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**ADVANCED OBJECT-ORIENTED PROGRAMMING**

**BIT 2203**

**ASSIGNMENT AND CAT 2**

1. Define the following terms as used in object-oriented programming
2. **Polymorphism**- refers to the capability of having methods with the same names and parameter types exhibit different behavior depending on the receiver.
3. **Inheritance**- Refers to a mechanism by which an object acquires the some/all properties of another object.
4. **Abstraction**- Is the process of taking away or removing characteristics from something in order to reduce it to a set of essential characteristics
5. **Encapsulation**-Binding the data with the code that manipulates it and it keeps the data and the code safe from external interference
6. **Function**- is a combination of instructions that are combined to achieve some result.