The 4 principles of OOP

1. Data encapsulation – The internal data representation of an object is typically hidden from view outside the object definition.
2. Data abstraction – Data is abstracted into classes (types) and objects, and are described in terms of their interfaces and functionality rather than by their implementation details.
3. Inheritance – Code reuse. Enables us to use an existing type to be sub-typed. Allows hierarchy of data.
4. Polymorphism – One name, many forms. Polymorphism manifests itself by having multiple methods with the same name, but different functionality.