1. How do object-oriented programming languages differ from procedural languages?

In procedural languages, actions are performed in each step. On the contrary, in object-oriented programming languages, objects are emphasized (allowing for modular programs).

1. What are the advantages of reusable code?

Using reusable code is a modular approach to programming, wherein effort and time required to program is decreased substantially. Standardized protocols can ease developers. In the corporate setting, it can cut costs in the long-run.

1. What is the difference between a class and an object?

Classes are distinct characteristics that can be utilized to describe the said concept, item, or variation of a ‘thing.’ It is a structured set of behavioral attributes. Objects, on the other hand, are classes amalgamated into actual instances.

1. What is the purpose of the constructor method?

The purpose of the constructor method is to act as a function that defines classes and instantiates (creates an instance of a class) objects.