**OOP**

**Abstraction:**

Ignoring or hiding details that don’t matter, allowing us to get an overview perspective of the thing we are implementing, instead of messing with details that don’t really matter to our implementation.

**Encapsulation:**

Keeping properties and methods private inside the class, so they are not accessible from outside the class. Some methods can be exposed as a public interface.

**Inheritance:**

Making all properties and methods of a certain class available to a child class, forming a hierarchical relationship between classes. This allows us to reuse common logic and to model real-world relationships.

**Polymorphism:**

A child class can overwrite a method it inherited from a parent class.