Final Words and Next Steps



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Object-Oriented Programming (OOP)

Identifying classes



- Represents business entities
- Defines properties (data)
- Defines methods (actions/behavior)

Separating responsibilities



- Minimizes coupling
- Maximizes cohesion
- Simplifies maintenance
- Improves testability

Establishing relationships



 Defines how objects work together to perform the operations of the application

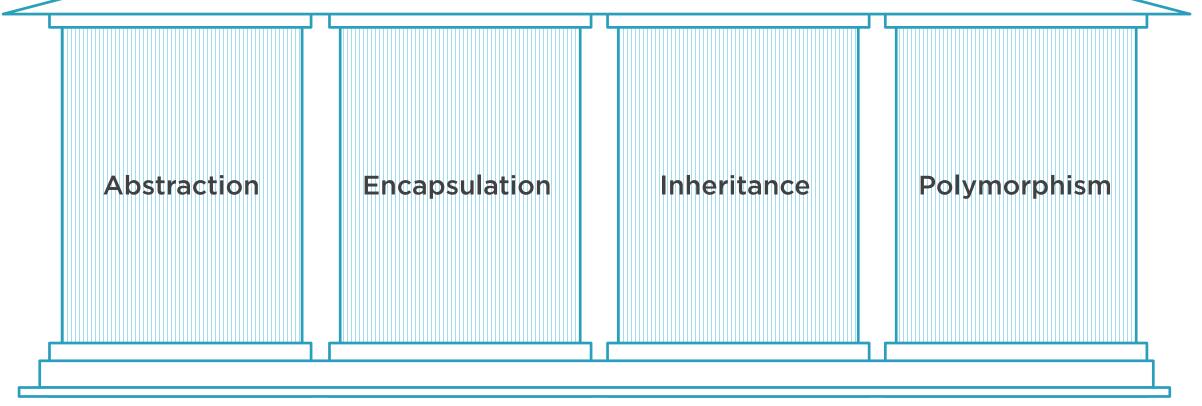
Leveraging reuse



- Involves extracting commonality
- Building reusable classes / components
- Defining interfaces









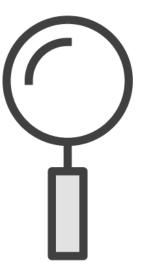
Abstraction



Simplifying reality



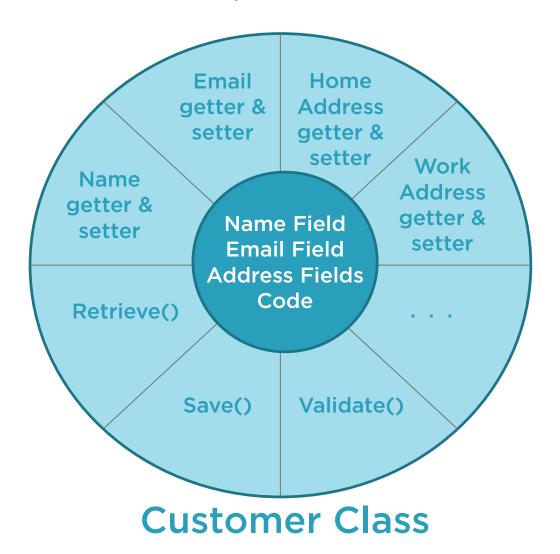
Ignoring extraneous details



Focusing on what is important for a purpose

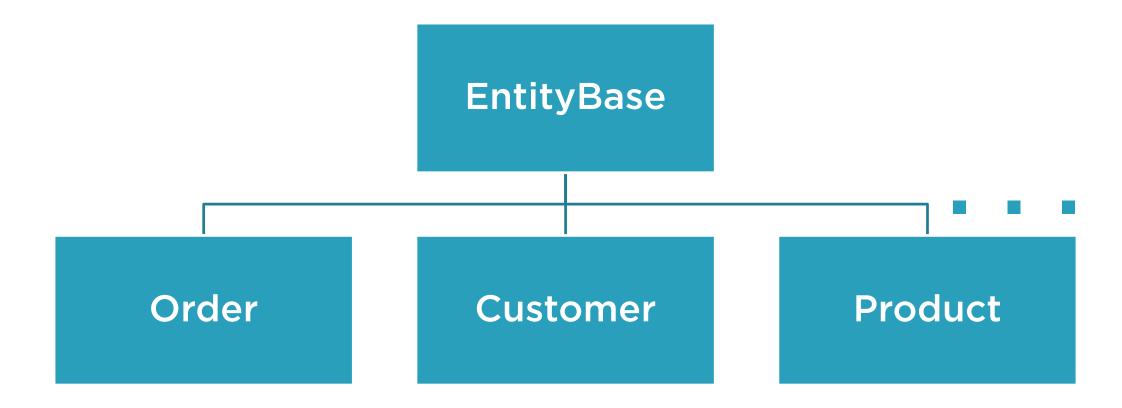


Encapsulation



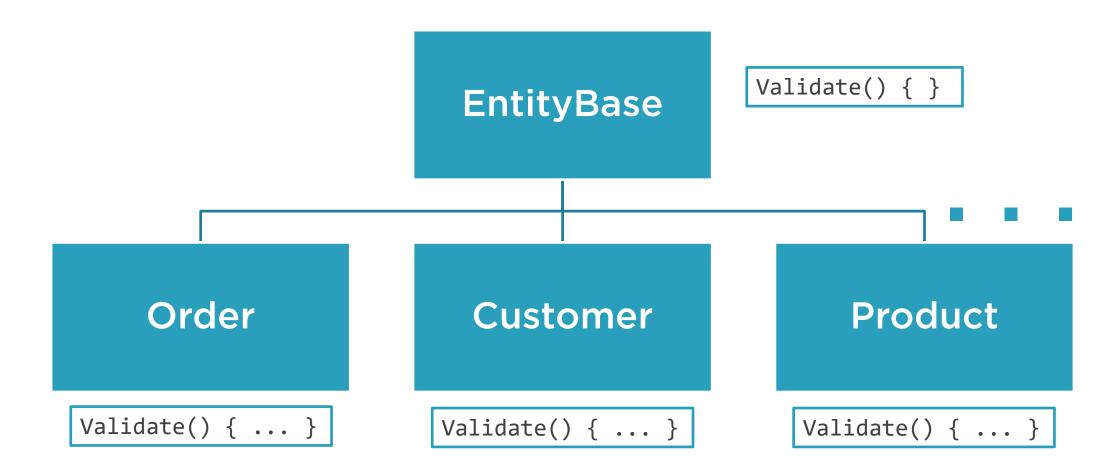


Inheritance





Inheritance-based Polymorphism





Interface-based Polymorphism

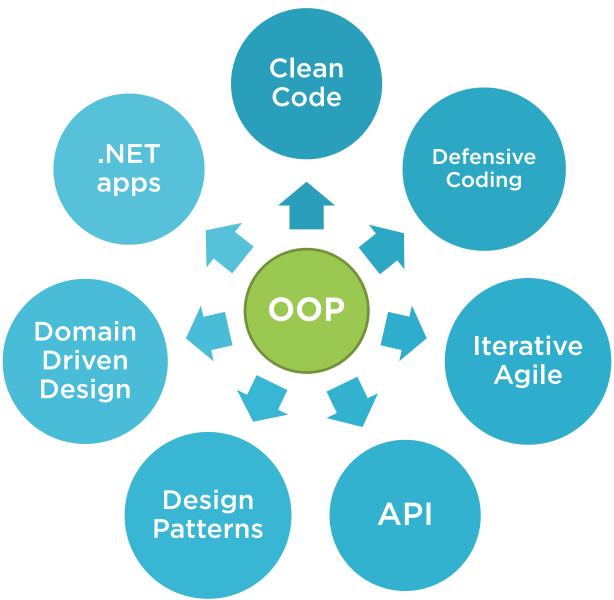
```
public void WriteToFile(List<ILoggable> itemsToLog)
                                               foreach (var item in itemsToLog)
                                                    Console.WriteLine(item.Log());
        Customer Class
public class Customer : ILoggable
 public string FirstName { get; set; }
                                        Class Interface
 public string Log() { ... }
```

ILoggable

Product Class

```
public class Product : ILoggable
 public string ProductName { get; set; }
                                                        Class Interface
  public string Log() { ... }
                                                        ILoggable
```

OOP Is the Foundation





Next Steps



Additional Pluralsight Courses

- Defensive Coding in C#
- Clean Code: Writing Code for Humans
- C# Interfaces
- Design Patterns On-Ramp
- C# Best Practices: Improving on the Basics
- C# Best Practices: Collections and Generics



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