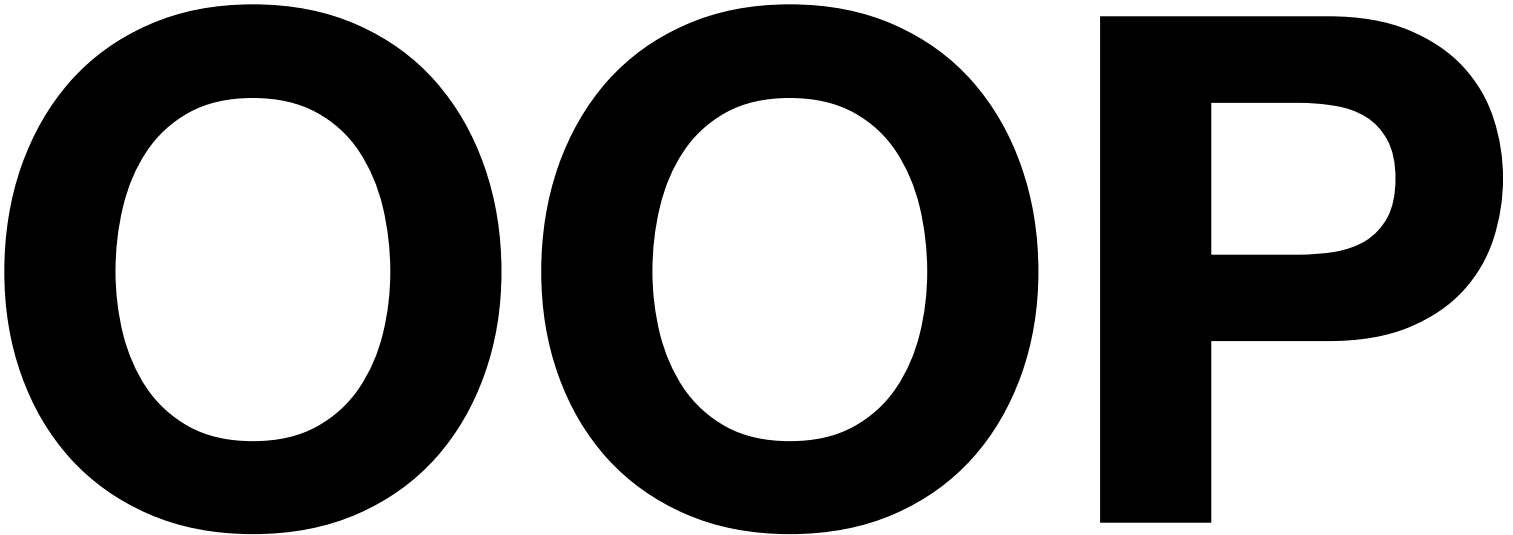
OOP

object oriented programming

- objects - contain data (properties) and code (functions)

- classes - blueprints for creating objects

- features:

- encapsulation - different level of access on data depending on the context

- inheritance - a class can extend another class, inherit it’s characteristics and add on top of that

- polymorphism - overriding, overloading operators and functions

- generic classes*

* will be covered on the ***Generics*** section of the course

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Modules

- an IntelliJ IDEA module
- a Maven project
- a Gradle source set (with the exception that the `test` source set can access the internal declarations of `main`)
- a set of files compiled with one invocation of the `<kotlinc>` Ant task