Principles of object oriented programming(oop's)

It is a paradigm(oop's is a paradigm)

What is object?

- Everything in the world is tangible object or intangible object>
- Ex: student, car, washing machine, movie, order
- So we believe that anything in the world can be object.
- By defining in terms of its properties and methods

Encapsulation:
- means combining all the related things together
- Ex: car, Tv, Washing machine.

Abstraction:

- means showing required features and hiding internal details.
- To make an object first we design the classes
- Class: a Class is a blueprint of an object

Inheritance:

- inheriting the features of existing class.
- Ex: parent->child.

Polymorphism:
- one name and different actions

- By using a single item we can refer multiple things together.