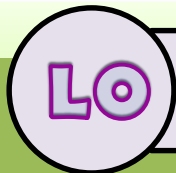
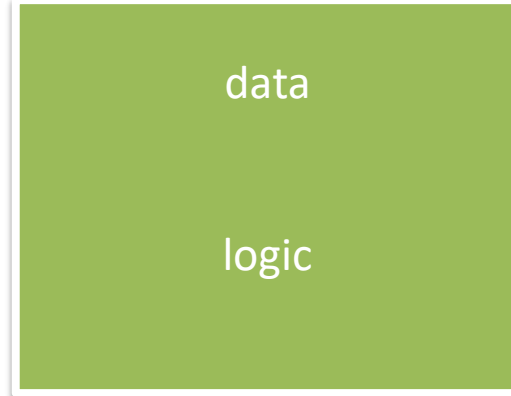
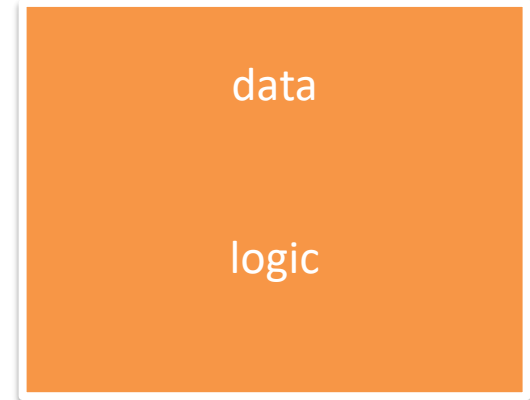
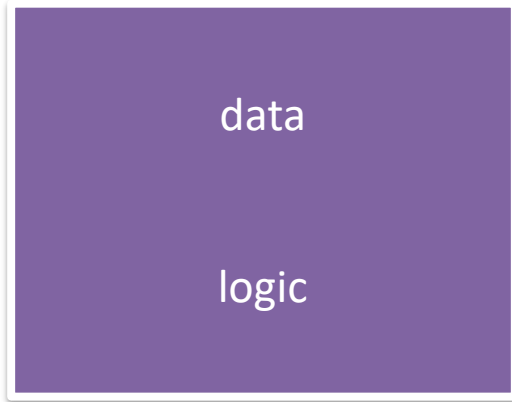


# Object Oriented Programming

- Before OOP – Procedural
- Program was one long procedure
- Long piece of code
- Data and logic all mixed in
- OOP – split apart

# Object Oriented Programming

- Self contained objects



*To understand and use the principles of OOP*

# Object Oriented Programming

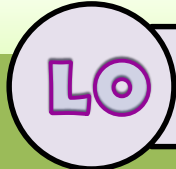
- Own data and own logic
- Objects represent real things
  - Employees, Cars, Real things
- Shift in thinking about the objects and not just the process



*To understand and use the principles of OOP*

# Object Oriented Programming

- Class
- Object



*To understand and use the principles of OOP*

# Object Oriented Programming

- Class
- Blueprint
- Idea
- The definition
- Describes what something is
- Its not the thing itself



*To understand and use the principles of OOP*

# Object Oriented Programming

Restaurant

Review

User

Textbox

Button

Window



*To understand and use the principles of OOP*

# Object Oriented Programming

Attributes

Behaviour

LO

*To understand and use the principles of OOP*

# Object Oriented Programming

Attributes

Behaviour

Name  
Height  
Weight  
Gender  
Age

Walk  
Run  
Sleep  
Jump  
Speak



*To understand and use the principles of OOP*



# Object Oriented Programming

Properties

Methods

Name  
Height  
Weight  
Gender  
Age

Walk  
Run  
Sleep  
Jump  
Speak



*To understand and use the principles of OOP*

# Object Oriented Programming

Data/Variables

Functions

Name  
Height  
Weight  
Gender  
Age

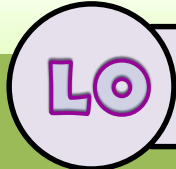
Walk  
Run  
Sleep  
Jump  
Speak



*To understand and use the principles of OOP*

# Object Oriented Programming

- Class is just the description
- Doesn't say what it is
- Class just says it has



*To understand and use the principles of OOP*

# Object Oriented Programming

- Class is idea
- Object is the thing
  
- The object is created from the class
- One class can create multiple objects

# Object Oriented Programming

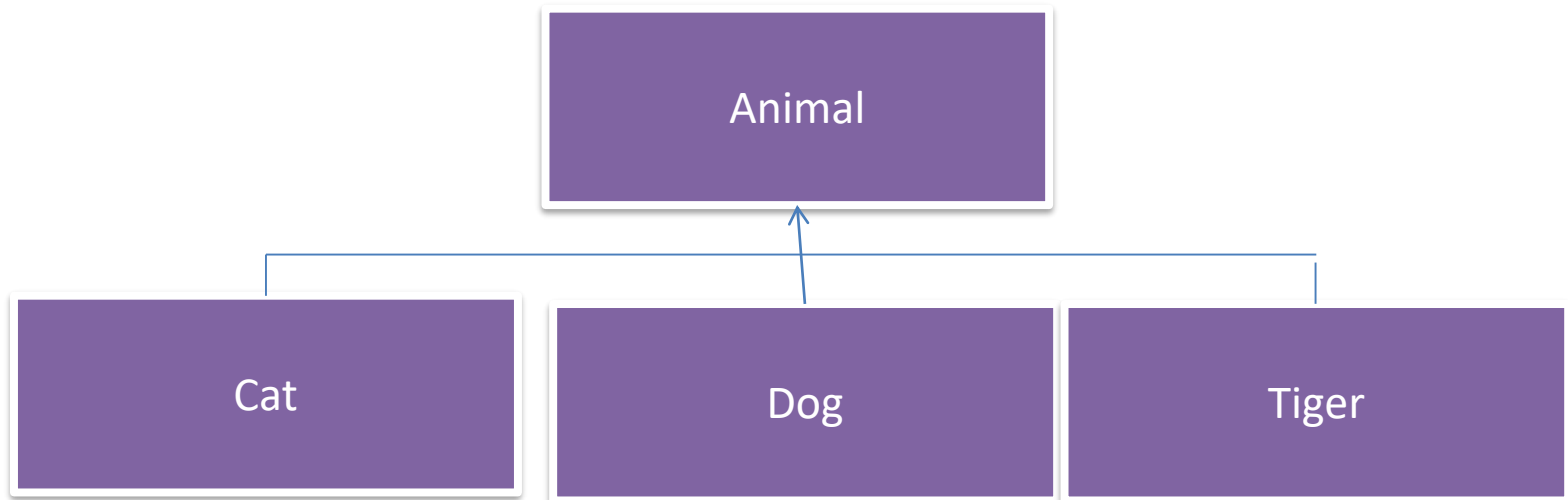
- Encapsulation is the key idea
- Classes self contained units
- Contain data and code that work on that data

# Object Oriented Programming

- Instantiation
- There are people with different names, genders, dobs, height, weight
- All the same class
- Each individual person is said to be an instance of the class people

# Object Oriented Programming

- Inheritance
- An object or class is based on another object or class



# Object Oriented Programming

- Overriding
- Declaring a method in the sub class that already exists in the parent class
- In other words you are over riding the method



# Object Oriented Programming

- Complete the question on inheritance and then writing class definitions

Look at the model

Answer the question

Mark the answer (HELP  
DESK)

Decide the success  
criteria



*To understand and use the principles of OOP*

# Object Oriented Programming

- Answer Q8 of the June 2014 exam paper

Use your success  
criteria

Answer all the  
questions

Someone else mark the  
answer (HELP DESK)

Fill in and staple a  
feedback slip



*To understand and use the principles of OOP*