Las bases de la programación orientada a objetos

Polimorfismos, clases abstractas(los temas que se hicieron con Alejandro)

Function constructor($pVariable){

This->variable = pVariable;

}

Hay 2 tipos de constructorres

Function?constructor

y la tradicional

car (){

}

Overrride:

Overwritting:

"Override" is the cancellation of some previous action or decision. "Overwrite" specifically refers to something being written over something previously written. In other words, **actions** and **decisions** are overriden. **Information** is overwritten. Furthermore it is overwritten **with new information**.

Therefore in your example, overwrite is appropriate:

The administrator has the right to overwrite the user time slot for the venue A inside the online system.

A similar example where override would be appropriate is:

The administrator has the right to override all venue decisions made in the online system.

Scope resolution is :: (son 2 puntos dobles).

Static keyword:

Herencia:

Implements hace que la clase tenga que utilizar si o si los métodos de la clase que se lo esta haciendo.