Summary

- Object oriented programming principles
  - abstraction
  - encapsulation
  - inheritance
  - polymorphism
- Relationships
  - aggregation / composition (empty / solid squares)
  - inheritance (arrows)
- Class diagrams:
  - name of the class
  - attributes (public / private)
  - behaviours

- In Python:

```
class A:
    pass

class B(A):     # B inherits from A
    pass
```

- attributes (variables and methods) in the child class will **override** those of the parent class
- use `super()` for to access the parent class in the child class
- Use `isinstance` to check the type with inheritance