OOP

Object-oriented programming (OOP) is a computer programming model that organizes software design around data, or objects, rather than functions and logic.

COURSE COCEPTS

Class

inheritance

abstraction

polymorphism

Object

Flight Destination

FROM	TO	DURATION
Medina (MED)	Muscat, Oman (MCT)	2h 50m Nonstop flight
Medina (MED)	Alexandria, Egypt (HBE)	**1h 50m** **Nonstop flight**
Medina (MED)	Kuala Lumpur(KUL)	**8h 50m** **Nonstop flight**

MEMES ABOUT SOME OOP CONCEPTS

2 . Inheritance

Inheritance allows classes to inherit common properties from the parent class
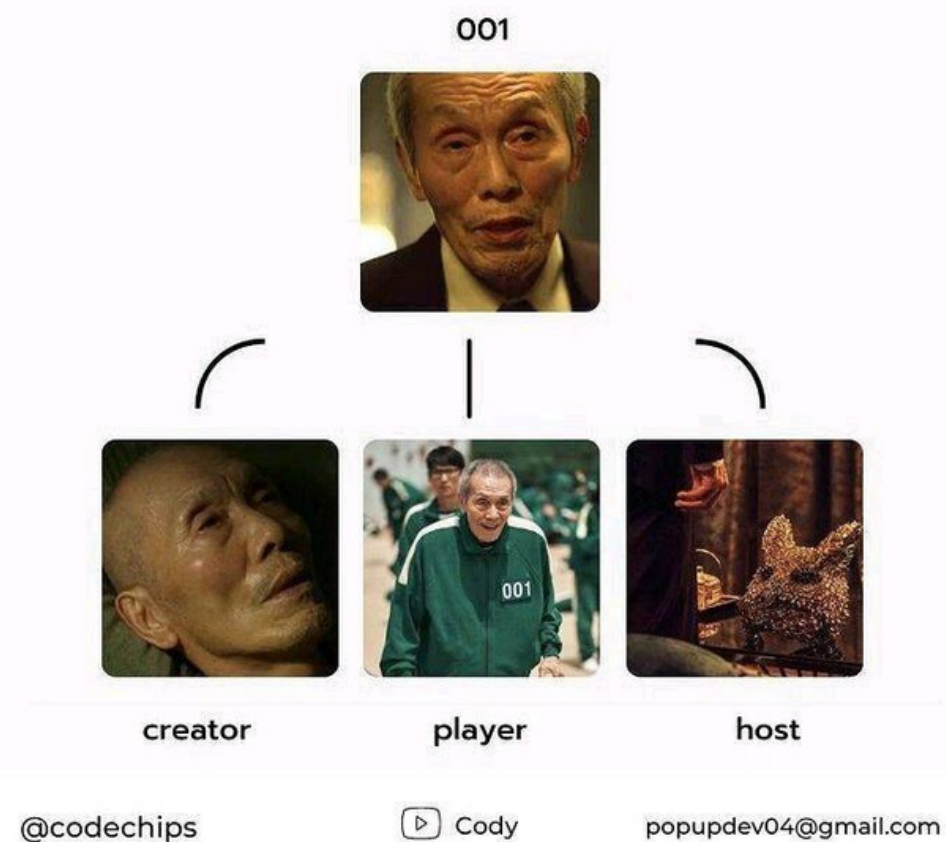
Players :

All Players inherit the same parent properties like dress code, food, tasks. With that we can have different Players with different playing strategical methods

same dress code

tasks

Food

Different Playing methods

001 067 456 101

1 . Polymorphism

Polymorphism is the ability to exit in many forms

The old man played roles in many forms as the creator , player and host of the game

001

creator   player   host

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4. Abstraction

Abstraction displays only the important information by hiding the implementation part

Tasks :

Though everyone performs the tasks no one knows the process behind them . From soldiers , moto to the behind the scenes of preparing everything for the task, which are all hidden.

processes

What Players see

○ ○ ○ ○

Kaizen Travel office

GALLERY

Traditional countries food

KAIZEN TRAVEL OFFICE

UML