

# Objektorientiertes Programmieren 1 | OOP1

## Summary

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## 1. CASTING

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## 2. VISIBILITY

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## 3. EQUALS & HASHING

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## 4. INHERITANCE

### 4.1. COMPILER QUIRKS

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## 5. PACKAGES

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## 6. ENUMS

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## 7. LAMBDA

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## 8. STREAM API

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## 9. IO