# OOP: ـــ

* **The Pros of OOP:**
* Reusability.
* DRY (Don't Repeat Yourself).
* Clear Structure, so save Debugging and developing.
* **Examples :**

|  |  |
| --- | --- |
| **Class** | **Objects** |
| Car | Skoda, BMW, Audi. |
| Animal | Tiger, Lion, Elephant. |

# Classes: ـــ

* **It is a good practice to start with an uppercase first letter when naming classes.**

# Create Object: ـــ

* **To Create an object from a class :**

**Car** myObj1 = new Car();

**var** myObj2 = new Car();

* **A static method can be accessed without creating an object of the class, while public methods can only be accessed by objects.**

# Constructor: ـــ

* **Constructor is used to initializing objects.**
* Constructor is called **when** the object is created.
* Constructor's name must **match** the **class name** and **cannot** have a **return type**.
* **All** classes have constructors **by default**.
* Constructors can be **overloaded** by using **different numbers of parameters**.

# Access Modifiers: ـــ