Introduction

Welcome to section 7 of this course.

Tim Buchalka here, and this is part one, of a two-part section, detailing or dealing with, object oriented programming.

So part one, you're going to learn about the fundamentals of object oriented programming, starting first with the structures we'll be using, specifically Classes, Objects, and Constructors.

Along with these structures, we'll be learning about some fundamental features of Object Oriented Programming.

These are Inheritance, Encapsulation, Polymorphism, and Composition.

Introduction

In part one, we'll cover inheritance, and in part two, we'll go over the other 3 features.

So, let's make a start on this, and get you up to speed with Object Oriented Programming.