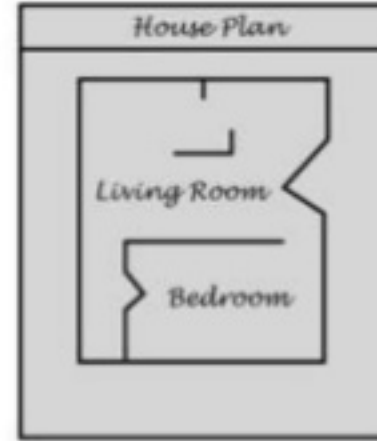


Class

Blueprint that describes a house



Instances of the house described by the blueprint

3 objects /
instances /
individuals



OOP with a Taxi Example

- To learn OOP, we will use an example of a Taxi.



Example Object - Taxi

Every object has two main components:

Data (the attributes about it)

Behavior (the methods)

DATA

- DriverName
- OnDuty
- NumPassenger
- Cities

BEHAVIOR

- PickUpPassenger
- DropOffPassenger
- SetDriverName
- GetDriverName



Taxi

- DriverName: **string**
- OnDuty: **Boolean**
- NumPassenger: **int**
- Cities:**list**
- PickupPassenger():**int**
- DropOffPassenger(): **int**
- SetDriverName(**string**)
- GetDriverName:**string**

Example Object - Taxi

DATA

- DriverName
- OnDuty
- NumPassenger
- Cities



Example Object - Taxi

DATA

- DriverName
- OnDuty
- NumPassenger
- Cities



BEHAVIOR

- PickUpPassenger
- DropOffPassenger
- SetDriverName
- GetDriverName

