1. Object-Oriented Programming (OOP) is a design paradigm for developing large programs, where we design, model, and program with ______ objects ______. Name the five aspects (core principles) of OOP that were discussed in class:

(a) ______ Abstraction
(b) ______ Composition/Aggregation
(c) ______ Encapsulation
(d) ______ Inheritance
(e) ______ Polymorphism

2. **Bonus.** Succinctly define any principle for an extra point per correct definition.

(a) ______ Abstraction - modeling objects
(b) ______ Composition/Aggregation - **HAS-A** relationship, i.e., objects owning other objects
(c) ______ Encapsulation - packaging data and methods together; implementation hiding
(d) ______ Inheritance - **IS-A** relationships, i.e., type-subtype relationships
(e) ______ Polymorphism - Uniformly using supertypes as their common supertype