OOP !

Object Oriented Programming

=> Programming Paradigm (pattern)

↳ Ways of writing / structuring / thinking about a program.

Functional

↳ Actions first like attend Class, Submit exam

↳ Identifies or structures

OOP

↳ Models like Student, Teacher, Subject

↳ Methods like student attending subjects

Procedural

↳ Continous Commands and jumps

=> Building soft- for a school

OOP

↳ Abstraction

↳ Encapsulation (grouping togethes attributes)

↳ Inheritence

↳ Polymorphism

Functional

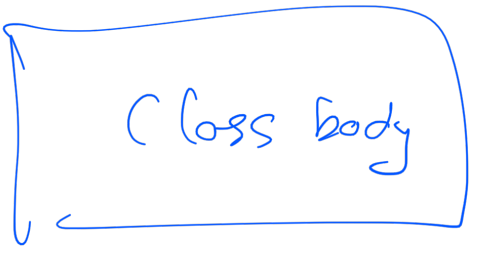
↳ Abstraction

⇒ Abstraction

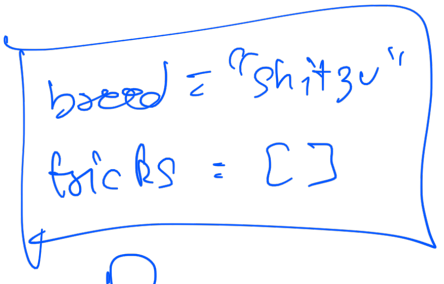
↳ Focusing on interfacing

⇒ Class

Syntax class <Identifier>:

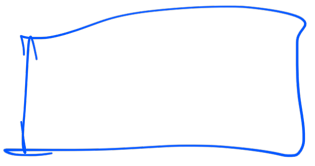



```
class Dog:
    breed = "shitzu"
    tricks = []
```



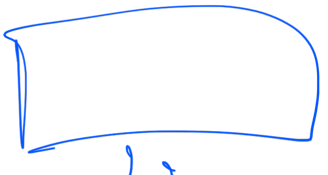
Dog

```
d1 = Dog()
d1.breed
```



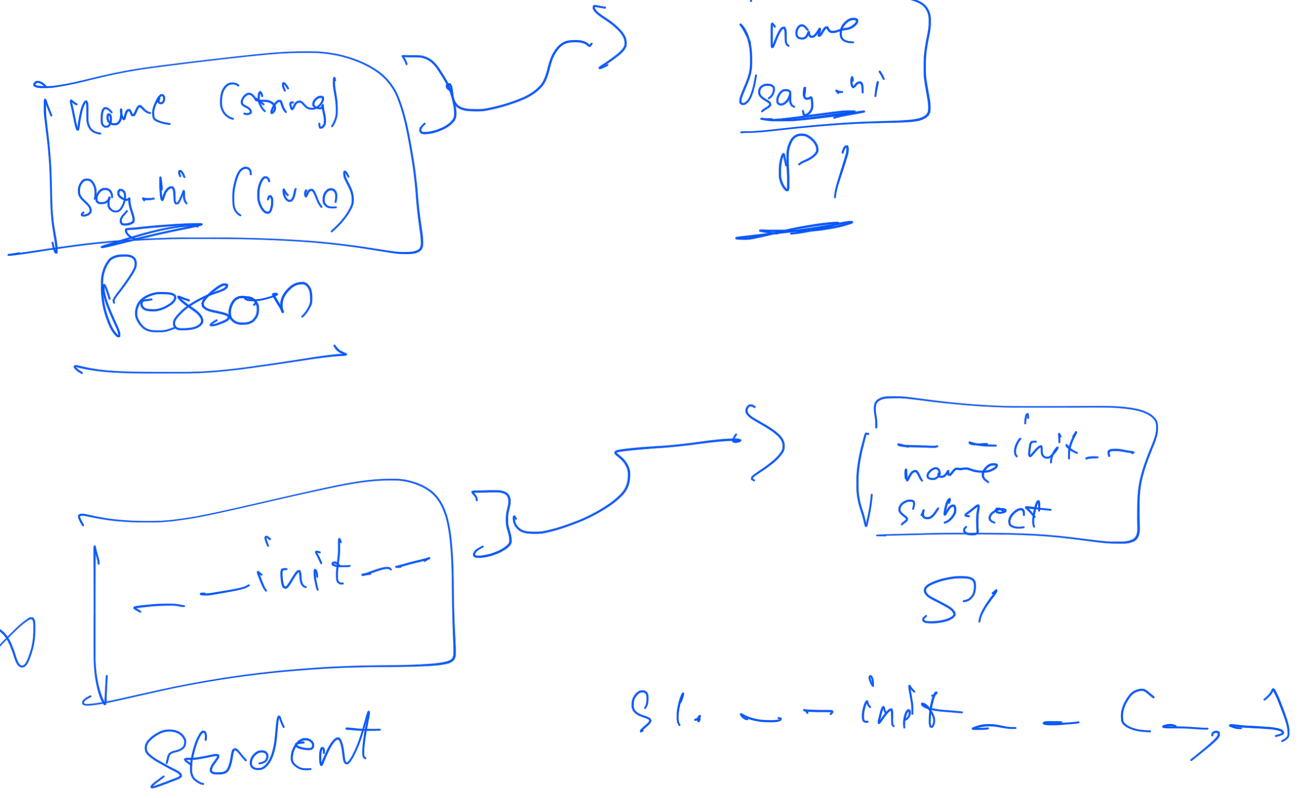
d1

```
d1.breed = Dog.breed
d1.tricks = Dog.tricks
```



d2

```
d2.tricks = Dog.tricks
```


name (string)
say-hi (func)
Person
name
say-hi
P1
__init__
Student
__init__
name
subject
S1
S1. __init__ C