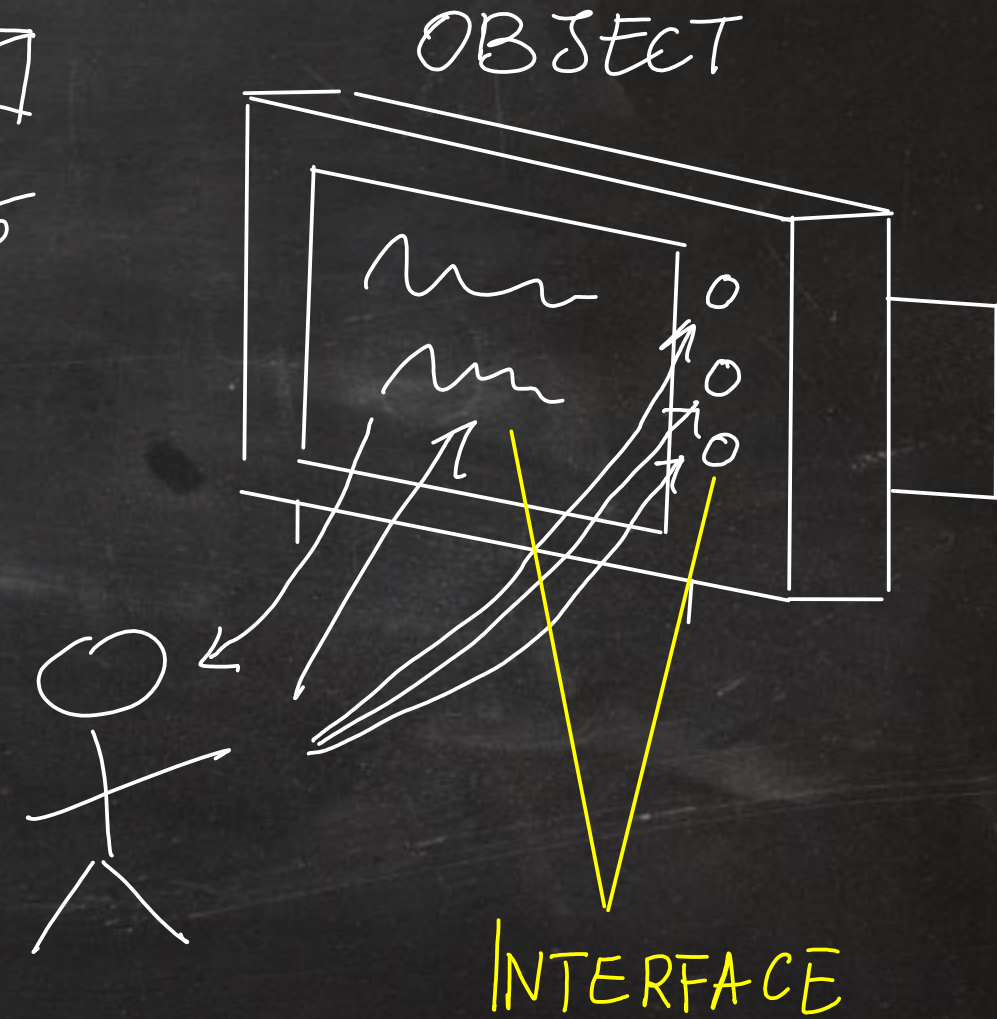
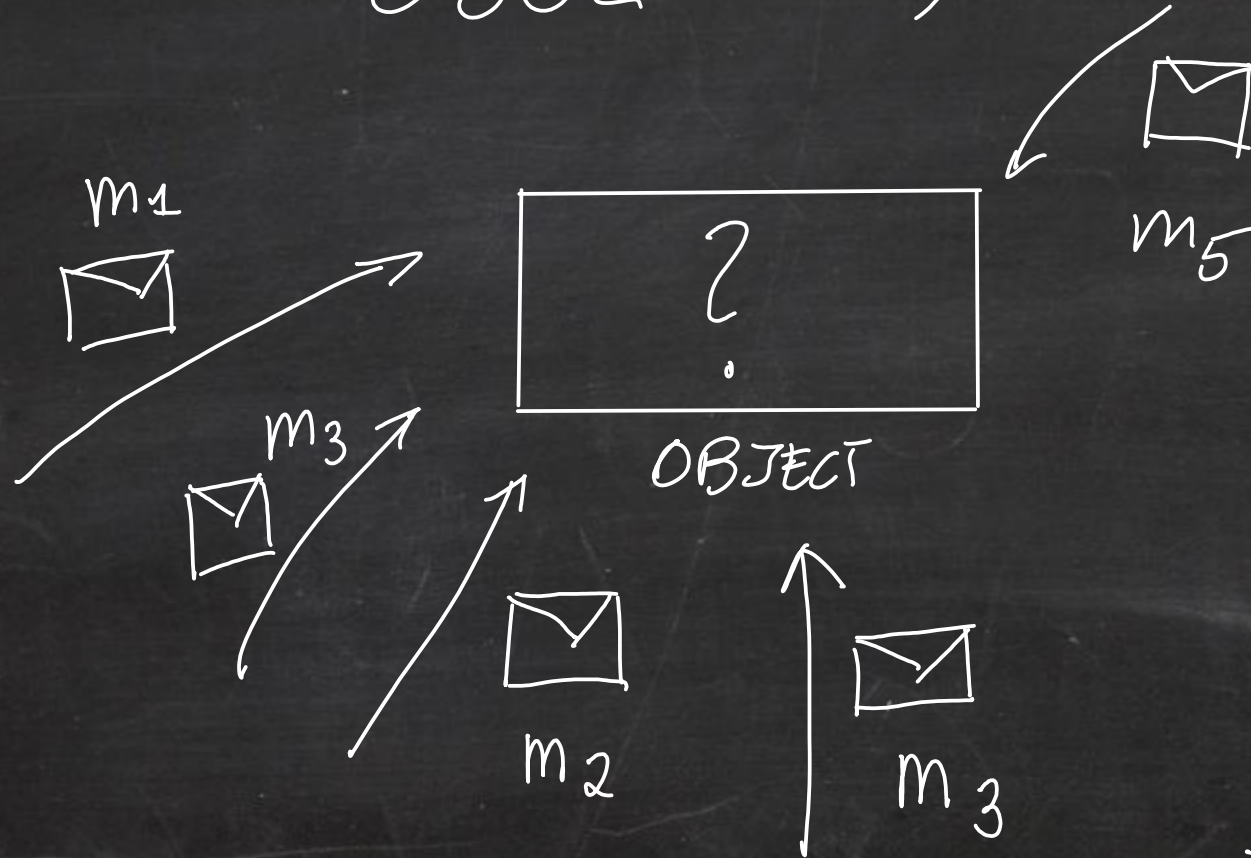
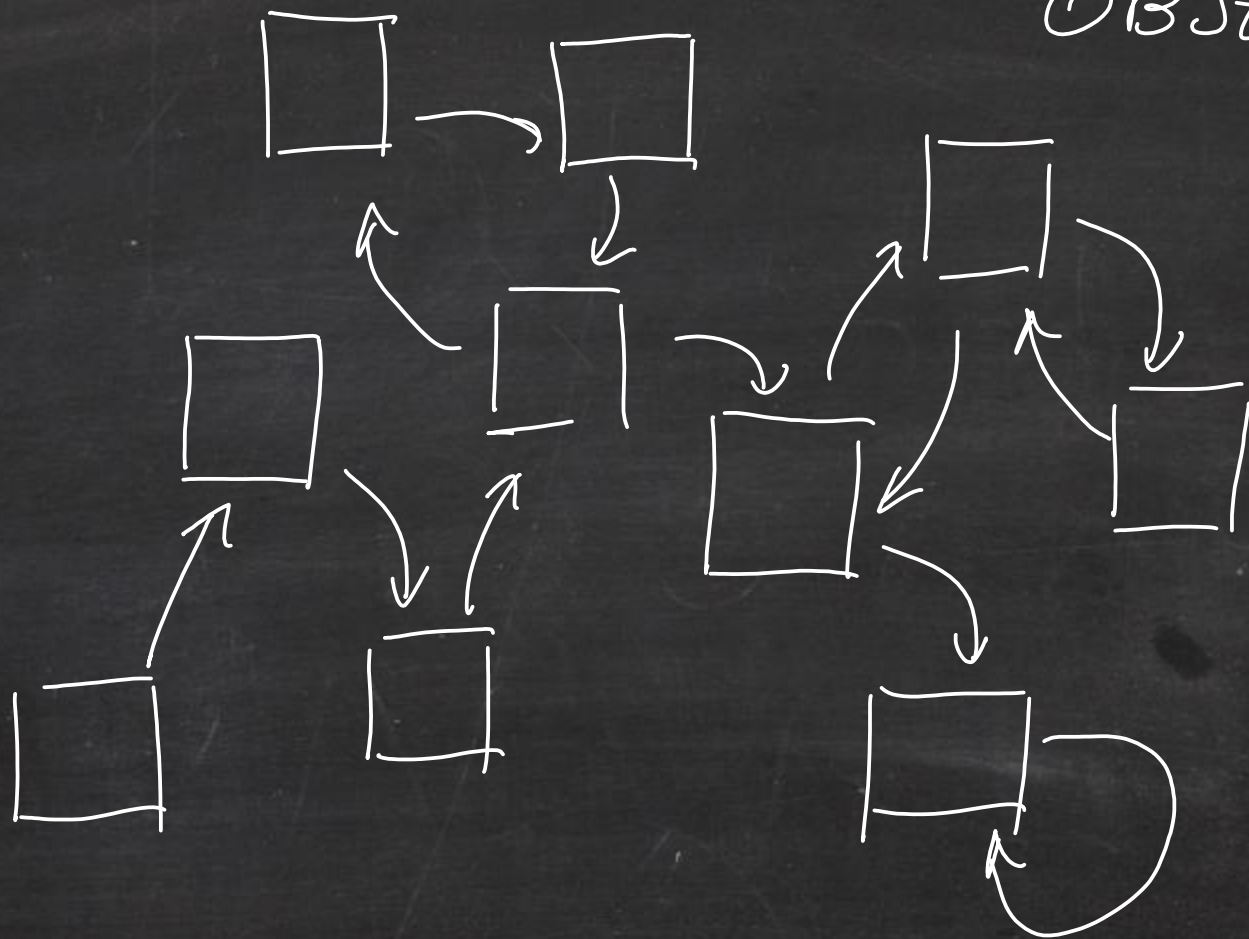


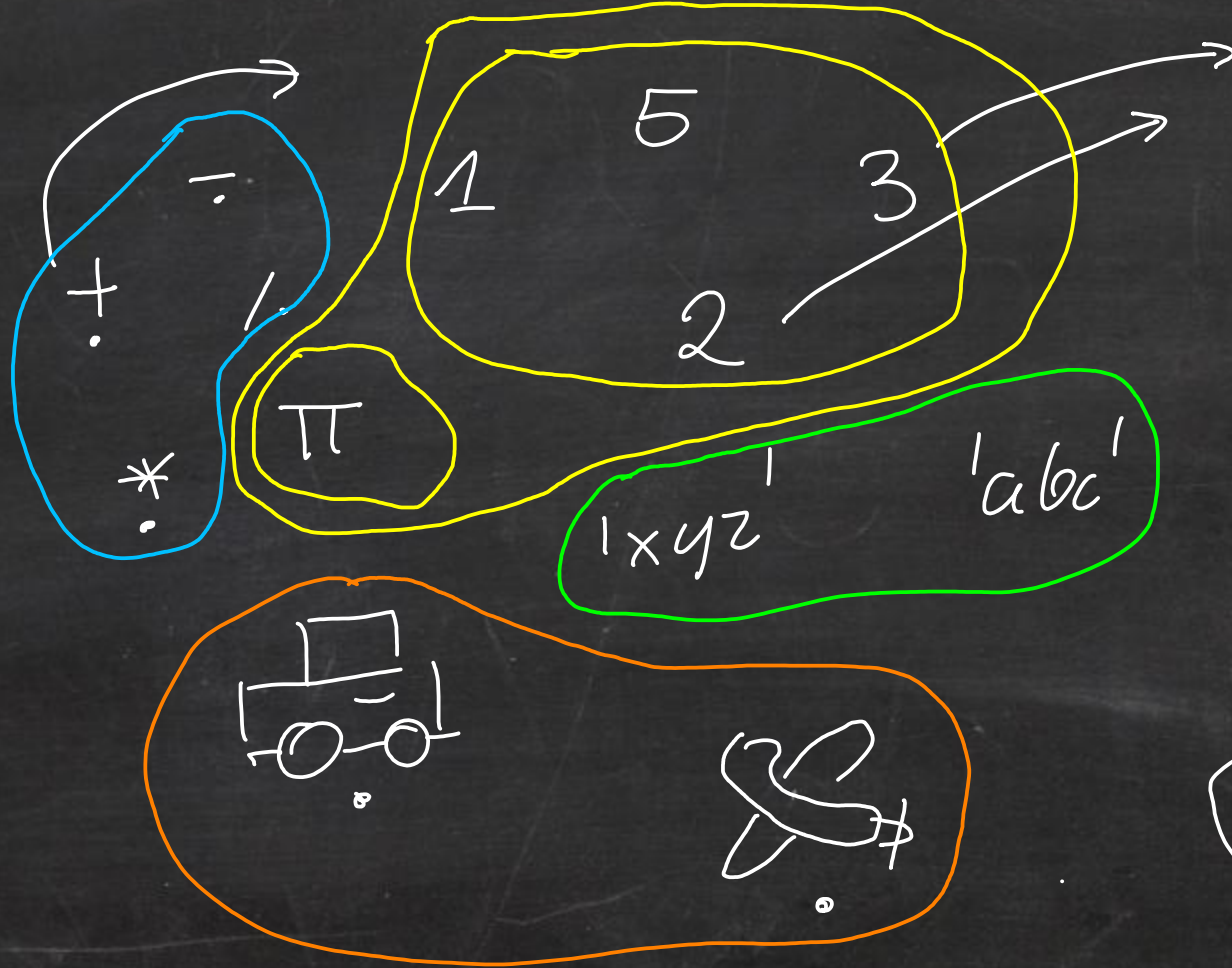
OBJECT(s)



OBJECTS / COMPONENTS



CLASS = TYPE



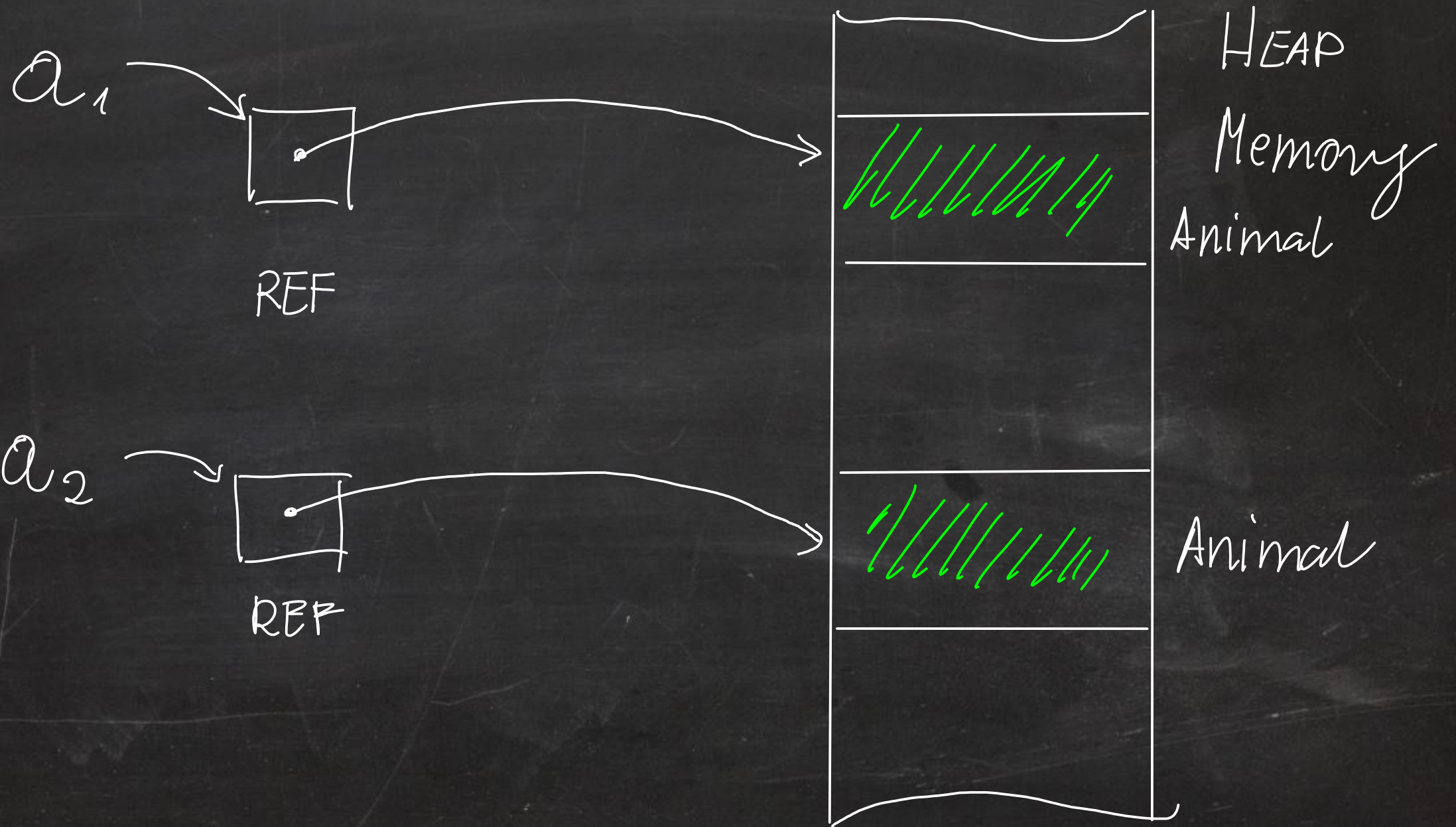
$$2 + 3 \Rightarrow 5$$

$$\pi + 'abc' \Rightarrow '3.14abc'$$

$$3^2 \Rightarrow 9$$

$'abc'$

$$\Rightarrow ?$$



say Hello



action

Heap

--init--

self

'zebra'

species

'Dora'

name

////

attributes

{ }

'species'

'name'

Animal

'zebra'

string

'Dora'

string

