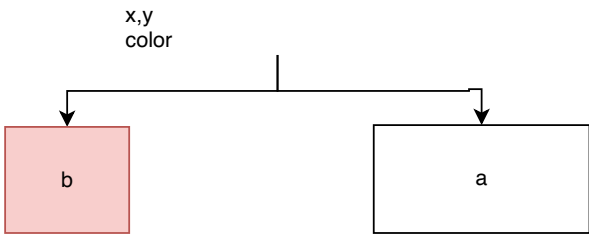


rules  
data  
functionality

classes

# Rectangle



# DOG

name:  
breed:  
fav-food:  
age:

bark()  
eat()  
walk()  
sleep()



name : max  
breed : a1  
fav-food: hotdogs  
age:5



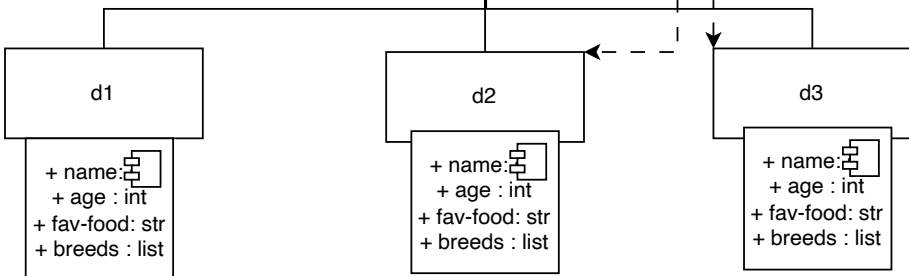
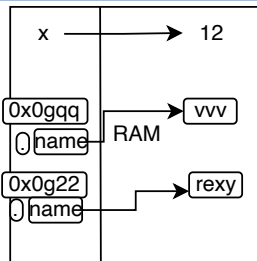
name : cocaine  
breed : german 1  
fav-food: steak  
age:2

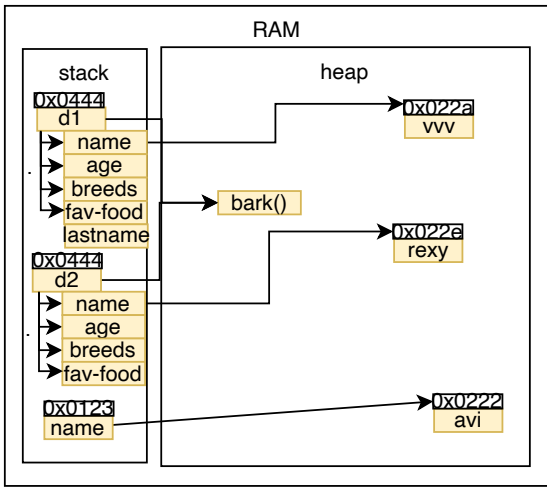


name : rexy  
breed : chewawa  
fav-food: bounzo  
age:1

book='we dont need this'

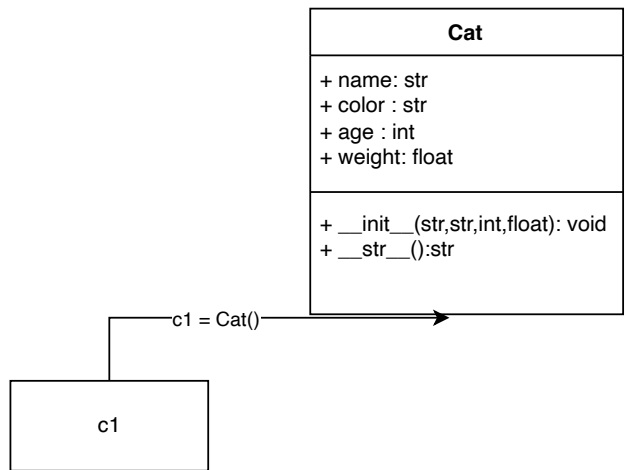
d1=Dog()

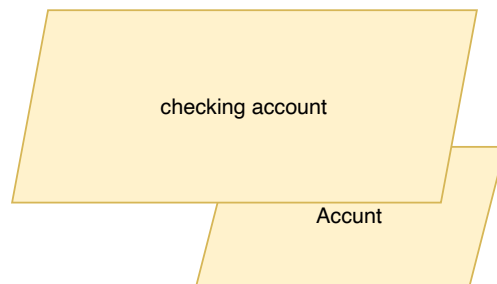
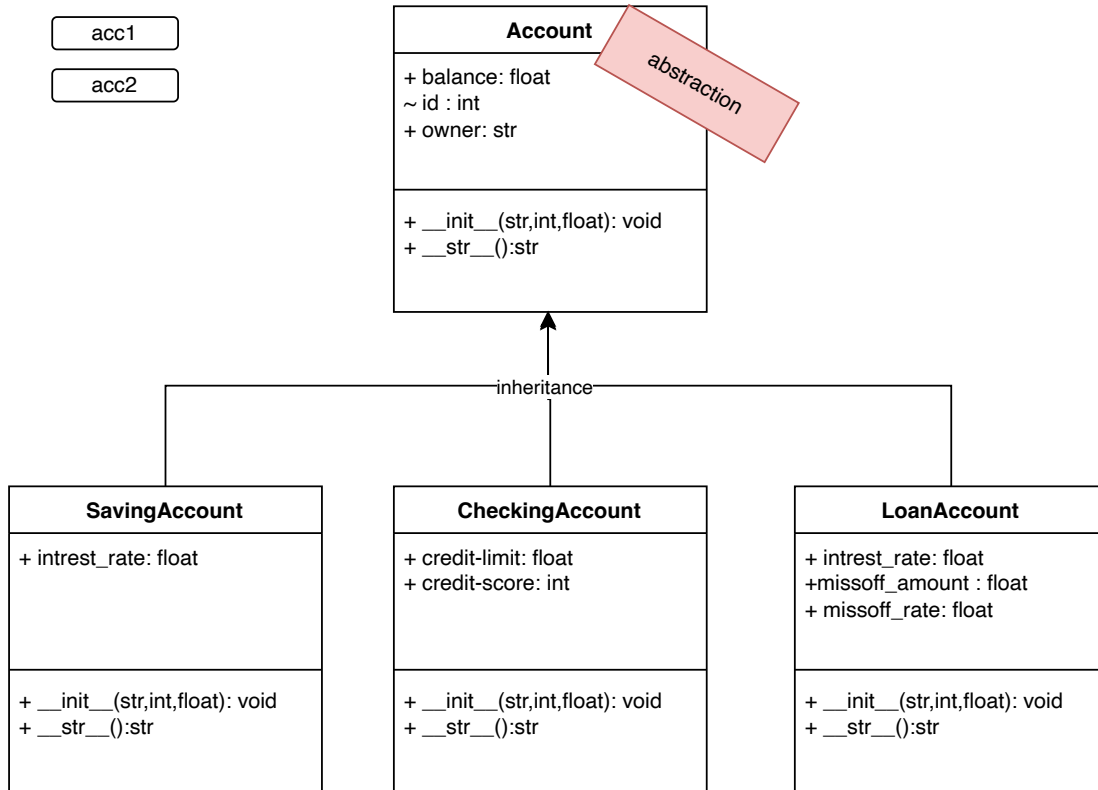


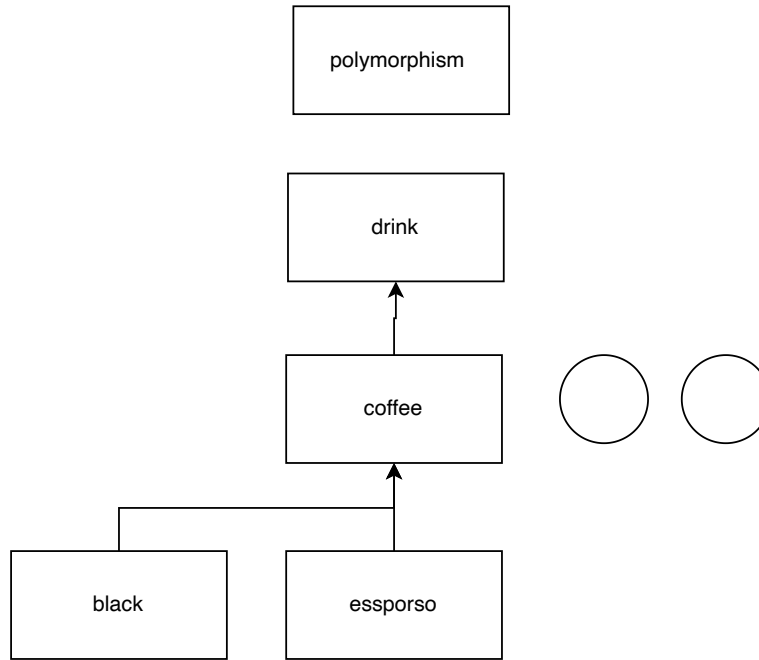


name='avi'  
 print(name)  
 d1=Dog()

Cat







encapsulation

access modifiers  
public  
private  
protected

