Whiteboard

Description automatically generated with low confidence

**Example**

abstract class Vehicle{

var color = "Blue"

abstract fun doors()

}

class FamilyCar: Vehicle(){

override fun doors() {

println("This car has 4 doors")

}

}

class SportsCar: Vehicle(){

override fun doors() {

println("This car has 2 doors")

}

}

FamilyCar().doors() // --> This car has 4 doors

println("The family car is ${FamilyCar().color}.") // --> The family car is Blue.

val mySportsCar = SportsCar()

mySportsCar.doors() // --> This car has 2 doors

mySportsCar.color = "Red"

println("The color of my sports car is ${mySportsCar.color}.")//--> The color of my sports car is Red.

**Object Oriented Programming**

**OOP** avoid repeating code and saves time.

**OPP** concepts: Classes, attributes, methods, objects/instance, public, private, protected, inheritance.

Using a class we can create objects that can inherit the attributes and the method from its parent class.

Attributes can be public which means all kids can inherit it , private which the case of non of the kids inherit, lastly protected has the same visibility as private, but that it is also visible in subclasses aka the kids.