

# Lab #2 – OOP Fundamentals

Please read:

1) OOP in Java

<https://medium.com/@cancerian0684/what-are-four-basic-principles-of-object-oriented-programming-645af8b43727>

2) OOP in Python

<https://realpython.com/python3-object-oriented-programming/>

3) OOP vs procedural

<https://www.javatpoint.com/python-oops-concepts>

4) UML to visualise OOP

<https://www.visual-paradigm.com/guide/uml-unified-modeling-language/uml-class-diagram-tutorial/>

## LAB TASK:

Using 4 OOP principles & Python implement a fictional GUI toolkit (at least 10 classes with methods) and create a UML diagram. Put them in your git repo.

Example: you can model your GUI after QT or any other.

