# OOP Principles –

# CS233 - PasoEats

### Encapsulation

All of our functionality has been encapsulated in classes and methods. This will allow for controlled and defined interactions with each behavior in the app. All class attributes are set to private to block direct access and allow for getters and setters to modify the attributes of a class instance.

### Abstraction

The application has hidden complex behavior to manage things such as order status and driver pool which have detailed tracking and management needs

### Polymorphism

Polymorphism was used to allow for overwritten behavior to simplify the modification so that all classes can use the same method call but get different outcomes.

### Inheritance

Inheritance will be used to organize overlapping attributes in classes. For example the User class is applied to all lower classes with some base details that are available. Then the sub classes are further defined with individual behavior.