Object-Oriented Programming
Hard to define …

- The combination of data and functions

- A way to model the real world

- The proper admixture of three things (E.I.P.)

    - Encapsulation

    - Inheritance

    - Polymorphism

Object-Oriented Programming
Dependency inversion changes everything

- None is unique to OO

- Encapsulation & Inheritance are trivial

- Polymorphism is the **KEY**

  - Lead to a safe and efficient replacement for function pointers

  - Enable *dependency inversion*

    - Fully control the direction of all source code dependencies in the system

    - High-level policies are independent from low-level details

    - Independent develop-ability and deployability