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OBJECT ORIENTED PROGRAMMING

Object-oriented programming aims to implement real-world entities like inheritance, hiding, polymorphism in programming. Together these entities form a powerful tool for the development of a variety of software.

Object-oriented programming is versatile. A developer can create and describe a class that is understandable and corresponds to the logic of a real world.

Classes and objects increase the readability of a developer's code, which in turn helps him maintain finished projects and introduce innovative ideas without unnecessarily cluttering his code.

The developer can create not only separate objects, but also logical connections between different objects, thus forming whole systems. Some languages and frameworks are built on the basis of classes and objects (for example, C # or Qt).

Thus, technical writing has just got easier. Information has become more accessible.