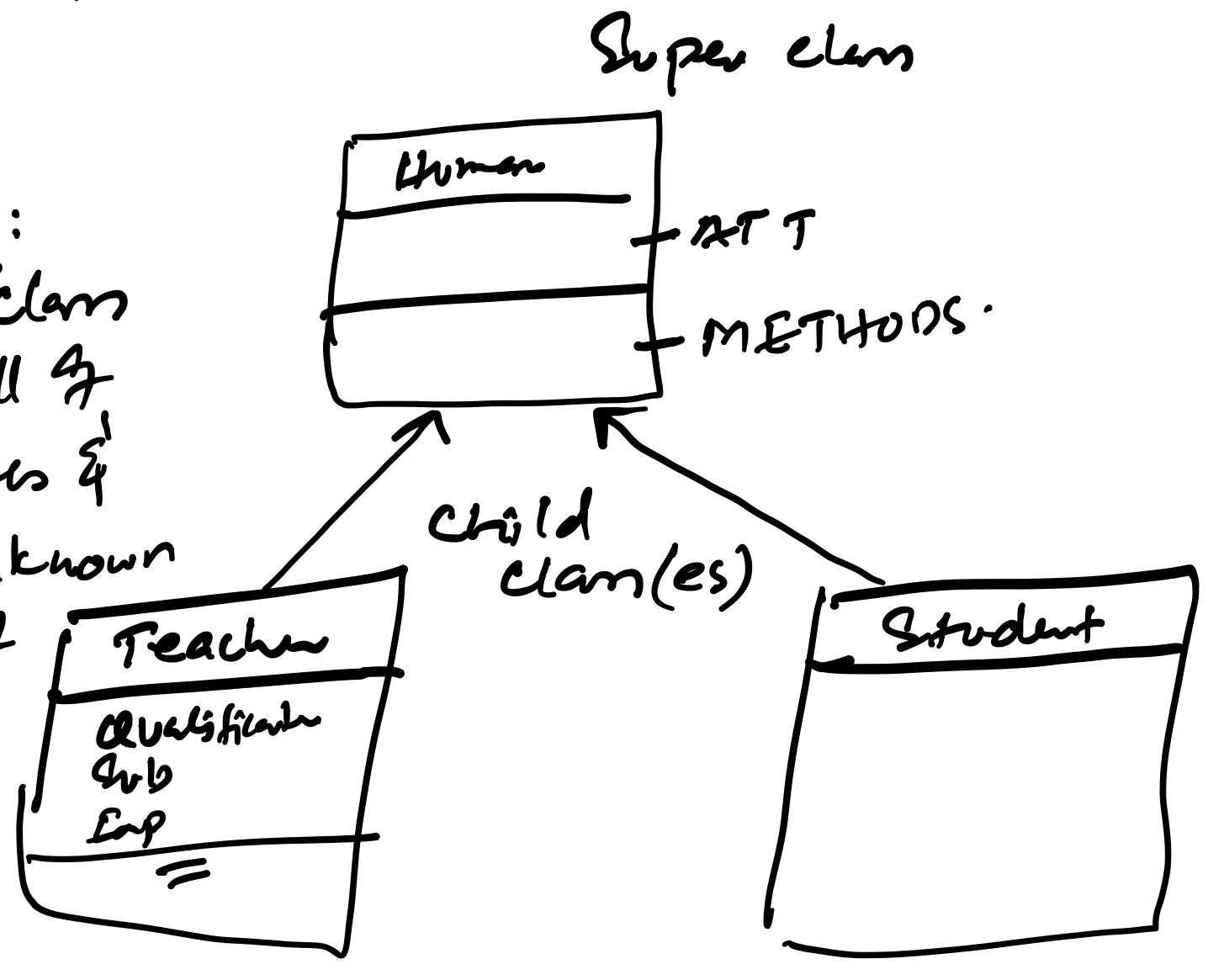


Data Encapsulation

Data (Attribute) is only available through setter and/or getter. Otherwise it is not available.

Inheritance:

Each child class inherits all of the attributes & methods, unknown or known, of the mother class.



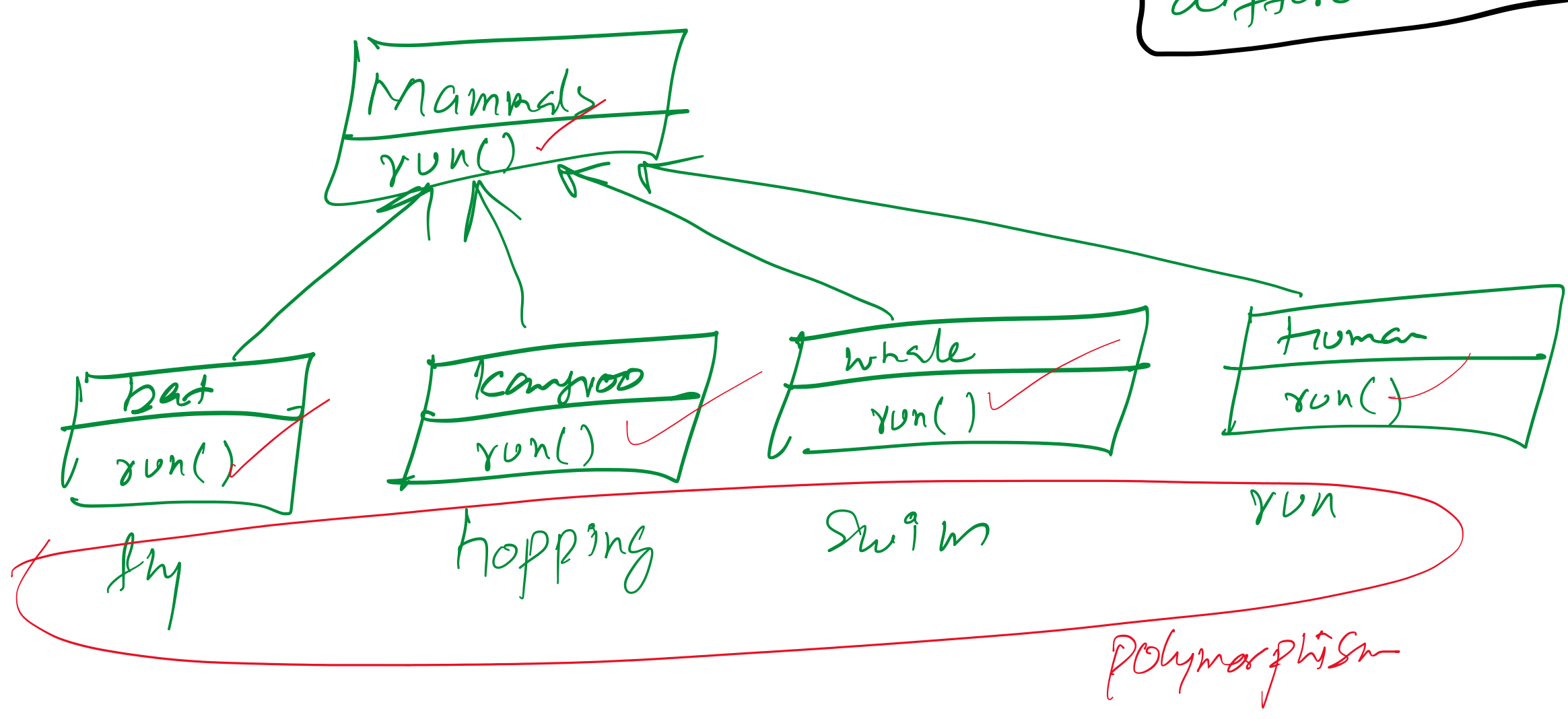
Actions after inheritance:

1. Use as is M/A
2. Change/extend M
3. add more M/A

Override

Polymorphism:

When method name is same in both mother & child classes but behaviour is different.



Aggregation / Containment:

Containment / Aggregation:

A Class object is contained in another class.

