You also have behaviors things that object or class can do. These are called methods.

Methods belong to the class. A function inside a class and associated with an object or class is called a Method.

Similar to functions, methods have a name, parameters, and a return statement. Classes bundle data and functionality together.

Inheritance is when one class drives and pulls data from another.

Inheritance allows us to create a class – a blueprint – that pulls information from other classes. The class is called a child class and what it pulls from a parent class or superclass.

Such as an animal class, with a mammal subclass.

A mammal has all the animals’ data and some of its own.

If we had cats, they might be felines.

Polymorphism is the ability of an object or method to take on many forms when needed.

Dynamic polymorphism allows an object to be defined as one type but behave as another.

You are a person but also could be a student, tutor, footballer, programmer.

Method overloading can be seen as static polymorphism.

Method overloading means having more than one method with the same name but different parameters or functions.

Each method also does something slightly different.

There is also overriding – having two methods with the same name and parameters but one is in the parent class, and one is in the subclass

Benefits:

* Reusability and extensibility
* Can reduce coupling and linking between code

Drawbacks:

* Can be difficult to implement
* One should be overridden