1. What are the 4 principles of OOP?

- Polymorphism.
- Abstraction.
- Encapsulation.
- Inheritance.

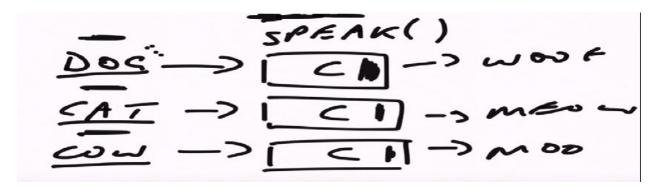
2. What is Encapsulation?

ENCAPSULATION

- Allows use of an item through a set of simple actions. You don't need to know the internals.
- In terms of code, this means that people use items through an object's methods rather than through the direct object attributes.
- In java terms, this means making all object attributes private.

3. What is Polymorphism? \rightarrow Many Forms

- So polymorphism is the ability (in programming) to present the same interface for differing underlying forms (data types).
- Polymorphism in Java has two types: Compile time polymorphism (static binding) and Runtime polymorphism (dynamic binding). Method overloading is an example of static polymorphism, while method overriding is an example of dynamic polymorphism.



4. What is Abstraction?

Abstraction in the real world

I'm a coffee addict. So, when I wake up in the morning, I go into my kitchen, switch on the coffee machine and make coffee. Making coffee with a coffee machine is a good example of abstraction.

You need to know how to use your coffee machine to make coffee. You need to provide water and coffee beans, switch it on and select the kind of coffee you want to get. The thing you don't need to know is how the coffee machine is working internally to brew a fresh cup of delicious coffee.

Abstraction in OOP

Objects in an OOP language provide an abstraction that hides the internal implementation details. Similar to the coffee machine in your kitchen, you just need to know which methods of the object are available to call and which input parameters are needed to trigger a specific operation.

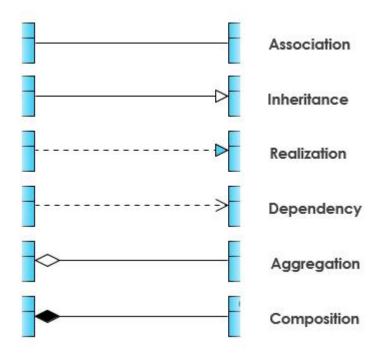
```
public class CoffeeMachine {
    private Map<CoffeeSelection, CoffeeBean> beans;

public CoffeeMachine(Map<CoffeeSelection, CoffeeBean> beans) {
        this.beans = beans
    }

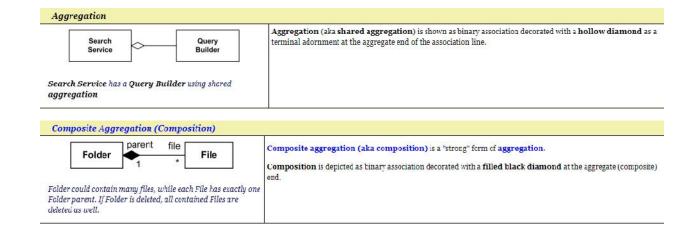
public Coffee brewCoffee(CoffeeSelection selection) throws CoffeeException {
        Coffee coffee = new Coffee();
        System.out.println("Making coffee ...");
        return coffee;
    }
}
```

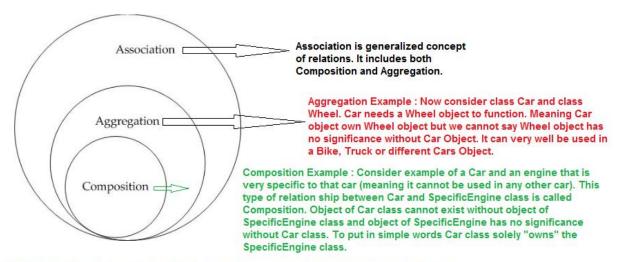
```
public enum CoffeeSelection {
    FILTER_COFFEE, ESPRESSO, CAPPUCCINO;
}
```

5. UML Notation:



Note: Inheritance (or Generalization): Both are same





Note: In both aggregation and composition object of one class "owns" object of another class.

Class Diagram Example: Order System

