Sandhya Ray

1. A class is an outline for objects. It contains properties (attributes) and methods (functions) that an object (an instance of a class) would possess.
2. An object is an instance of class. Any properties or methods in an object's class would reflect the object's behavior and appearance.
3. Object-oriented programming organizes codes within objects. A programmer can use an object to represent a real-world entity, designing a class which satisfies the structure and behavior of the entity.
4. With an abstract class, you cannot create an object directly, like you would any other class. It's purpose is to be a outline for other classes. An abstract class usually includes methods declared without implementation. So, a child class must define the abstract method itself.
5. MVC (Model-View-Controller) is a design pattern which includes three parts. "Model" deals with the data and logic of application. This can involve retrieving information from a database. "View" represent how the design is presented to the user. This could involve HTML/CSS pages which deal with the more visual elements of a web design. "Controller" deals with user input. It can potentially alter the Model or View. The Controller handles editing user information, and then updating the View to show thoses alterations.
6. Verbs for RESTful URI design
   a. Getting all users
      i. URI- /users
      ii. HTTP Verb: GET
   b. Getting one user
      i. URI- /users/{id}
      ii. HTTP- GET
   c. Saving a user
      i. URI- /users
      ii. HTTP- POST
   d. Editing a user
      i. URI- /users/{id}
      ii. HTTP- PUT
   e. Deleting a user
      i. URI- /users/{id}
      ii. DELETE