OOP Programming

Table of Contents

- 1. Classes & Objects
- 2. Attributes & Methods
- 3. Abstraction

4.Encapsulation

▼ 5.Inheritance

Placeholder: use {} and follow by format..more {}, seperate by comma inside the format

Name mangling (attribuite can be accessed by "_masterclass_ _ attribute") print("print", end=' ') # to use white space and end of print instead of new line

▼ 6.Polymorphism

Definition: Ability of same Entity(e.g method) to perform "different" operations *Example:*

property to have "+" to add two number and concatenate for strings.

Overriding

OOP Programming 1

super function: to access base class methods diamond problem

OOP Programming 2