**Lab 11: Introduction to Object Oriented Programming**

**Programming Exercise:**

**Task 01:**

**Class:**

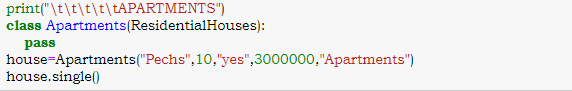
A Class is a code template for creating objects.

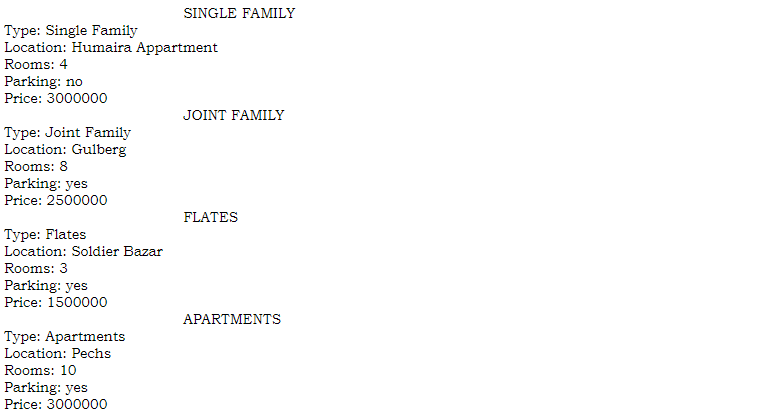
**Objects:**

An object is a component of a program that know how to perform certain actions and how to interact with other elements of the program.

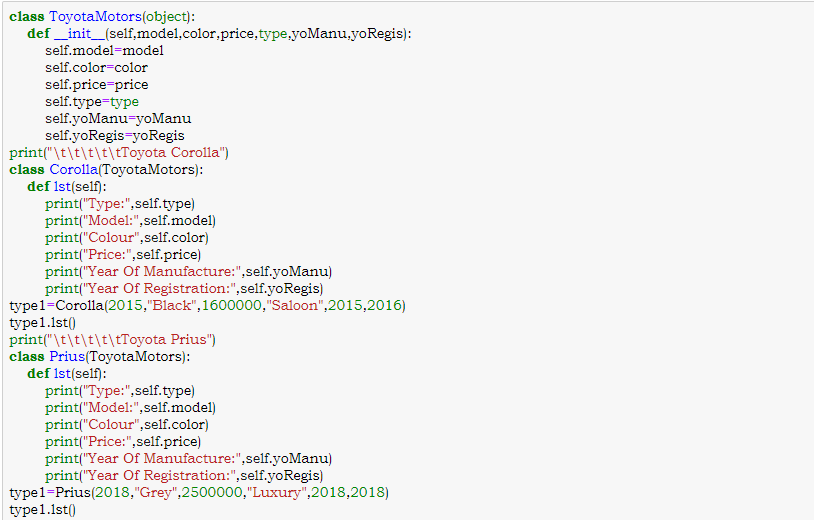
**Task 03:**

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**Task 04:**

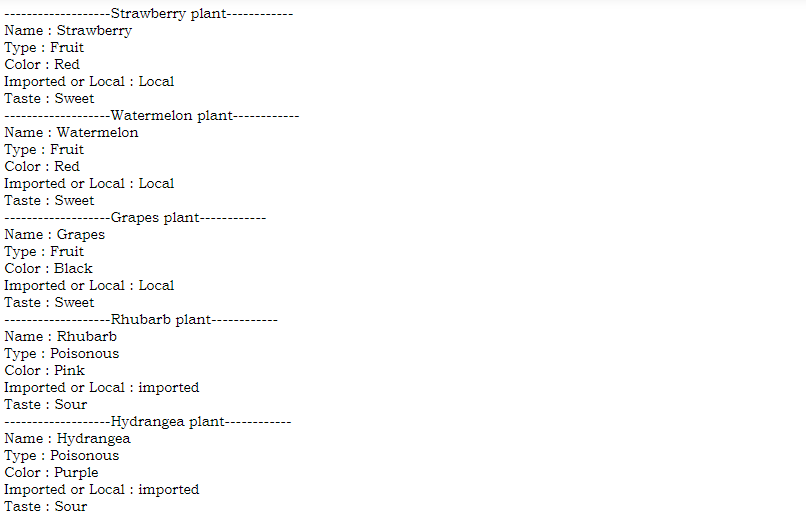
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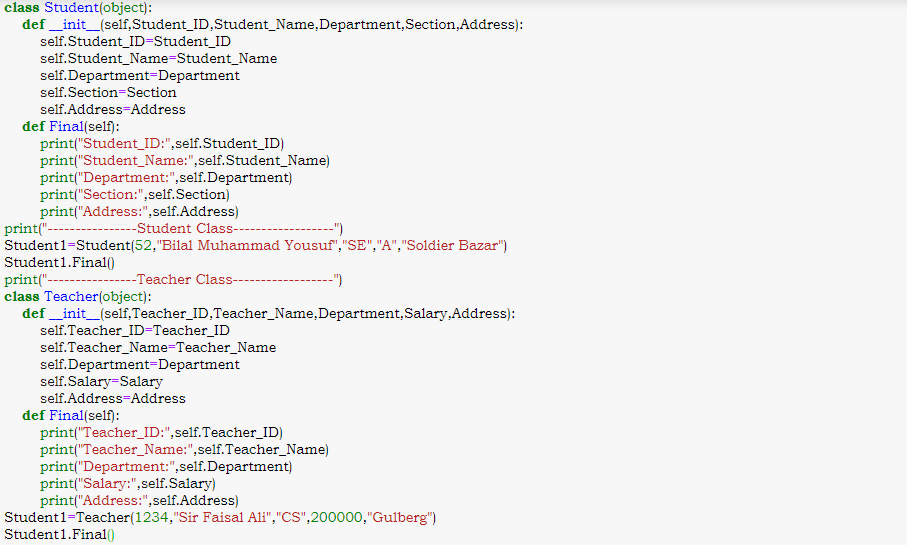
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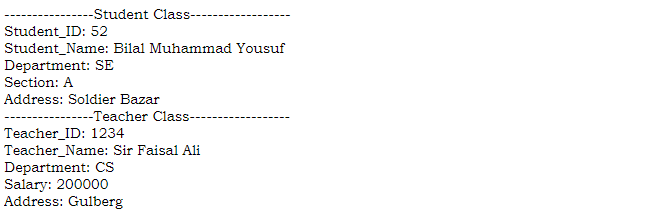
**Task 05:**

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**Task 06:**

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