



# 3 Fundamentals of Object-Oriented Programming

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# 3 Pillars of O-O Paradigm

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1. Encapsulation
2. Inheritance
3. Polymorphism

# Encapsulation

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*A class or object contains both data (state) and the methods that use the data.*

# Inheritance

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*One class can completely reuse (inherit) the structure of another class, including both attributes and methods.*

# What's Not Inherited

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- a) constructors - they are specific to one class
- b) static methods? - you can invoke them via subclass name.

# Polymorphism

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We can invoke a method (behavior) of an object without knowing the actual type of object that will perform the method (behavior).