

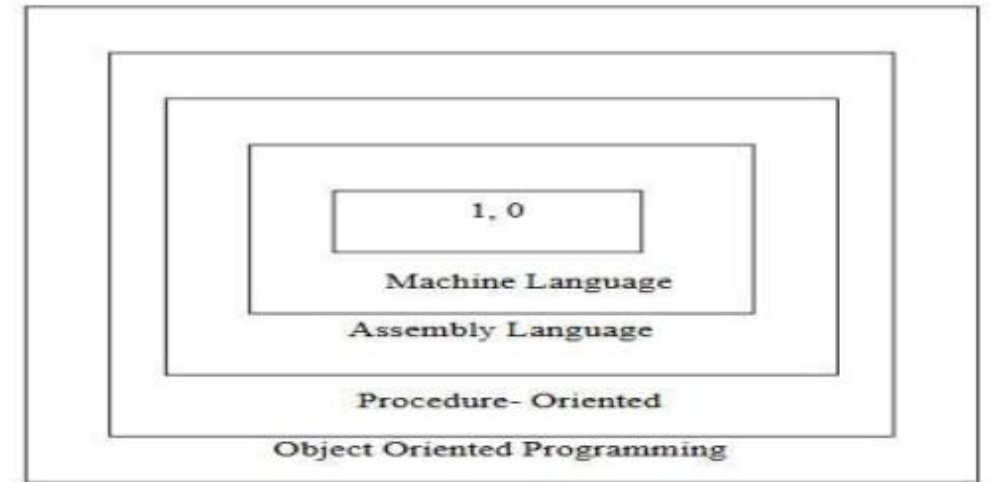
Typescript OOPS

Chapter-3



Software Evolution

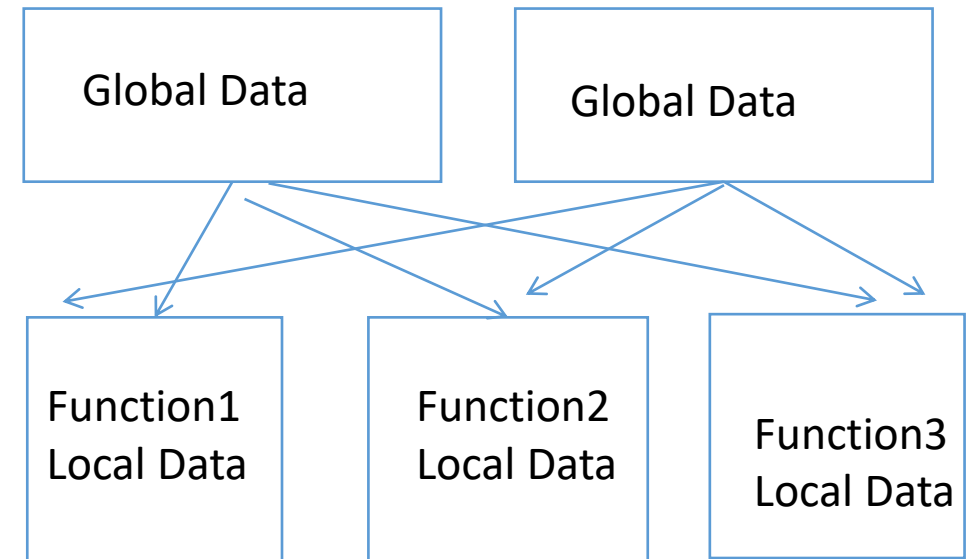
- ❑ Machine language
- ❑ Assembly language
- ❑ Procedure programming.
- ❑ Object oriented programming





Procedure Programming

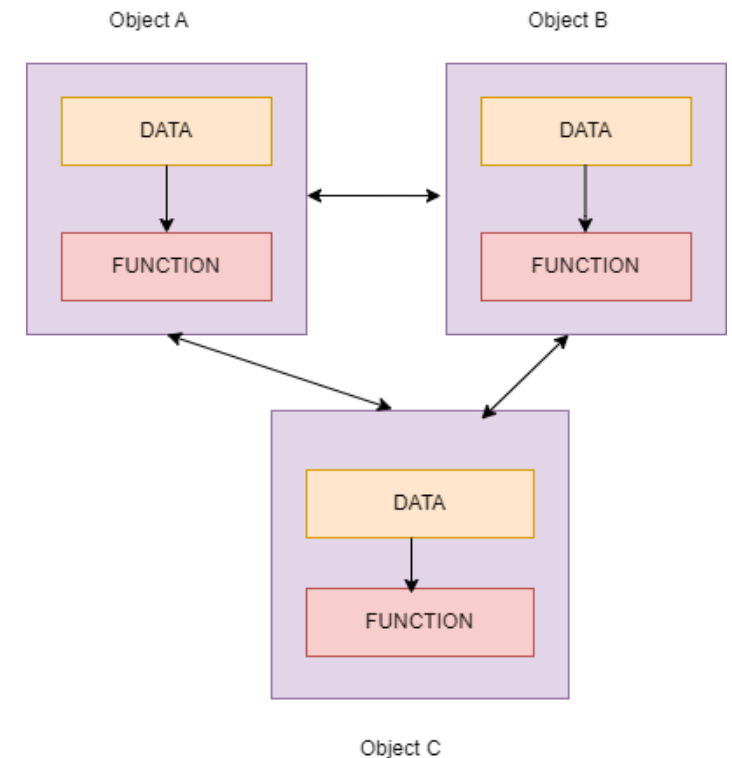
- ❑ Large programs are divided into smaller programs known as functions
- ❑ Most of the functions share global data.
- ❑ Data moves openly around the system from function to function.
- ❑ Functions transform data from one form to another.
- ❑ Employs a top-down approach in program design.





Object Oriented Programming

- ❑ Program divided into objects.
- ❑ Object consists of data and functions.
- ❑ Object data accessible only to its function.
- ❑ Objects communicate with each other through functions.
- ❑ Public, private, and protected.





OOPs

- ❑ Object-oriented programming (OOP) is a programming paradigm using "objects" – data structures consisting of data fields and methods together with their interactions – to design applications and computer programs.
- ❑ Programming techniques may include features such as data abstraction, encapsulation, messaging, modularity, polymorphism, and inheritance.
- ❑ Object-Oriented Programming Languages includes Java, C#, Ruby, python ,Typescript etc.



Advantages of OOPs

- ❑ OOPs provide reusability to the code and extend the use of existing classes.
- ❑ In OOPs, it is easy to maintain code as there are classes and objects, which helps in making it easy to maintain rather than restructure.
- ❑ It also helps in data hiding, keeping the data and information safe from leaking or getting exposed.
- ❑ Object-oriented programming is easy to implement.

