

Introduction to OOP

→

Basic principles

 Easy

🕒 1 minute

?

10038

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Object-oriented programming stands on 4 principles. Find the one which is explained **incorrectly**

📄

 Report a typo

↵ Select one option from the list

- ☐ Polymorphism is about defining different logic of the same method
- ☐ Abstraction is about giving only the most relevant features of the object to the user
- ☐ Encapsulation is about hiding the internal data of objects from the world.
- ☐ Inheritance is about naming the variables in the one traditional way

✓ **Correct.**

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