

# Module Summary

## Classes & Objects

- Classes are **blueprints** for Objects
- Objects are **complex data structures** with their own **attributes** (“variables”) and **methods** (“functions”)
- Objects are used to **reflect the structure of your data** in code and to **bundle functionalities**

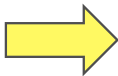
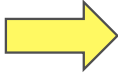
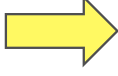


## Attributes & Methods

- **Attributes** are like **variables attached to a Class/ an Object**
- **Methods** are like **Functions attached to a Class/ an Object**
- You may have **instance**, **class** or **static** attributes and methods

## Inheritance

- Classes can **inherit from (multiple) other classes**
- **Functionalities** are then combined

## Blockchain Status

- |  |   |                                 |
|--|---|---------------------------------|
| <input checked="" type="checkbox"/> Chain of Data          |  | Classes for Blocks & Blockchain |
| <input checked="" type="checkbox"/> Mine new Blocks        |  | Cleaner Code                    |
| <input checked="" type="checkbox"/> Block Hashing          |  | Cleaner Code                    |
| <input checked="" type="checkbox"/> Analyze & Verify Chain |  | Cleaner Code                    |
| <input checked="" type="checkbox"/> Transactions           |  | Classes for Transactions        |
| <input checked="" type="checkbox"/> Store Chain to Disk    |   |                                 |
| <input type="checkbox"/> Node Network                      |   |                                 |
| <input type="checkbox"/> Share Data, Resolve Conflicts     |   |                                 |
| <input type="checkbox"/> Wallets                           |   |                                 |