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January 29, 2014
DPW Final Written

1. When a class inherits from another class it becomes a subclass and it gets all of the variables getters setters and definition (function) from the class it is inheriting from. Also if the class that it's inheriting from is a sub-class as well it inherits from it's super class and so one and so forth. It however does not have access to private variable in it's super class unless there is a getter for it.
2. Polymorphism is where a variable or definition (function) is overrode by replacing what it does or it's value this is used for good defaults but difference.
   a. Lets say a car what the same model year and make but a different engine
   b. The engine would be a good default but it could still be different
3. Inheritance,
4. **Encapsulation** is where the class deals with it's own things and it only allows certain things through its getters and setters. **Inheritance** is where another class takes everything from the previous class and depending on the variable type they can have access to those variables.
5. Encapsulation is where the class runs and creates things but it only allows access to what the getters and setter do. They are made so you can only write to something or you can only get something. It's for read and writes only purposes.
6. An Abstract class is a Class with set defaults for its subclasses.
7. The M stands for Model it mostly handles data and formats it for the views.