Name: ___________ Key

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 suptypes as their common supertype