1. A class definition provides the implementation, the “how” of a class, an object instance is just usage, concerned with the “what” ex: Bagel.get() gets a bagel, we don’t have to know *how* it gets the bagel.
2. A constructor is responsible for setting defaults, initializing class variables, and performing any operations needed to establish the initial state of the instance. A method simply preforms operations on, or in the context of, the initialized class.
3. We created classes that acted like structs, and passed them as arguments to methods of a separate class. Simply by moving the methods into the “struct” class and modifying the methods to operate in context of the class (“this”) we can shift to an OO style.
4. static attributes live with the class definition, as opposed to any particular instance of the class. Static attributes make sense when there is a need for some state to be shared among all instances of a class, perhaps a base URL for an API client.
5. Doubly-linked list