Object-oriented programming

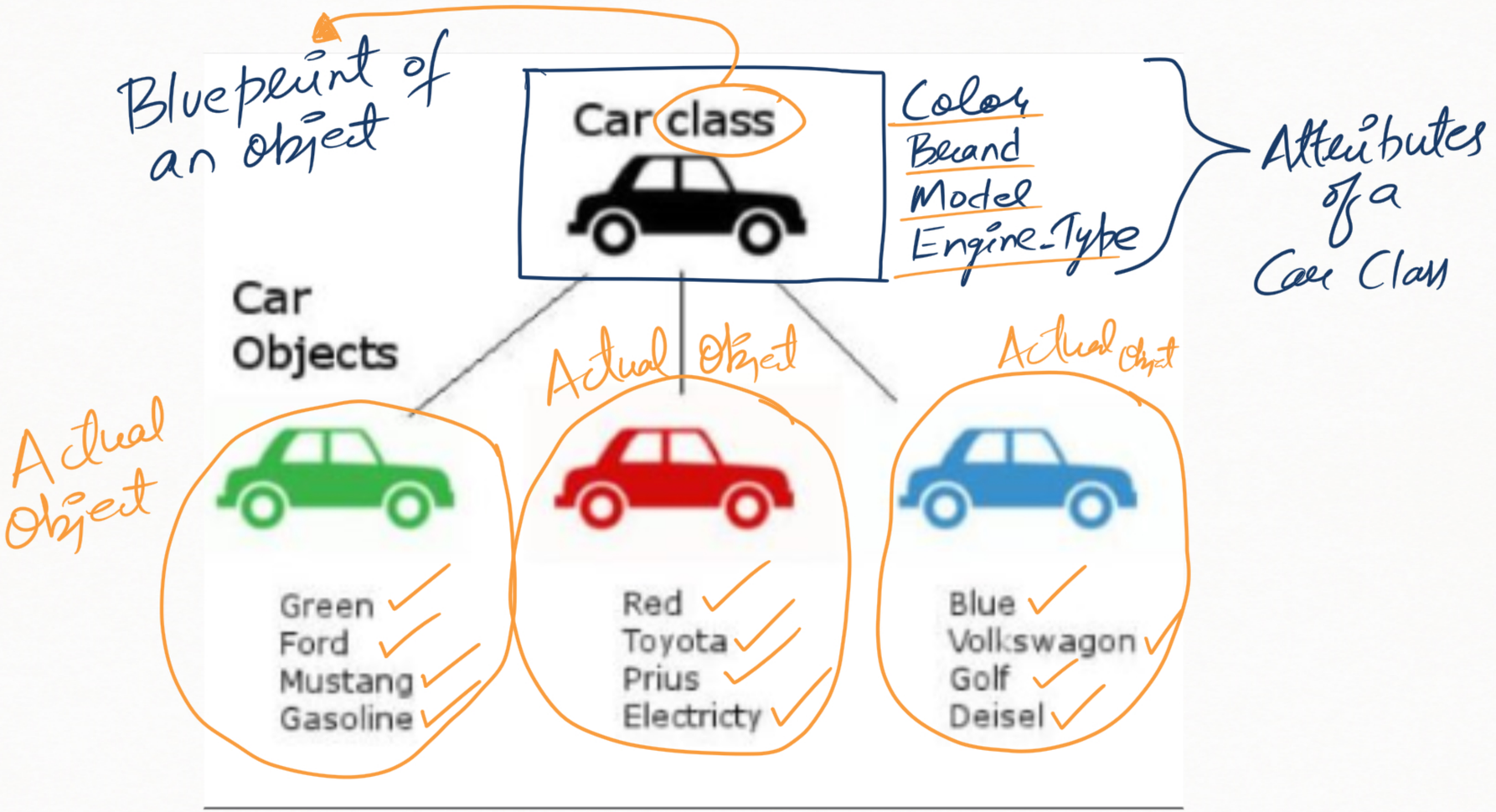
Programming paradigm

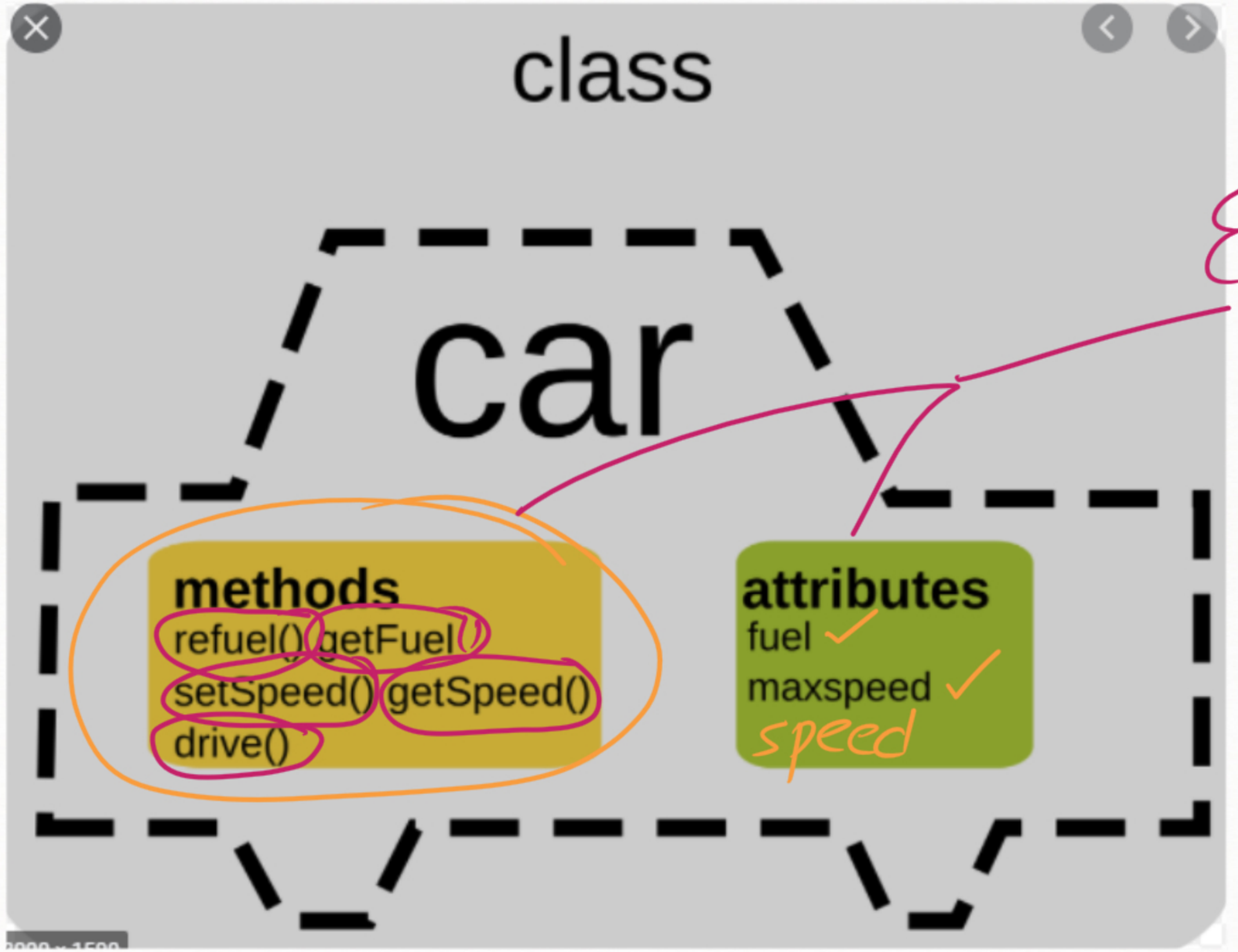
Pattern or Model

Object-oriented programming is a programming paradigm based on the concept of "objects", which can contain data and code: data in the form of fields, and code, in the form of procedures. A feature of objects is that an object's own procedures can access and often modify the data fields of itself. Wikipedia

Attributes

Functions (Methods)


Blueprint of an object
Car class
Color
Brand
Model
Engine_Type
Attributes of a Car Class
Car Objects
Actual Object
Actual Object
Actual Object
Green
Ford
Mustang
Gasoline
Red
Toyota
Prius
Electricty
Blue
Volkswagon
Golf
Deisel


class
car
methods
refuel()
getFuel()
setSpeed()
getSpeed()
drive()
attributes
fuel
maxspeed
speed
Encapsulation