Example of the lesson: Overloading: same but different superclass types of input nested classes: defined **Mammals Animals** inside a container class Overriding: new method that list which is linked subclass has already been defined by a parent class superclasses = object subclasses methods Protection and create a link between code and sharing properties for animals (for example) data Hierarchical classification Encapsulation class = object Inheritance 3 principles Delegation: reuse the function Aggregation: this is an object integers, chars and floats in a general set reference to refer Polymorphism objects One interface, multiple **Composition**: methods Implements -this is an object which owns **S**TRUCTURE antoher object Classes -everytime new in the program Vehicle (for example) public interface Abstraction: fundamental principe of OOP which extend on and overid intra/private-data and methods Move forward elements from attributes Motorbike Car Bicycle step on the gas turn the pedal

throttle

towards you

pedal