**Advanced OOP topics**

Inheritance is the last object-oriented programming topic in the lesson. Thus far you've been exposed to:

* Classes and objects
* Attributes and methods
* Magic methods
* Inheritance

Classes, object, attributes, methods, and inheritance are common to all object-oriented programming languages.

Knowing these topics is enough to start writing object-oriented software. What you've learned so far is all you need to know to complete this OOP lesson. However, these are only the fundamentals of object-oriented programming.

Use the following list of resources to learn more about advanced Python object-oriented programming topics.

* [Python's Instance, Class, and Static Methods Demystified](https://realpython.com/instance-class-and-static-methods-demystified/): This article explains different types of methods that can be accessed at the class or object level.
* [Class and Instance Attributes](https://www.python-course.eu/python3_class_and_instance_attributes.php): You can also define attributes at the class level or at the instance level.
* [Mixins for Fun and Profit](https://easyaspython.com/mixins-for-fun-and-profit-cb9962760556): A class can inherit from multiple parent classes.
* [Primer on Python Decorators](https://realpython.com/primer-on-python-decorators/): Decorators are a short-hand way to use functions inside other functions.