# Kalb I. Object-Oriented Python: Master OOP by Building Games and GUIs No Starch Press, 2022 r.

Object-Oriented Python is an intuitive and thorough guide to mastering   
object-oriented programming from the ground up.

You’ll cover the basics of building classes and creating objects, and put theory   
into practice using the pygame package with clear examples that help visualize the object-oriented style. You’ll explore the key concepts of object-oriented programming — encapsulation, polymorphism, and inheritance — and learn   
not just how to code with objects, but the absolute best practices for doing so.   
Finally, you’ll bring it all together by building a complex video game, complete with full animations and sounds.

The book covers two fully functional Python code packages that will speed up development of graphical user interface (GUI) programs in Python.

Źródło opisu: amazon.com