

1. What are the four pillars of Object-Oriented Programming? Explain each pillar.

Classes: class is a template or blueprint to tell the computer how we want data to be stored and how we want certain parts to be used

Instances: are the objects that contain the properties that are passed into the structure created by the class.

Inheritance: allows us to create a new class and duplicate the structure of an existing class in order to eliminate the need to rewrite them entirely

Encapsulation: hides the internal parts and state of an object so it is not accessible globally

2. What is the relationship between a Class and an Object?

The class defines the properties and their functionality. An object is what is involved in the process, it is considered to be an instance of the class. The class is the structure for the data and also contains the methods and functionality and the object provides the data to be passed into the functionality.

3. What is an exception and what are best practices for handling them?

An exception is anything other than what the computer is expecting to see as an output when the code runs. Try-catch-finally blocks are written to handle exceptions.

4. What is your favorite thing you learned this week?

The structure of the menu app and how it houses several blocks of code and seeing how it can do so many different things is very exciting to learn about.

<https://www.freecodecamp.org/news/here-are-some-practical-javascript-objects-that-have-encapsulation-fc4c1a79c655/>

https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects/Object-oriented_programming