

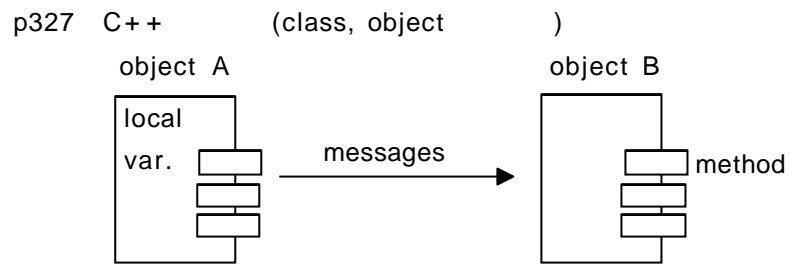
13. Object-Oriented Program

eg) C++, Smalltalk

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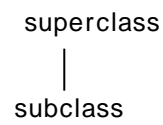
o class : attribute method pattern
 data type

o object : attributes + methods
 object class instance



o inheritance

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