

– Object Oriented Programming	02:13:58
▶ Module Introduction ▼	01:13
▶ What is Object Oriented Programming? ▼	02:12
▶ Understanding Classes ▼	01:24
▶ Creating a Class ▼	05:09
▶ Comparing Classes, Instances & Dictionaries ▼	02:44
▶ Understanding Class Attributes ▼	03:37
▶ Constructor & Instance Attributes ▼	04:21
▶ Printing Classes with Special Methods ▼	06:04
▶ Private & Public Attributes ▼	04:39
▶ Understanding Inheritance ▼	08:46
▶ Planning Blockchain Classes ▼	01:32
▶ Adding a "Block" Class to the Blockchain ▼	11:07
📄 An Issue with Default Arguments ▼	00:34
▶ Saving Custom Class Objects via .json ▼	04:49
▶ Adding a "Transaction" Class ▼	17:46
▶ Inheritance in Action ▼	05:43
▶ Adding a "Verification" Helper Class ▼	10:03

▶ Initialising the "Node" Class ▼	04:51
▶ Turning the Blockchain Into a Class ▼	07:30
▶ Adding a "Node" Class ▼	11:11
▶ Understanding "Instance" vs "Class" vs "Static Methods" & "Attributes" ▼	03:39
▶ Using "Static" & "Class" Methods on the "Verification" Class ▼	03:44
▶ Using Private Attributes in the Blockchain ▼	03:43
▶ Properties vs Attributes ▼	05:20
⚡ Time to Practice - Object Oriented Programming ▼	1 问题
▶ Wrap Up ▼	02:15
📄 Useful Resources & Links ▼	00:02