**Principles of Object-oriented Programming**

**ULO1 – Explain the OO Principles**

This task is a review of understanding about the four principles of Object-oriented Programming: Encapsulation, Inheritance, Polymorphism, and Abstraction

**ULO2 – Use OO Language and Library**

**ULO3 – Design, Develop and Test using an IDE**

**ULO4 – Communicate using UML Diagrams**

**ULO5 – Describe Elements of Good OO Design**

**Screenshots**