


# // FLATIRON SCHOOL



Object Oriented Programming  
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# *Object Oriented Programming*

Drop the Carbs



# Agenda

## **Introduction**

- A brief history
- Why OOP?
- What is OOP?

## **Practical**

- Terminator

## **Breakout Session**

- OOP tenets (15 mins)
- OOP pros & cons (15 mins)

# ***Introduction***

# Introduction

*A brief history*

## Programming

Low-level to High-level Languages  
Formal Programming Paradigms  
SmallTalk at Xerox PARC



# Introduction

*Why OOP?*

## Drop The Carbs

Design  
Understand  
Maintain  
Build

**D.U.M.B.**



# Introduction

*What is OOP?*

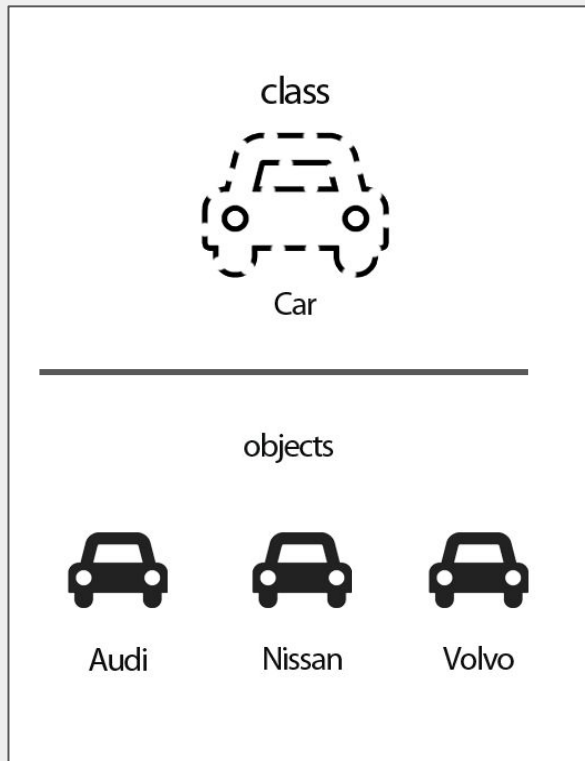
## OOP Pillars

**Encapsulation** - *local state management*

**Abstraction** - *simple, well-defined interface*

**Inheritance** - *globally shared composition*

**Polymorphism** - *locally unique composition*



***Practical***

***[bit.ly/2RAb0qu](https://bit.ly/2RAb0qu)***



**Q&A**

# Good Code

Good code is hard.  
Good code is iterative.  
Good code is achievable.  
**Good code is a mindset.**

