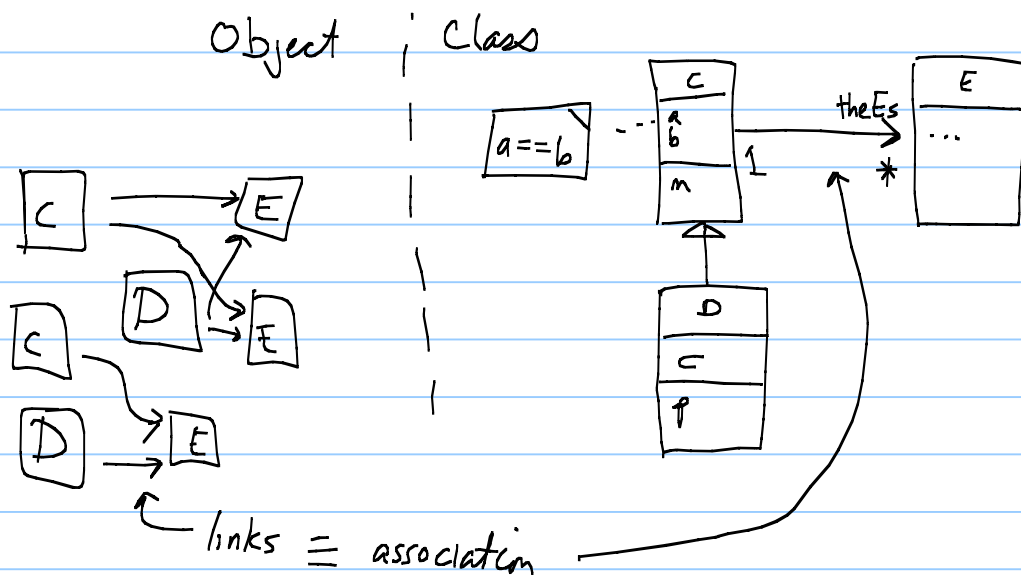In UML, we specify attributes & operations.
We also specify constraints (ie: attributes
a and b, int and a == b).
We also specify class rel'ns (association,
aggregation...). All these things are inherited
as well.



Object ¦ Class

$a == b$

links $\equiv$ association

Polymorphism:
1) A single operation (or attribute) defined on
   one or more class takes different implementations.
2) Attribute may refer to instances of different
   class @ different times.

Operation knows which implementation to use by
checking which object is calling it.
Ie: show () for int, string, tuple...