# Module Summary

## Classes & Objects
- Classes are **blueprints** for Objects
- Objects are **complex data structures** with their own **attributes** (“variables”) and **methods** (“functions”)
- Objects are used to **reflect the structure of your data** in code and to **bundle functionalities**

## Attributes & Methods
- **Attributes** are like **variables** attached to a **Class/ an Object**
- **Methods** are like **Functions** attached to a **Class/ an Object**
- You may have **instance**, **class** or **static** attributes and methods

## Inheritance
- Classes can **inherit from (multiple) other classes**
- Functionalities are then combined
Blockchain Status

- ✔ Chain of Data
- ✔ Mine new Blocks
- ✔ Block Hashing
- ✔ Analyze & Verify Chain
- ✔ Transactions
- ✔ Store Chain to Disk
- □ Node Network
- □ Share Data, Resolve Conflicts
- □ Wallets

Classes for Blocks & Blockchain
Cleaner Code
Cleaner Code
Cleaner Code
Classes for Transactions