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PDS Write-Up

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Object Oriented Programming Interview Prep

<https://www.youtube.com/watch?v=pTB0EiLXUC8>

Object Oriented Programming (OOP) consists of encapsulation, abstraction, inheritance, and polymorphism. This allows a coder to have objects which allow coders to use similar properties and methods for the same objects. Methods and properties lump these through encapsulation which allows the coder to combine the data information like height and time also the methods which have actions like findAverage().

Abstraction allows users to enjoy the front end of a project without concerning themselves with the code on how someone got to that solution. Simpler interfaces make the code more appealing and easier to use for the user.

Inheritance allows child classes to get information from the parent class. It cuts down on the code needed to recreate.

Polymorphism allows coders to use some method but allows the individual interface to use them their own individual way. It renders objects depending on the object references.

OOP allows code to function smoother and reduce complexity. Programmers provide code that is abstract to the user allowing them to only concern themselves with the directly useful information.