PARADIGMS

OBJECT-ORIENTED

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र_aपa Learning

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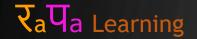






TYPES - WHY?

• (MENTI.COM)





TYPES OF TYPE

• STATIC = STRONG TYPING / COMPILER ERRORS AND DETERMINED AT COMPILE TIME

• DYNAMIC = DETERMINED AT RUNTIME

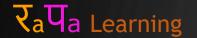
DUCK TYPING





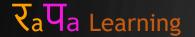
TYPES AS CLASSES

• (MENTI.COM)





YOUR PREFERENCE





WHAT IS OO ?

- DIVIDE SOLUTION INTO OBJECTS THAT HAVE BEHAVIOR AND ATTRIBUTES / STATES
- ENCAPSULATION, MODULARITY, POLYMORPHISM
- INHERITANCE
- ABSTRACTION / HIDING





MHA OO \$

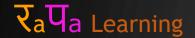
- REFLECTS SOMETHING IN THE REAL WORLD
- SECURITY DATA-HIDING AND ABSTRACTION
- CODE RE-USE





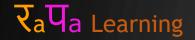
INTROS

- NAME
- INTERESTS TECHNICAL AND FUN
- FAVORITE PROGRAMMING LANGUAGE





RELATIONSHIPS - 1





TODAY'S SEQUENCE

- REVIEW OF BDD
- BDD IN FEATURE-REQUESTS
- START ON THE MUSE
- FINISH OO-THEORY

SUBCLASSES alias SUBTYPES alias SUBSETS

Vehicle

Car

Truck

Vehicle

- carryingCapacity
- torque
- + accelerate(amount)
- + start
- + stop
- + identification()

Car

-

+AC

+steering

+windows





CIRCLE/ ELLIPSE QUIZ

Ellipse

- x_axis: int
- y_axis: int
- + Stretch(dimension, amount)

Circle

- radius: int
- + Expand(amount)

ClosedShape

+ Stretch(dimension, amount)

Circle

- radius
- + Stretch(dimension, amount)

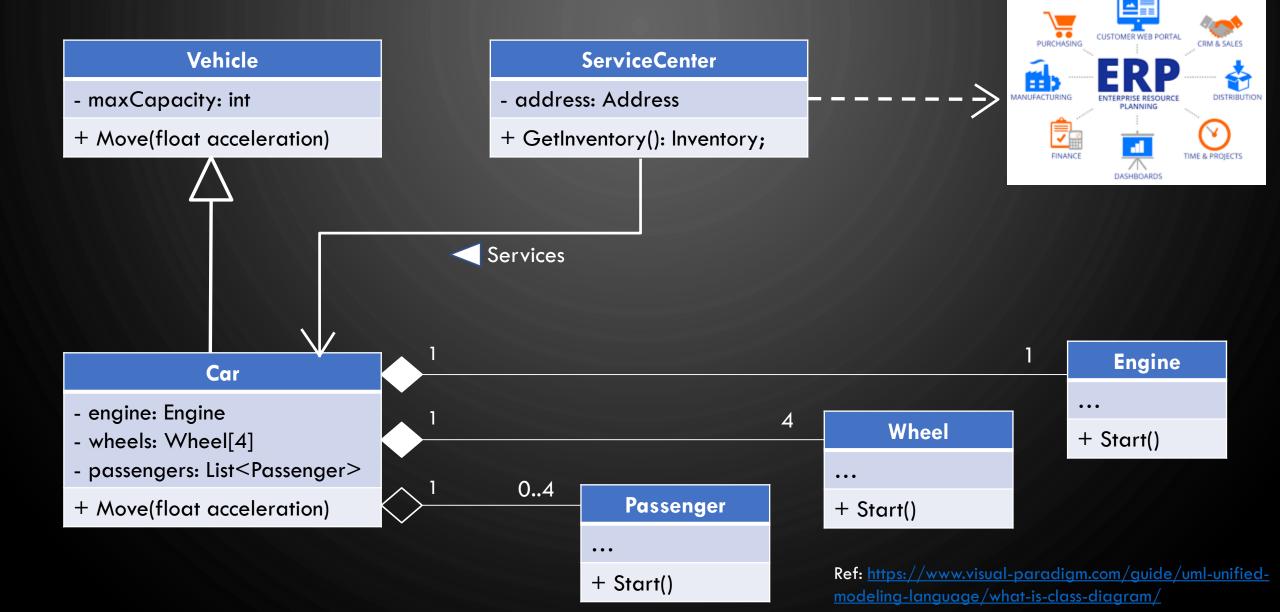
Ellipse

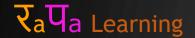
- x_axis: int
- y_axis: int
- + Stretch(dimension, amount)



UML NOTATION 'STRUCTURAL'









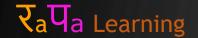
RELATIONSHIP BETWEEN A HOSPITAL AND ITS PATIENTS?

HOSPITAL 'HAS' PATIENTS ??

HOSPITAL AGGREGATES PATIENTS

- HOSPITAL TREATS PATIENTS
- HOSPITAL CURES PATIENTS
- HOSPITAL ADMITS PATIENTS

HOSPITAL PROVIDES CARE TO PATIENTS





RELATIONSHIP BETWEEN A SORTING ALGORITHM AND A COMPARATOR?

- SORTING ALGO REQUIRES COMPARATOR
- SORTING ALGO HAS RUN-TIME DEPENDENCY ON COMPARATOR
- SORTING ALGO USES / CALLS COMPARATOR





COMING BACK...

ServiceCenter

- address: Address
- + GetInventory(): Inventory;

Services

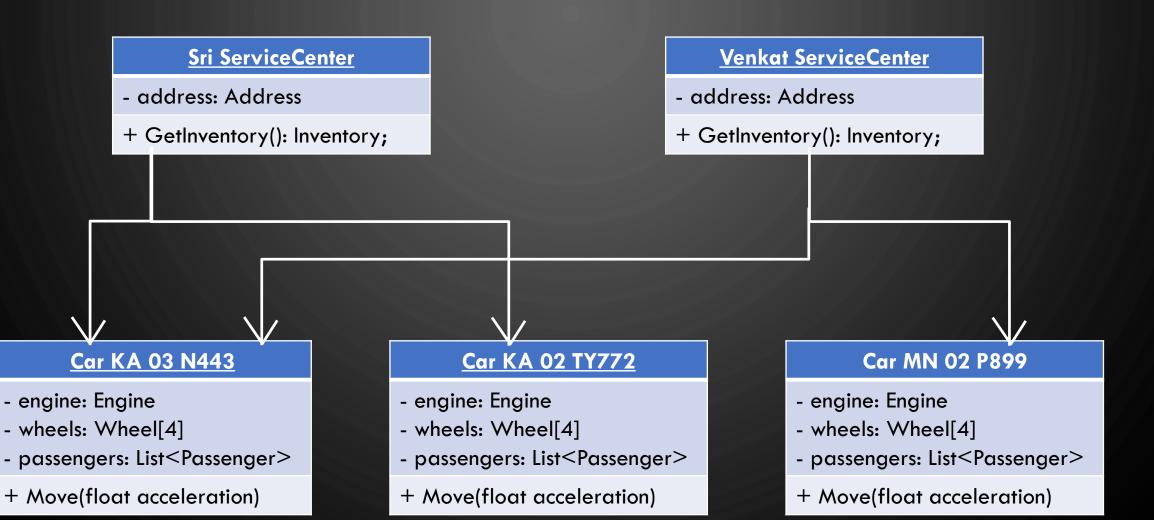
Car

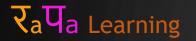
- engine: Engine
- wheels: Wheel[4]
- passengers: List<Passenger>
- + Move(float acceleration)



UML NOTATION 'OBJECTS'



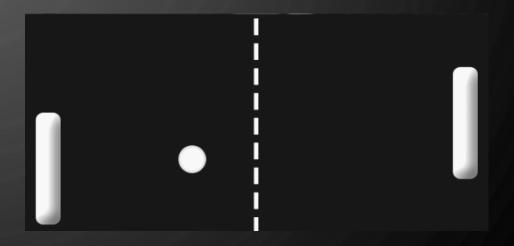






CRC CARDS

UpdateScore()	
Responsibilities	Collaborators
Keep count of scores of two players	<module> notifies when a player scores</module>



Ref: http://agilemodeling.com/artifacts/crcModel.htm