1. What are the four pillars of Object-Oriented Programming? Explain each pillar.

    1. Abstraction – allows up to hide complexity by giving a broader view of an object

    2. Encapsulation – hiding the details of how a method works (ex. You don't need to know how the engine of a car works in order to drive it.).

    3. Inheritance – objects inherit properties and functionality from other classes (parent class or base class).

    4. Polymorphism – something can take multiple different forms.

2. What is the relationship between a Class and an Object?

    A class is a template for an object. The class define the properties of the object (values, behaviors, etc).

3. What is an exception and what are best practices for handling them?

    Exceptions are written into code in order to catch errors that are thrown, but still allow the code to run. Use exceptions when you don't have control; like when you are using someone else's library.

4. What is your favorite thing you learned this week?

    Learning classes and seeing how they are used in the menu example. It's still a bit overwhelming, but I see how the pieces of the puzzle are coming together.

My notes from the LMS videos

https://www.ncl.ucar.edu/Document/HLUs/User_Guide/classes/classoview.shtm

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Control_flow_and_error_handling#exception_handling_statements