OBJECT-ORIENTED PROGRAMMING & SOLID

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1. OOP: Main concepts

1.1 Class

Defines properties and behavior of an object.

```
public class Vehicle {



}
```

1. OOP: Main concepts

1.2 Object

Instance of a class.

```
Vehicle car = new Vehicle("Toyota");
```

1. OOP: Main concepts

1.3 Attributes

Characteristics of an object.

```
public class Vehicle {

    private String brand_;
    private String model_;
```

1. OOP: Main concepts

1.4 Method

Algorithm associated with an object.

```
public double getMaximumSpeed() {
    return maximumSpeed_;
}
```

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- Dependency inversion principle

Bibliography

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