Overview Of OOP Terminology   ¶

Class

A **class** is a body of code that defines the **attributes** and **behaviors** required to accurately model something you need for your program.

Class variable

A variable that is shared by all instances of a class. Class variables are defined within a class but outside any of the class's methods. Class variables are not used as frequently as instance variables are.

Attribute

An **attribute** is a piece of information. In code, an attribute is just a variable that is part of a class.

Behaviour

A **behavior** is an action that is defined within a class. These are made up of **methods**, which are just functions that are defined for the class.

Instance

An individual object of a certain class.

Instance variable

A variable that is defined inside a method and belongs only to the current instance of a class.

Instantiation

The creation of an instance of a class.

Object

An **object** is a particular instance of a class. An object has a certain set of values for all of the attributes (variables) in the class. You can have as many objects as you want for any one class.

Method

A special kind of function that is defined in a class definition.

Function overloading

The assignment of more than one behavior to a particular function. The operation performed varies by the types of objects or arguments involved.

Operator overloading

The assignment of more than one function to a particular operator.

Inheritance

The transfer of the characteristics of a class to other classes that are derived from it.