**Name**: Henry Våg

**Pair:-**

**Amount of completed tasks:**

**Which tasks were left undone or incomplete:**

Self-assessment:

## Answers to other than coding tasks here:

**Part 1**

3.1

Encapsulation – Limiting access to a class’s attribute data and implementation details

Client – Creates instances of an object and interacts with them

Data attributes – Variable that holds data within an instance of a class

Instance – The realization of a class, an object created from a class i.e Class car -> car