# Seminar 4 Preparation

**Object-oriented programming** (OOP) is a method of structuring a program by bundling related properties and behaviors into individual **objects**. In this tutorial, you’ll learn the basics of object-oriented programming in Python.

Conceptually, objects are like the components of a system. Think of a program as a factory assembly line of sorts. At each step of the assembly line a system component processes some material, ultimately transforming raw material into a finished product.

An object contains data, like the raw or preprocessed materials at each step on an assembly line, and behavior, like the action each assembly line component performs.

Ref: https://realpython.com/python3-object-oriented-programming/

## Main Concepts of Object-Oriented Programming (OOPs)

* Class
* Objects
* Polymorphism
* Encapsulation
* Inheritance

Ref: https://www.geeksforgeeks.org/python-oops-concepts/