

<https://www.freecodecamp.org/news/what-is-object-oriented-programming/>

<https://www.freecodecamp.org/news/four-pillars-of-object-oriented-programming/>

1. What are the four pillars of Object-Oriented Programming? Explain each pillar.

The four pillars of OOP are abstraction, encapsulation, inheritance, and polymorphism .

Abstraction is used to hide irrelevant information behind an easier to use option. Making things more accessible.

Encapsulation is used to combine data together that is inaccessible to protect and hide the data.

Inheritance is used to take the functionality of another class and expand upon it.

Polymorphism can be used to inherit and change things from the parent class.

2. What is the relationship between a Class and an Object?

A class is like a blueprint structure for objects that define them more specifically.