Q

1. Super
   1. Call this method of my parent
2. Inheritance
   1. Default is object
   2. 1st object is instance of the parent
   3. extending the functionality of the parent’s class
   4. override methods which r alredy there
   5. redefine the \_\_init method

OOP

1. Class
   1. Blue print
2. Instance
   1. House u live in – actual thing
   2. When u crete a new class u r instantiating
   3. Attributes
      1. Variables
   4. Methods
      1. Fuctions
   5. Instance.method()
      1. Private
         1. Self.methodname
      2. Public
   6. Self
      1. Has all the attributes of the instance