

# Objektorientiertes Programmieren 1 | OOP1

## Summary

---

### CONTENTS

<b>1. Casting</b>	<b>2</b>
<b>2. Visibility</b>	<b>2</b>
<b>3. Equals &amp; Hashing</b>	<b>2</b>
<b>4. Inheritance</b>	<b>2</b>
4.1. Compiler Quirks	2
<b>5. Packages</b>	<b>2</b>
<b>6. Enums</b>	<b>2</b>
<b>7. Lambdas</b>	<b>2</b>
<b>8. Stream API</b>	<b>2</b>
<b>9. IO</b>	<b>2</b>

---

## 1. CASTING

---

## 2. VISIBILITY

---

## 3. EQUALS & HASHING

---

## 4. INHERITANCE

### 4.1. COMPILER QUIRKS

---

## 5. PACKAGES

---

## 6. ENUMS

---

## 7. LAMBDAS

---

## 8. STREAM API

---

## 9. IO