

# Objects

**Attributes** : Characteristics of the object.

**Methods** : Actions that can be performed.

## Classes

Mold for the same kind of objects

## Constructor

Allow to create an instance of an object.

## Instances

Classe instance = new Classe()

# Encapsulation

## Access modifiers

**Private** : Visible in the same class.

**Protected** : Visible in the same class and subclasses.

**Public**: Accessible from outside the class.

## Non access modifiers

**Static**: Methods and attributes, class dependence.

**Abstract**: Declared but not defined.

**Virtual**: modify methods from other hyper classes.

# Inheritance

**Simple inheritance:** Can only inherit from one class(C#).

**Abstract class:** Can't be instanced.

**Interface:** Collection of abstract behaviors, it is not a inheritance.

# Polymorphism

**Overloading:** Same function but with different arguments.

**Overriding:** Same name of the function but it does something different.