Objectives:
   To continue with the introduction of OO terminology and going deep on concepts and usage.

Reading Assignment:

Contents:
   Inheritance, Polymorphism, Abstraction - understanding. 1 hr.
   Example using shape, line, square, oval. 1 hr.
   Java v/s C++ 1 hr.
Inheritance, Polymorphism, Abstraction - understanding.
Abstraction
  Hide, Hide, Hide
  Data, Design and Accessors
  Don’t need, don’t give
Encapsulation 50min / 50 min

Inheritance
  Going over definition
  Usage in single and multiple inheritance
  Pros and Cons of Multiple
  Runtime Stack appearance. 50min / 100 min

Polymorphism
  Handling by Java
  Importance of Interfaces
  Importance of Abstract Classes 50min / 150 min