1. **Dunder or Magic methods**

- start and end by Double underscores

-  examples for magic methods are: \_\_init\_\_, \_\_add\_\_, \_\_len\_\_ and \_\_repr\_\_

- for example the \_\_init\_\_ dunder method is used in classes to initiate the object (constructor)

1. **\*Arg & \*\*KWArg**

- \*arg used in pass a number of arguments to a function not just one as usual

- \*\*kwargs for a number of keyword arguments with one extra argument.

- \*arg can used when we pass the parameters to the function call

1. **OOP Encapsulation**

- one of Object Oriented Programming Properties with Inheritance

- one of Encapsulation Properties is to make the internal state of the object private from the outside

1. **OOP Abstraction**

- one of Object Oriented Programming Properties and can handle the complexity by hiding unnecessary information from the user