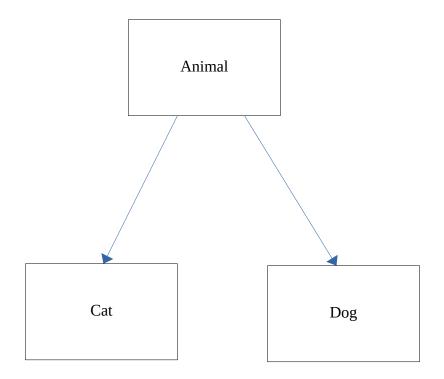
Pillars of Object Oriented Programming (OOP)

- 1. Encapsulation
- 2. Inheritance
- 3. Polymorphism

Inheritance



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