

1. The class will inherit all properties, methods, attributes, etc. They can be used and changed.
2. Polymorphism allows abstract classes to be “morphed” into many different things, mainly by inheritance. For example, an abstract class can be created to make a “Wizard”, now a wizard holds many qualities that may have been inherited from another wizard. However, this wizard that was created, can also be a “werewolf” if the criteria/conditionals from another abstract class concur because the “wizard” was bitten by a werewolf. So it is “morphing” into many ways as well as inheriting from their specific abstract classes.
3. In Object Oriented Programming, objects can be separated by their own criteria and a developer can focus on one specific object. Also, many things can be accomplished at once by using getters and setters or inheritance to use different objects and combining them for the developer to focus on an overall goal. With this kind of programming, it can work in many ways and help by having an all-around work purpose.
4. Inheritance helps by allowing to “inherit” everything from other classes or objects, specific properties, attributes, methods, etc. so that these things can be used in other classes to be modified and not be stuck in one class. Encapsulation is for specific things to be used in other classes, this is done by using getters and setters so that the specific things that were made as a getter can be later used by a setter and changed.
5. Encapsulation allows specific attributes to be used somewhere else, I mainly used it by creating a class that held all the html basic code, and making setters so that that code can later be called upon the MainHandler class to display that html code on the site. Access Modifiers allow other classes to change or “set” the information received from the setter and change it in another class.
6. An abstract class is a class that holds all attributes; this class can also be inherited from to create objects and such. For example, an abstract class called “Game” could have attributes that include, the genre of the game, the game rating, number of players, etc. This class can then be called from another subclass (making the “Game” class the superclass) and all these attributes can be changed to specific details. All games nowadays have an ESRB rating, genre, number of players, etc. so creating a data object from this abstract class will help give the specific genre, ESRB rating of the game, etc.
7. The M stands for “Model”, the model is where all the data is setup, sent, and constructed so that it can be shown in the View (the “V” from MVC), the View will holds

everything that is seen by the user, and the Controller helps the View and Model communicate between each other.