

Main Idea:

Object-oriented programming is a method of programming in which you're more concerned with objects than data processing.

In code, object-oriented programming will show up in the form of classes, objects, and methods.

Definitions:

Class – defines / stores variables and methods.

Methods – functions used to directly interact with variables of a class.

Objects – unique instances of a class created by the use of methods.

Security:

You're able to set user accessibility to data by declaring information as public, private, or protected.

Inheritance:

Code can be reused without being duplicated through subclasses.

Templates:

Allows you to reuse classes for different data types without having to redefine the types your methods and variables work with.