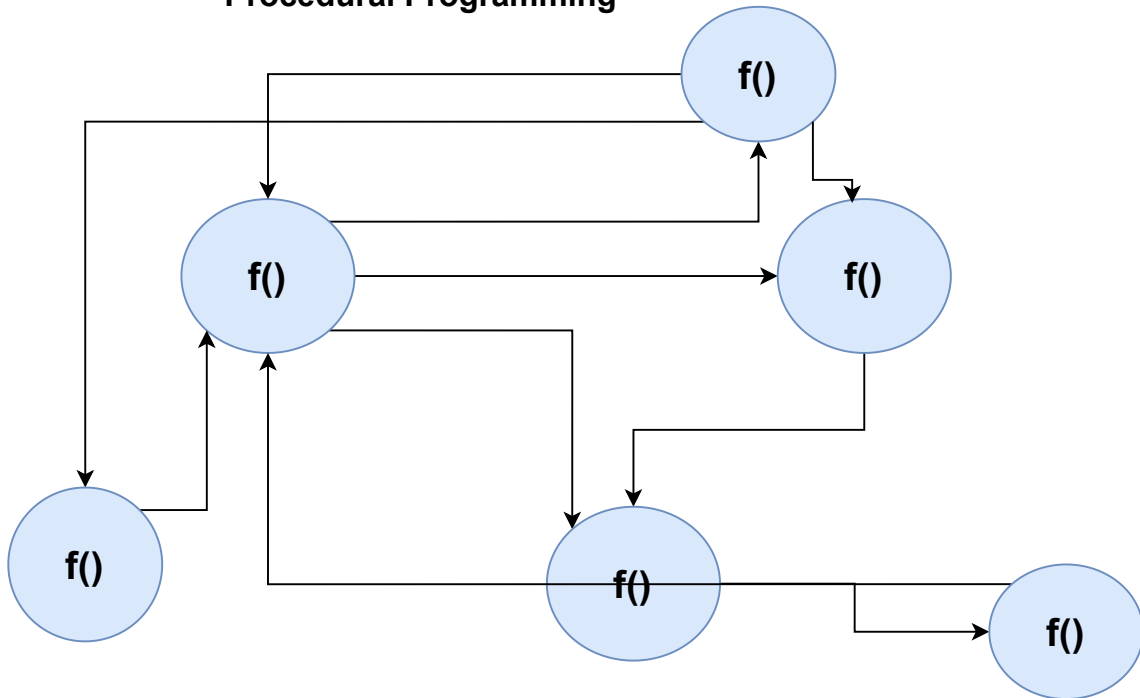
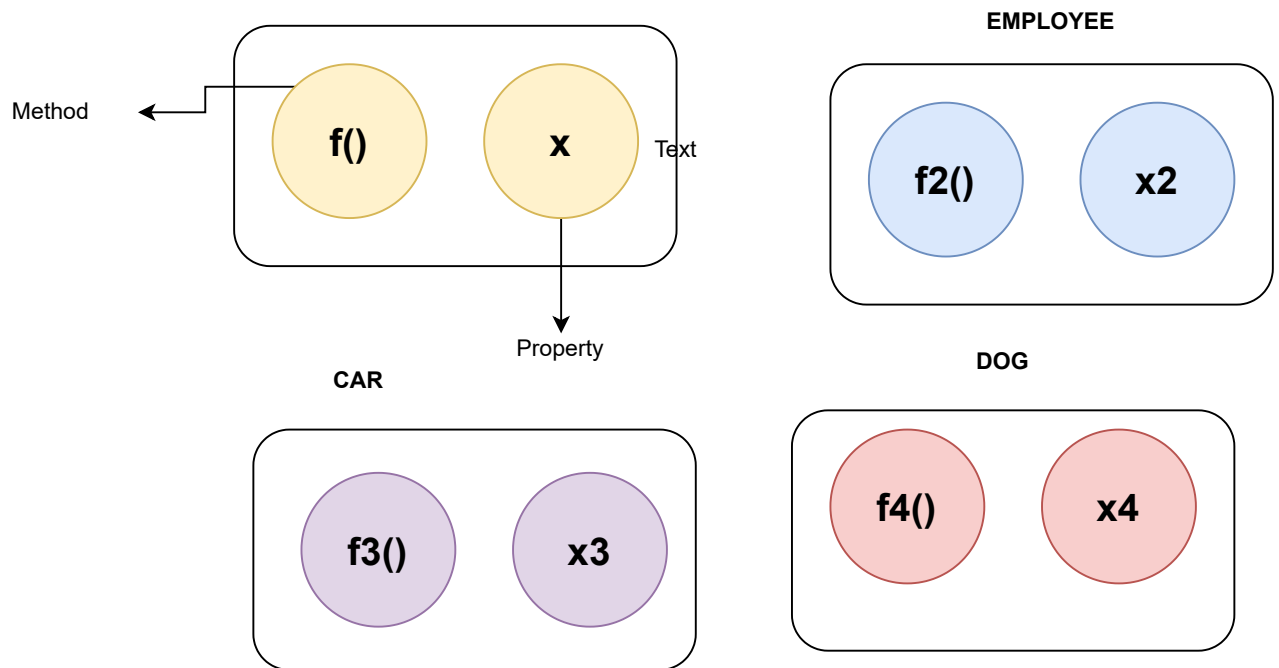


Procedural Programming

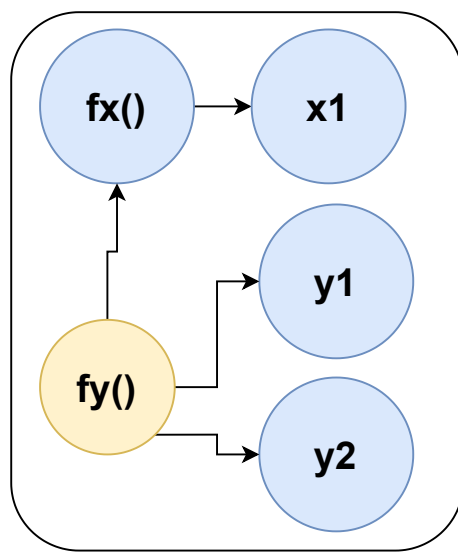


Encapsulation

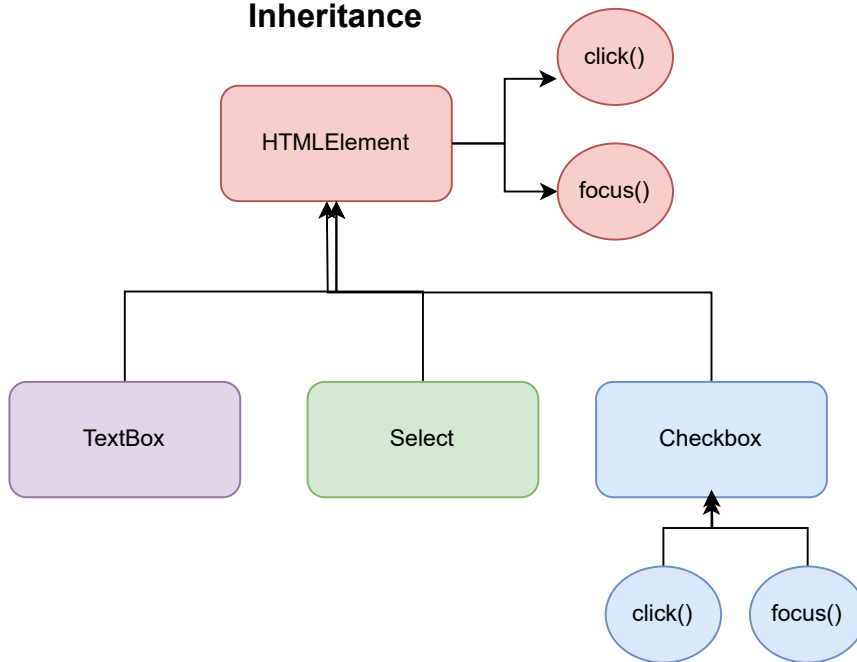


Abstraction

CAR

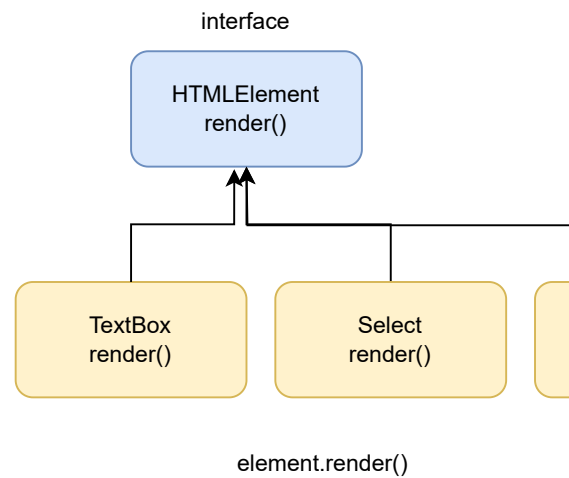
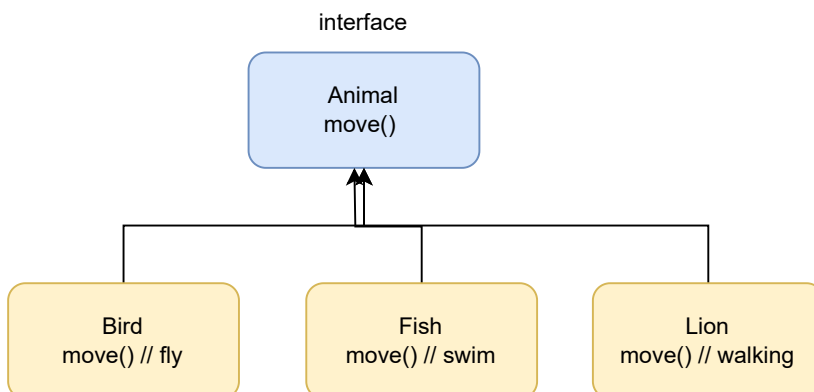


Inheritance

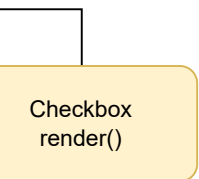


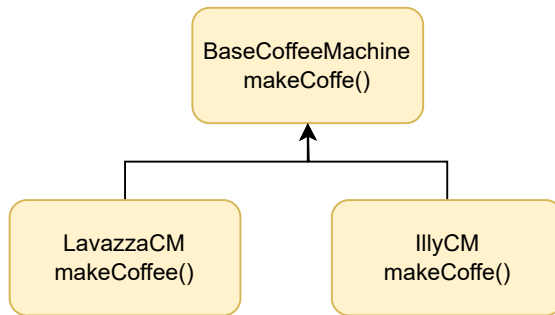
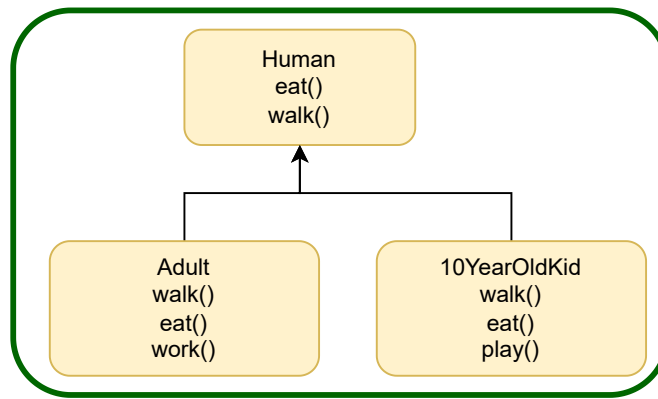
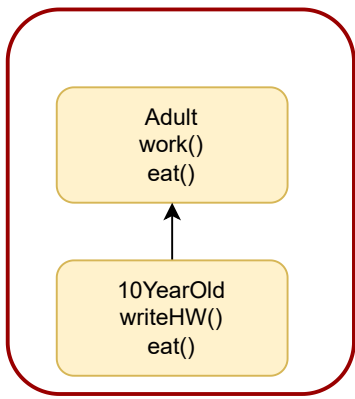
Polymorphism

poly -> many
morph -> form



LISKOV Principle





Class vs Object

