

OOP is standing on 4 pillars -

1. Encapsulation - Class
2. Abstraction
3. Polymorphism
4. Inheritance

*** Secondary Research on
OOP History & Uses.

Class name - Uppercase (Not necessary but tradition)

Abstraction Keywords -

Access - Keywords

1. Private
2. Public
3. Protected

Polymorphism -

Same thing (func) can be used for multiple purposes.

Inheritance -

Using cases from previous functions.

Class Syntax

1. Attribute
2. Method
3. Object