# OOP EXPLAINED
## TO A 6 YEAR-OLD

Object Oriented
Programming

You can try to think of anything in the world in terms of what it is and what it can do.

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An object is a grouping of "what is it" and **"what does it do"**

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A car is made of metal, has a red color, and four wheels.

In OOP, these are properties.

The car can be driven, its doors can open and close...

In OOP, these are methods.

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Put those two together and we have **an object** that represents a car.

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Now, if you want to get fancier, we can talk about the idea that certain things have commonalities.

When we think of a car, they'll usually have four wheels, an engine, some amount of seating inside, etc etc.

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**A class** is a way of trying to describe what makes a car a car.

Instead of building a car from nothing every time, we get a pattern for what a car is- they might have different tires, or a different paint color, or w/e, but these are all aspects of all the cars we're producing.

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It's a bit like having a factory or blueprint. The class is the design for the model, and we create cars (objects) from that model

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i.e.

**class:** computer (has ram, cpu, hard drive, gpu)

**object:** my computer (16 gb RAM, Ryzen 3600, 1tb SSD, RTX2070S)

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