# Object Oriented Programming

* It is a methodology we use to design our programs just using classes and objects.
* It makes it easier to develop and maintain your project as it gets bigger.

## Object

* It is any entity that has a state and behavior

## Class

* Template that are used to create objects and define the object data types and methods
* They are a blueprint from which you can create multiple objects from

# Inheritance

* It is just a mechanism in which a class can acquire all the properties and methods of another class.

# Polymorphism

* The ability of an object to take on many forms