Chapter 3 review questions

1.List the foundational principles of OOP

Encapsulation, inheritance, polymorphism and abstraction.

2: What's the difference b/t class and interface?

Class is a blueprint for creating objects that can have fields and methods. Interface is a contract that specifies methods a class must implement.

3: What's the difference b/t regular class and abstract class?

A regular class that can be instantiated to create objects. An abstract class that cannot be instantiated directly and may contain abstract methods.