SECTION 8: OBJECT ORIENTED PROGRAMMING, 1 hour 21 minutes, 9 parts
- **8/9 Object Oriented Programming - Challenge Overview**
    - ○ -> object oriented programming challenges
    - ○ -> the challenge is a bank account class
    - ○ **-> in the git repo**
        - ‣ OOP challenge
        - ‣ **-> create a bank account with two attributes (owner, balance)**
        - ‣ **-> then two methods (deposit and withdraw)**
            - • withdrawals can't exceed the balance

    - ○ **-> it's a class called Account**
        - ‣ instantiate the class -> then create an instance -> print out the object (str special method) -> acct1.owner
        - ‣ -> report back useful information using the attributes
        - ‣ -> then use the methods (e.g making withdrawals from the balance)
            - • -> then if withdrawing more cash than is available -> it returns an error message

    - ○ **-> example class**
        - ‣ class_name():
            - • def __init__(self, value) :
                - ○ self.value = value
            - • def add_to_value(self, amount):
                - ○ self.value = self.value + amount

    - ○ **-> to return information about the instance of the class or execute a method on the instance**
        - ‣ **myobj=class_name(arguments) <- create the instance of the class**
        - ‣ **myobj.attribute_name <- to return information about the instance of the class**
        - ‣ **or myobj.method_name() <- to run a function (method) on the instance of the class**