

## 17:00 - 20:00 - FSDI 104 Session #1 Ch 29

Object Oriented Programming (Abstraction, Inheritance, Polymorphism, Encapsulation).

- C#, Java, Python

Object (has attributes and methods).

- Object Literal
- Object Constructor

1. Create an object
2. Display and modify the attributes of the objects.
3. Add the objects in an array

