

- The object-oriented programming is basically a computer programming design method that designs programs around data, or objects.
 - Benefits of OOP include code reusability, scalability and efficiency.
 - Objects can inherit from the class methods and attributes.
- The structure of oop:
 - Classes are user-defined data types that act as the scheme for individual objects, attributes and methods.
 - Objects are instances of a class created with specifically defined data.
 - Methods are functions that are defined inside a class that describe the behaviour of an object.
 - Attributes are defined in the class template and represent the state of an object.