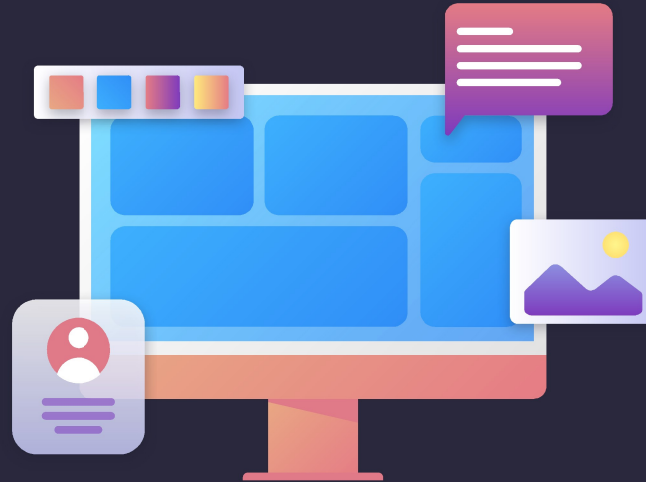




JPMC - EIS Code Academy

Class 6





POO



Why?





/TABLE OF CONTENTS



/01 /Abstraction

> How

/02 /Inheritance

> Why

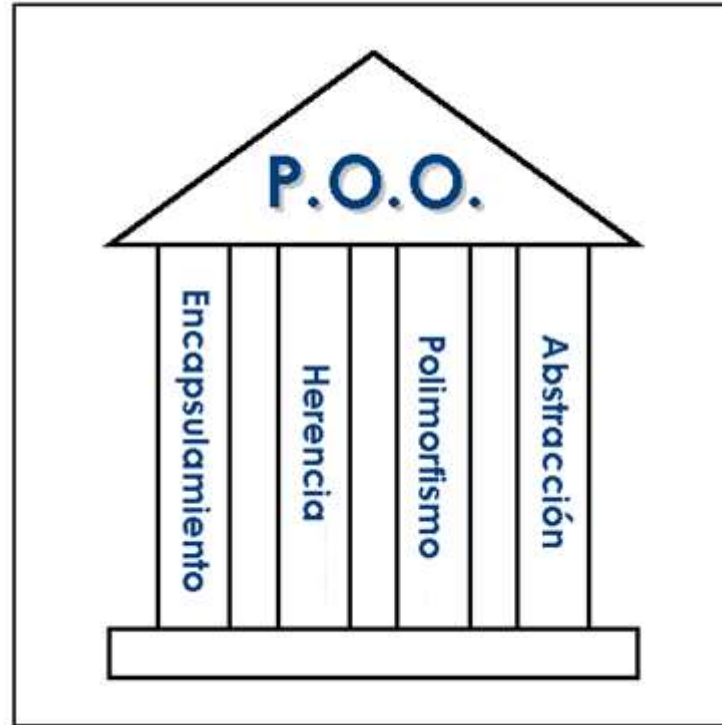
/04 /Polymorphism

> .

/03 /Interfaces

> .





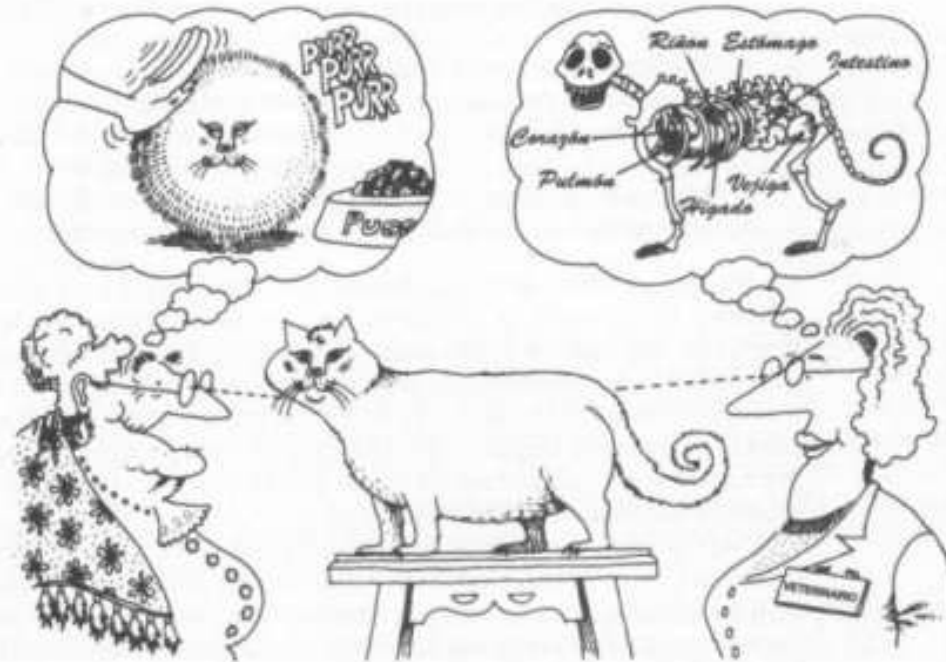


/01

Abstraction

> <





La abstracción se centra en las características esenciales de algún objeto, en relación a la perspectiva del observador.



/02

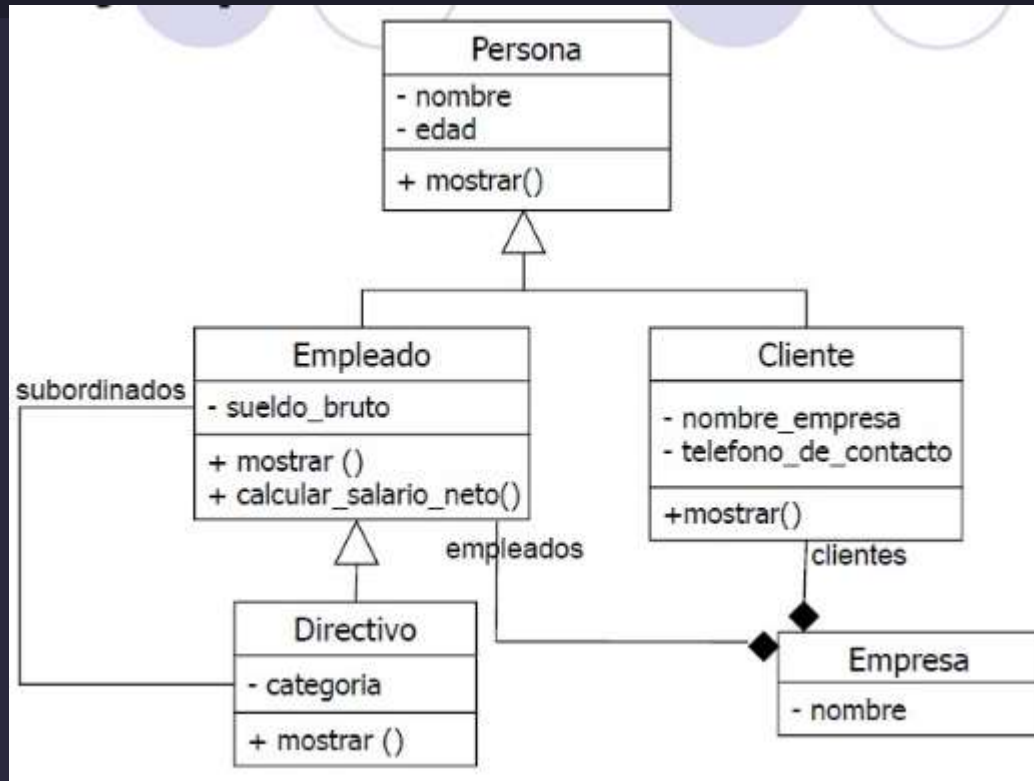
Inheritance

> <





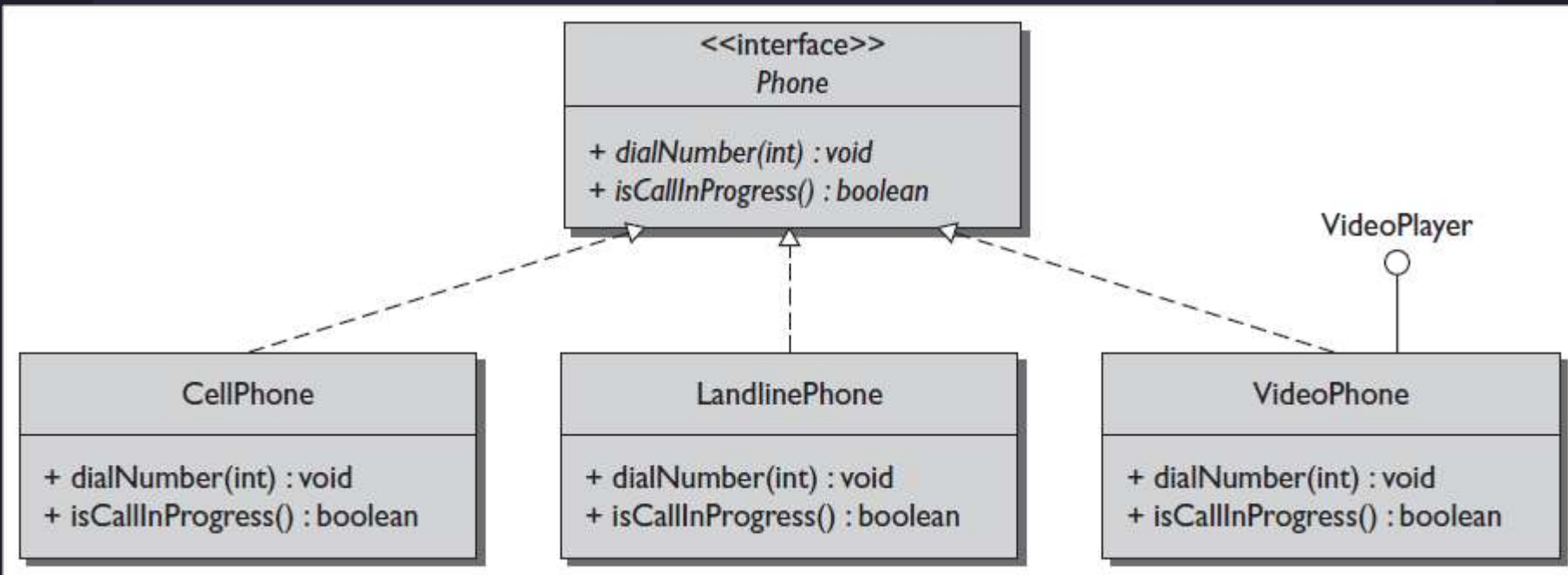
Una subclase puede heredar la estructura y comportamiento de su superclase.





03 Interfaces

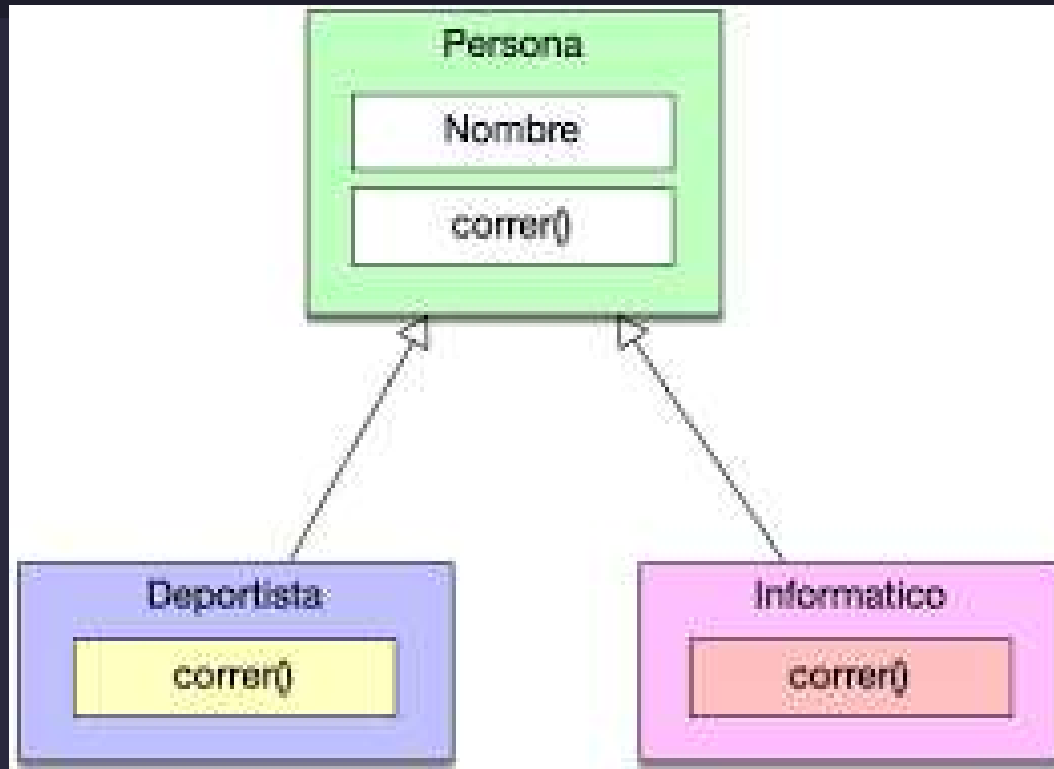


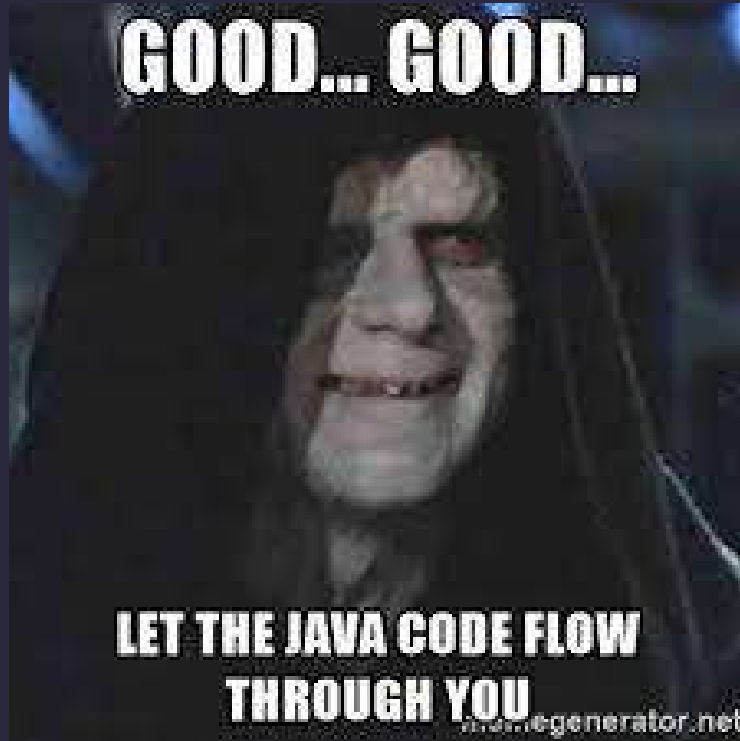




/04 > Polymorphism <









JAVA *is to*
JAVASCRIPT *as* HAM *is to*
HAMSTER

