

Object Oriented Programming Concepts

In Object Oriented Programming we have classes and objects

Class contains data members and member functions.

Member functions can access data members of the class.

Objects are like variables of Class.

We can create as many objects of a class as we want.

In OOPS we also have constructors, a constructor is a special member function that is called automatically when an object of class is created.

In OOPS we also have inheritance which means we are deriving a new class from an existing class and derived new class will contain all the data members and member functions of the existing class.

For example following is the code to create a class Box in java with data members as width, depth and height and member functions as volume which will calculate volume of box as $vol = width * depth * height$.

Class Box

```
{  
    Int width;  
    Int depth;  
    Int height;  
    Public void volume()  
    {  
        Int vol;  
        Vol=width*depth*height;  
    }  
}
```

We can create objects of this class like

Class Main

```
{  
    Public static void main(String[] args)  
    {  
        Box ob=new Box();  
        Box ob1=new Box();  
    }  
}
```
