

Lyteia Kitchen
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DPW- Final Written

1. Explain what happens when a class inherits from another class.

When a class inherits from another class it becomes a subclass and it gets all of the variables, getters setters and function from the class it is inheriting from. if the class that it inheriting from is a sub-class as well it inherits from it's super class . It cant access private variables in the super class (without getter)

2. Explain Polymorphism and give examples. How is it helpful and what problem does it solve

Polymorphism is when a variable or function overrides something by having the variable do something else or changing the value elsewhere.

Example: you can have a class for sneakers but all sneaker's aren't the same like if you were to classify them by shoe strings the characteristic can be flat or round.

3. Compare and contrast aggregation and composition. Include examples

Aggregation is when....crap I forgot

4. Explain encapsulation and its purpose. How do access modifiers and getters and setters aid in encapsulation? What problem does it solve?

Encapsulation is when the class runs but it only has access to the getters and setter. They are made so you can only write info or you can only receive info.

5. What is an abstract class? Include an example. How is an abstract class helpful?

An abstract class is a class that has set things for its subclass

6. What does MVC stand for and explain how this design pattern is used in the organization of code.

MVC stands for Model, View, Controller, this design pattern is for organizing your code as in having a model (file) to handle the data, A view (file) to handle what the user is seeing and a controller (file) to change the info between the model and view.