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Object-oriented programming

A programming paradigm based on the concept of “objects”, which can contain data, in the form of fields and code, in the form of procedures.

Snippet from [Wikipedia](#): **Object-oriented programming**

Object-oriented programming (OOP) is a programming paradigm based on the concept of *objects*, which can contain data and code: data in the form of fields (often known as attributes or properties), and code in the form of procedures (often known as methods). In OOP, computer programs are designed by making them out of objects that interact with one another.

Many of the most widely used programming languages (such as C++, Java, Python, etc.) are multi-paradigm and they support object-oriented programming to a greater or lesser degree, typically in combination with imperative programming, procedural programming and functional programming.

Significant object-oriented languages include Ada, ActionScript, C++, Common Lisp, C#, Dart, Eiffel, Fortran 2003, Haxe, Java, JavaScript, Kotlin, Logo, MATLAB, Objective-C, Object Pascal, Perl, PHP, Python, R, Raku, Ruby, Scala, SIMSCRIPT, Simula, Smalltalk, Swift, Vala and Visual Basic.NET.

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