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C# OOP

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C# - What is OOP?

OOP stands for Object-Oriented Programming.

Procedural programming is about writing procedures or methods that perform operations on the data, while object-oriented programming is about creating objects that contain both data and methods.

Object-oriented programming has several advantages over procedural programming:

- OOP is faster and easier to execute
- OOP provides a clear structure for the programs
- OOP helps to keep the C# code DRY "Don't Repeat Yourself", and makes the code easier to maintain, modify and debug
- OOP makes it possible to create full reusable applications with less code and shorter development time



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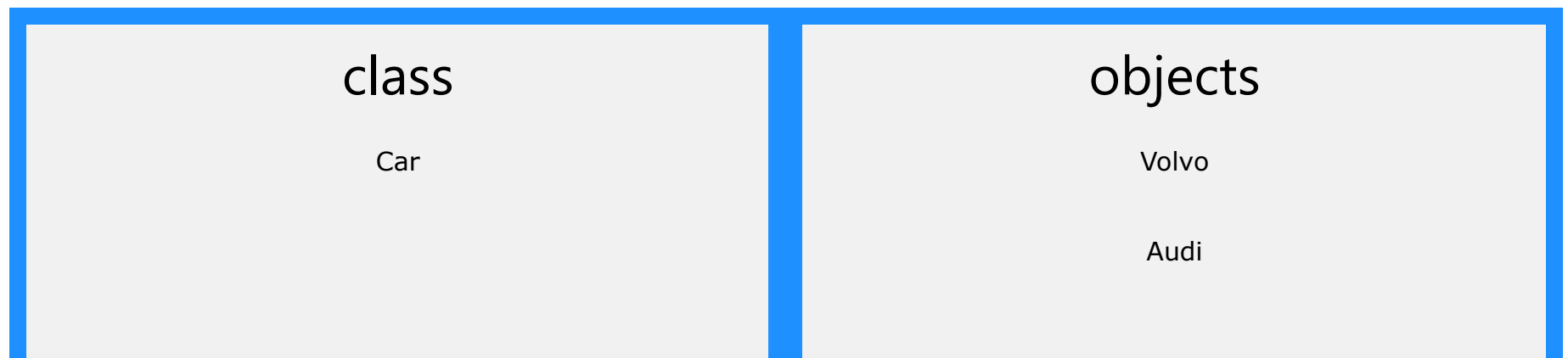
C# - What are Classes and Objects?

Classes and objects are the two main aspects of object-oriented programming.

Look at the following illustration to see the difference between class and objects:



Another example:





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So, a class is a template for objects, and an object is an instance of a class.

When the individual objects are created, they inherit all the variables and methods from the class.

You will learn much more about classes and objects in the next chapter.

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