- Introduction to Object-Oriented Programming (OOP)
- Key Concepts of OOP
- OOP Use Case
- Creating Classes and Objects
- Class Variables and Methods
- Constructors Without Parameter
- Constructors With Parameter
- Change Class Variable Using Constructor Params
- Instance Variables and Methods
- Inheritance
- Single Inheritance
- Multiple Inheritance
- Multilevel Inheritance
- Constructor at inheritance
- Constructor: When Parent class has, but the child class has not
- Constructor: When child class has, but the parent class has not
- Constructor: When Parent and child both has contractor
- Accessing the Parent's Constructor
- Static Properties in inheritance situations
- If Parent has static properties, child can access as it is like parent
- If Child has static properties, Parent can't access as it is like child
- How child can access parents static and non-static properties
- Method Overriding
- Method overloading
- Method Overloading Using Default Arguments
- Method Overloading Using Variable-Length Arguments
- Abstract class in python
- Key Points of Abstract Classes
- Access modifiers
- Public (No leading underscore)
- Protected (Single leading underscore:_)
- Private (Double leading underscore:**__)
- Getter Setter
- Encapsulation
- Polymorphism
- Key Points of Polymorphism