1. How do object-oriented programming languages differ from procedural languages?

The differences between procedural languages and object-oriented programing languages is procedural languages focus on the actions upon variables while object-oriented languages focus on the object.

1. What are the advantages of reusable code?

The advantages of reusable code is that you do not need to reinvent the wheel every time you program.

1. What is the difference between a class and an object?

An object is an entity. It has properties (describes the object characteristics) and methods (describes what the object can do). A class is the template or description a programmer uses to create an object. For example a class for cars would be color, maker, and year and the objects would be a blue Toyota 1995 or a red Honda 2001.

1. What is the purpose of the constructor method?

The purpose of a constructer method is to prepare memory space for the object.