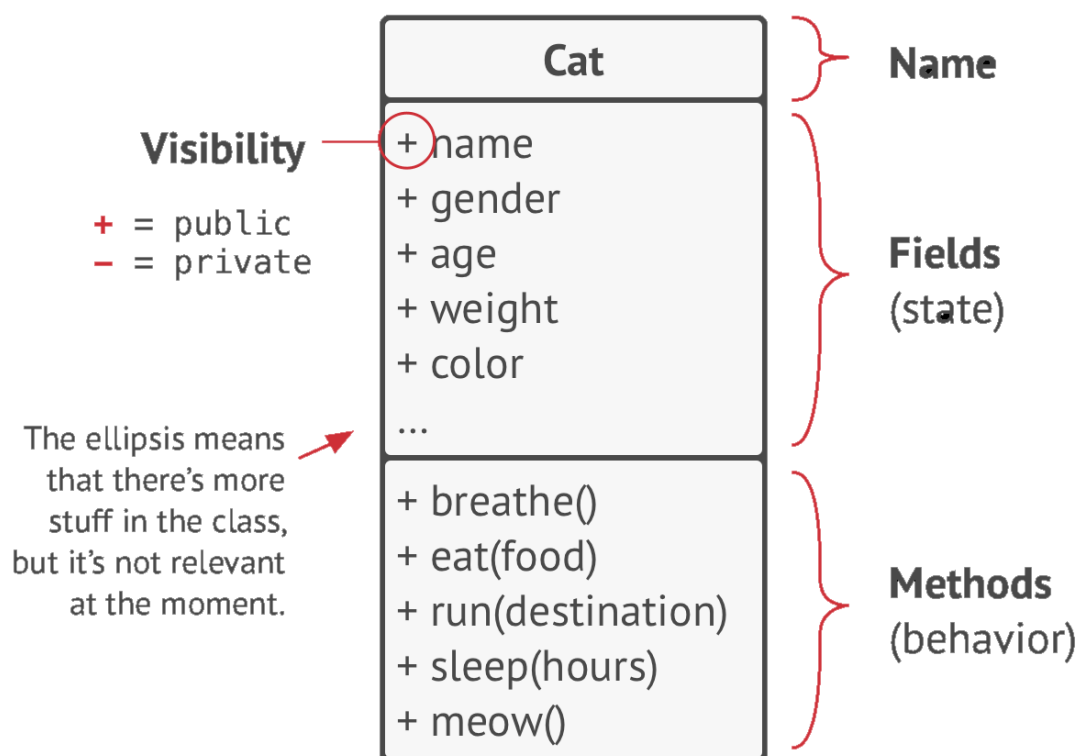


C# - Object Oriented Programming

▼ Overview

Object-oriented programming is a concept where you wrap data and behaviours of that data into bundles called objects defined by programmers, called classes.



This is a UML class diagram



Oscar: Cat

```
name    = "Oscar"  
sex      = "male"  
age      = 3  
weight   = 7  
color    = brown  
texture  = striped
```



Luna: Cat

```
name    = "Luna"  
sex      = "female"  
age      = 2  
weight   = 5  
color    = gray  
texture  = plain
```

Objects are instances of classes