

OOP's Pillars

2

1. Encapsulation
2. Abstraction
3. Polymorphism
4. Inheritance

1) Encapsulation → Encapsulation is the mechanism that binds together code & the data & keep both safe from outside interference & misuse.

07

DAY 007-358

SUNDAY

Ex → In a motorcycle shifting gears doesn't turn on the headlight. In java encapsulation is implemented by the class.

A class is a blue print of an object that declares all the methods (behaviour) & variables (state) of an object. Object is an implementation of some rule (class).

FEB '18

MAR '18

JANUARY 2018

Wk	M	T	W	T	F	S	S
5				1	2	3	4
6	5	6	7	8	9	10	11
7	12	13	14	15	16	17	18
8	19	20	21	22	23	24	25
9	26	27	28				

Wk	M	T	W	T	F	S	S
9				1	2	3	4
10	5	6	7	8	9	10	11
11	12	13	14	15	16	17	18
12	19	20	21	22	23	24	25
13	26	27	28	29	30	31	

DAY 008-357

MONDAY

08

9 2) Polyorphism → Polyorphism means many forms that allows one interface to be

10 Used for a general class of action.

Ex → A dog sense of smell is polymorphic.

11 If a dog smells a cat, It will bark & run after it & if dog smells its food it will celebrate & run to its bowl.

1 3) Inheritance → Inheritance is the process by which one object acquires the property of another object.

2