



THỰC HỌC – THỰC NGHIỆP



Conceive Design Implement Operate

LẬP TRÌNH PHP2

PHP OOP 2

- ⊙ Inheritance
- ⊙ Access level & Class constant
- ⊙ Interface
- ⊙ Abstract
- ⊙ Trait



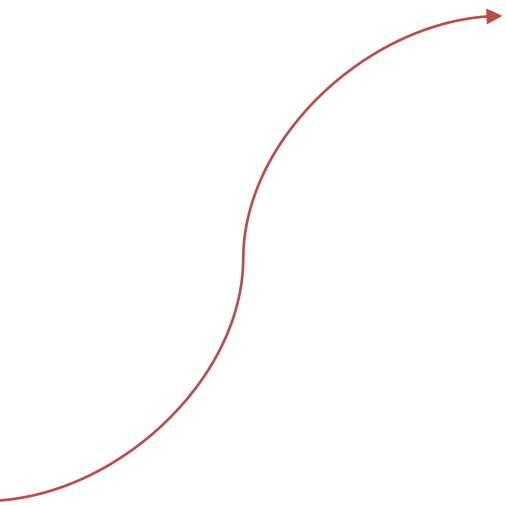


PHẦN 1

- ❑ **Kế thừa**: cho phép 1 class yêu cầu các thành phần của class khác.
Sử dụng từ khoá `extends`.

```
// Parent class (base class)
class Rectangle
{
    public $x, $y;
    function __construct($a, $b)
    {
        $this->x = $a;
        $this->y = $b;
    }
}
```

```
// Child class (derived class)
class Square extends Rectangle {}
```




```
$s = new Square(5,10);

$s->x = 5;
$s->y = 10;
```

❑ **Overriding (ghi đè) member**: một thành phần trong lớp con (child class) có thể redefine (định nghĩa lại) một thành phần của lớp cha (parent class).

```
// Parent class (base class)
class Rectangle
{
    public $x, $y;
    function __construct($a, $b)
    {
        $this->x = $a;
        $this->y = $b;
    }
}

class Square extends Rectangle
{
    function __construct($a)
    {
        $this->x = $a;
        $this->y = $a;
    }
}
```



Overriding member

❑ **Overriding (ghi đè) member**: một thành phần trong lớp con (child class) có thể redefine (định nghĩa lại) một thành phần của lớp cha (parent class).

```
// Parent class (base class)
class Rectangle
{
    public $x, $y;
    function __construct($a, $b)
    {
        $this->x = $a;
        $this->y = $b;
    }
}
```

```
class Square extends Rectangle
{
    function __construct($a)
    {
        parent::__construct($a,$a);
    }
}
```

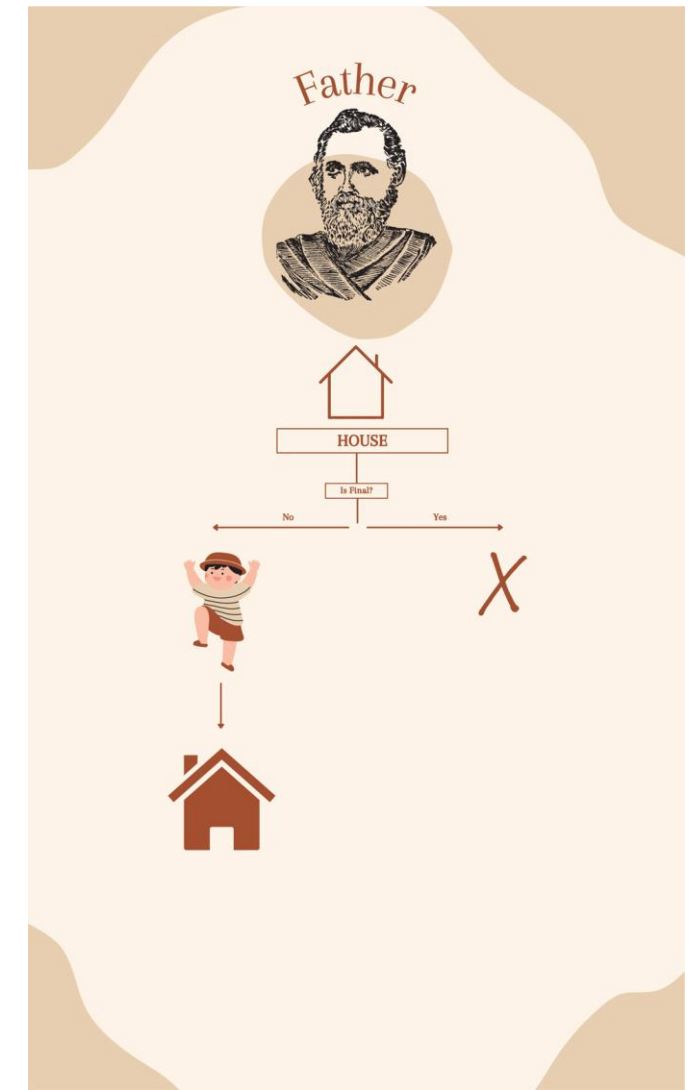
Alias cho class name
của Rectangle
Rectangle::__construct

Scope
resolution
operator

❑ *Final keyword:*

ngăn 1 lớp con overriding (ghi đè) một method (phương thức)

```
final class NotExtendable
{
    final function notOverridable() {}
}
```



❑ ***Instanceof Operator***: kiểm tra một object có thể được truyền tới một class cụ thể hay không

```
// Parent class (base class)
class Rectangle
{
    public $x, $y;
    function __construct($a, $b)
    {
        $this->x = $a;
        $this->y = $b;
    }
}
```

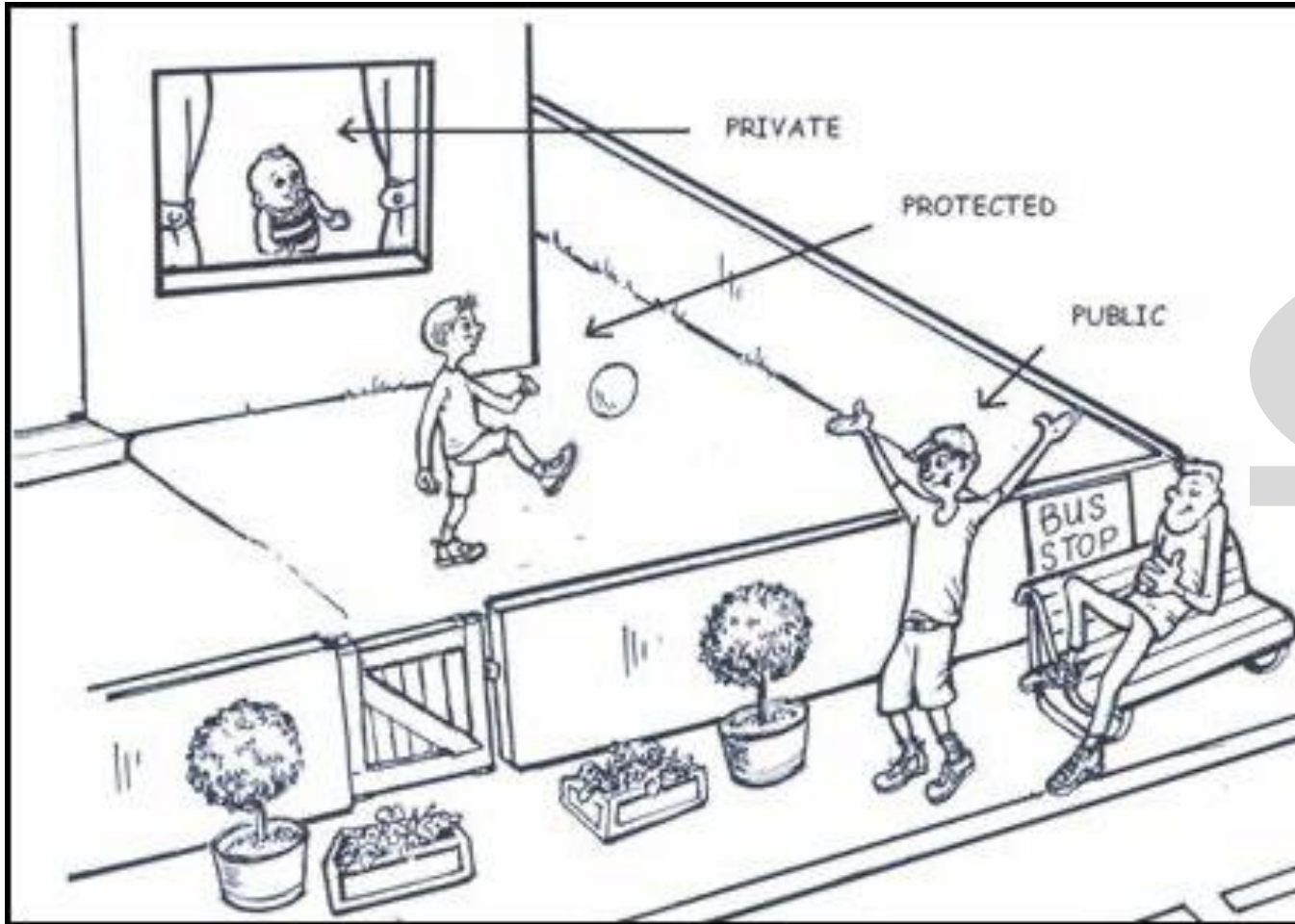
parent

```
$s = new Square(5);
$s instanceof Square; // true
$s instanceof Rectangle; // true
```

```
class Square extends Rectangle
{
    function __construct($a)
    {
        parent::__construct($a,$a);
    }
}
```

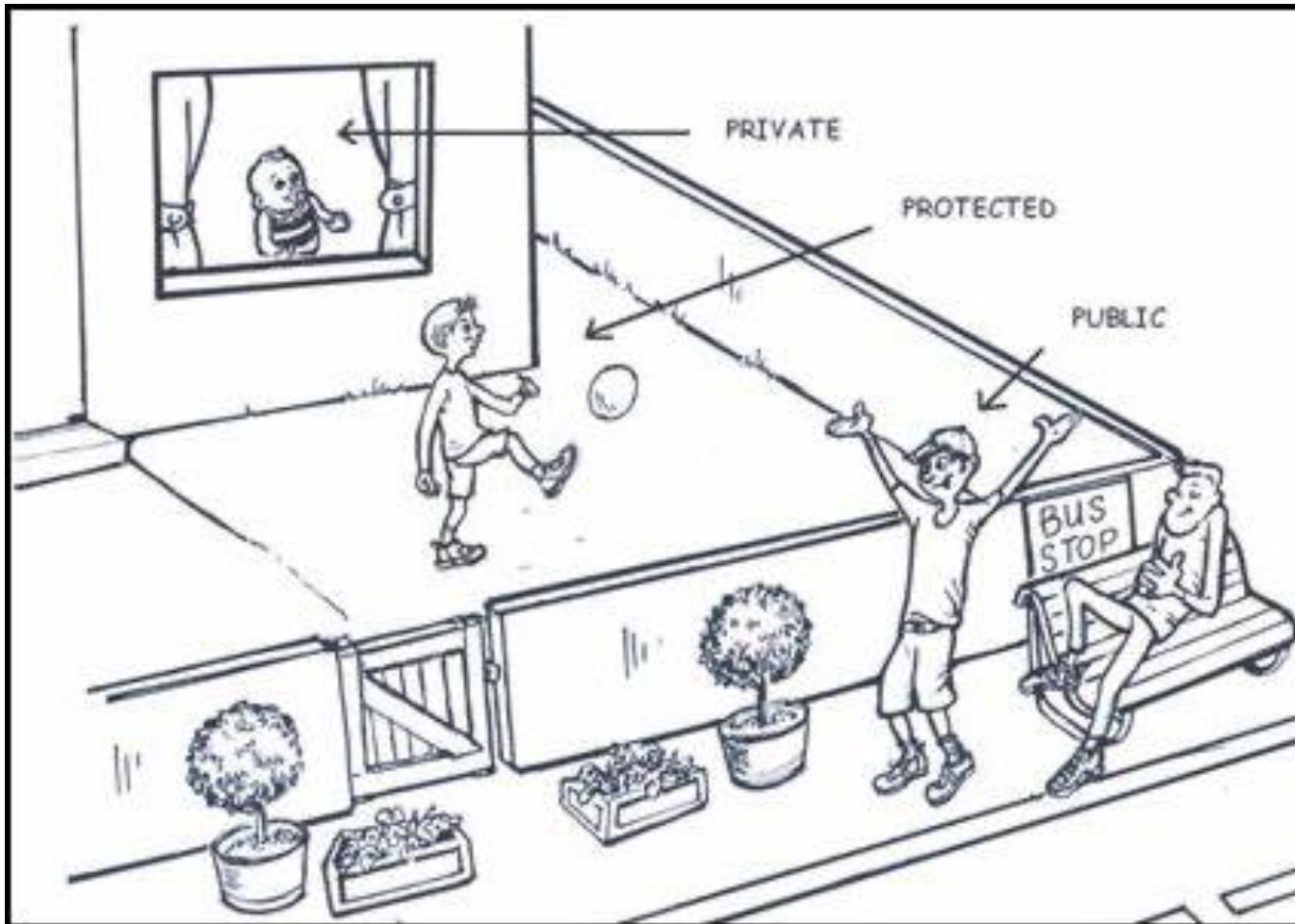
child

❑ *Public, protected, private*



Var
keyword?

Public, protected, private



```
class MyClass
{
    public    $myPublic    = 'public';
    protected $myProtected = 'protected';
    private  $myPrivate   = 'private';
    function test()
    {
        echo $this->myPublic;    // allowed
        echo $this->myProtected; // allowed
        echo $this->myPrivate;   // allowed
    }
}

class MyChild extends MyClass
{
    function test()
    {
        echo $this->myPublic;    // allowed
        echo $this->myProtected; // allowed
        echo $this->myPrivate;   // inaccessible
    }
}

$m = new MyClass();
echo $m->myPublic;    // allowed
echo $m->myProtected; // inaccessible
echo $m->myPrivate;   // inaccessible
```

□ **Get & set**

```
class Time
{
    private $minutes;

    function getMinutes() {
        return $this->minutes;
    }

    function setMinutes($val) {
        $this->minutes = $val;
    }
}
```

Hạn chế dùng public

private \$minutes;

function getMinutes() {
 return \$this->minutes;
}

function setMinutes(\$val) {
 \$this->minutes = \$val;
}

Static

```
class MyCircle
{
    // Instance members (one per object)
    public $r = 10;
    function getArea() {}

    // Static/class members (only one copy)
    static $pi = 3.14;
    static function newArea($a) {}
}
```

function getArea()
{
 return self::newArea(\$this->r);
}

static function newArea(\$a)
{
 return self::\$pi * \$a * \$a; // ok
 return MyCircle::\$pi * \$a * \$a; // alternative
}

Reference static member

Reference static member

Static

```
class MyParent
{
    protected static $val = 'parent';
    public static function getVal()
    {
        return self::$val;
    }
}

class MyChild extends MyParent
{
    protected static $val = 'child';
}

echo MyChild::getVal(); // "parent"
```

```
class MyParent
{
    protected static $val = 'parent';
    public static function getLateBindingVal()
    {
        return static::$val;
    }
}

class MyChild extends MyParent
{
    protected static $val = 'child';
}

echo MyChild::getLateBindingVal(); // "child"
```

Late static binding

❑ **Const** modifier: dùng để tạo class constant

```
class MyCircle  
{  
    const PI = 3.14;  
}
```

```
echo MyCircle::PI; // "3.14"
```

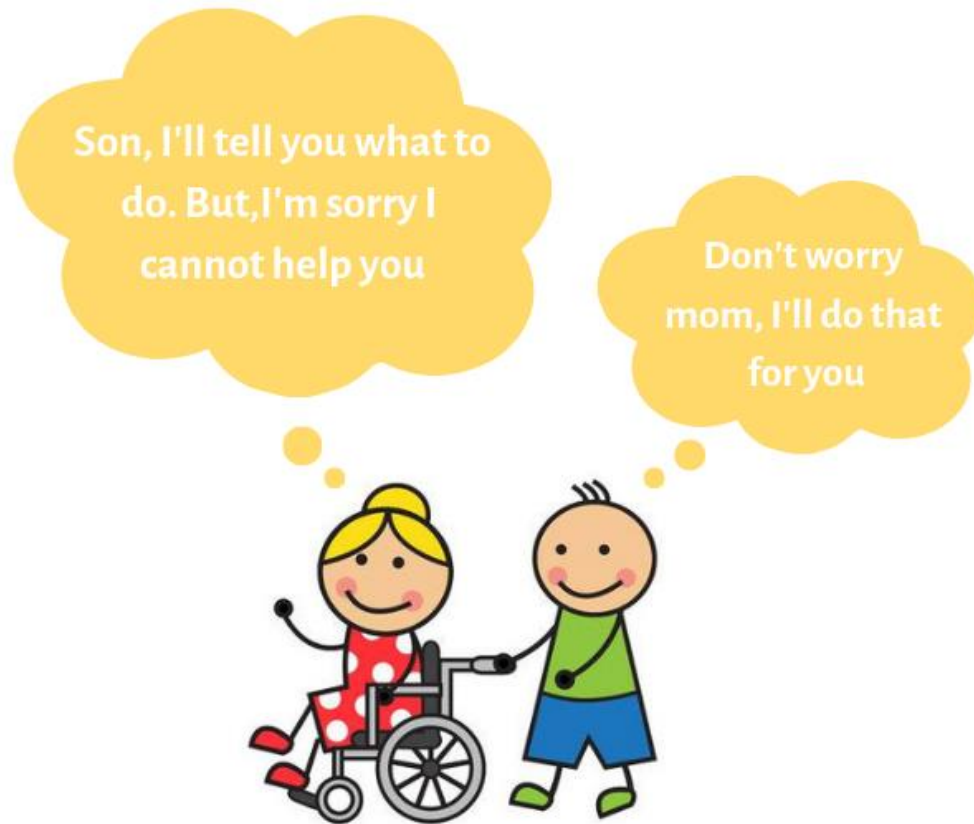
reference

demo



PHẦN 2

Interfaces



HYVOR DEVELOPER

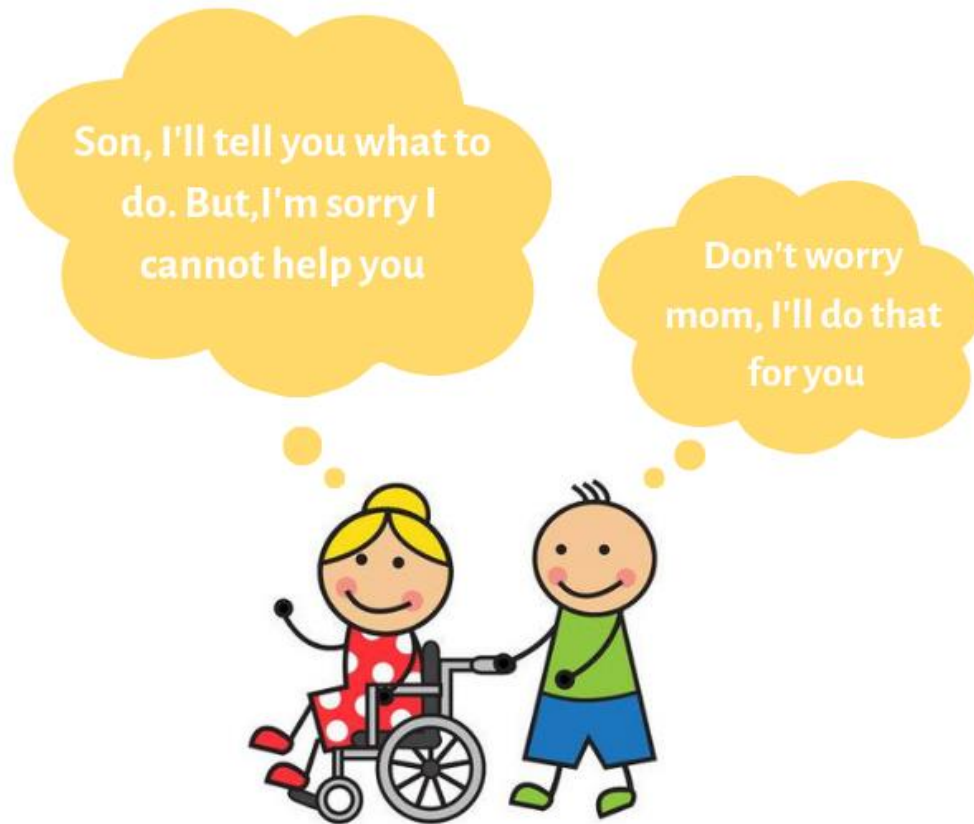
VS

Abstract Classes



HYVOR DEVELOPER

Interfaces



HYVOR DEVELOPER

keyword

```
interface iComparable
{
    public function compare(iComparable $o);
}
```

```
class Circle implements iComparable
{
    public $r;
    public function compare(iComparable $o)
    {
        return $this->r - $o->r;
    }
}
```

keyword

```
abstract class Shape
{
    private $x = 100, $y = 100;
    abstract public function getArea();
}
```

```
class Rectangle extends Shape
{
    public function getArea()
    {
        return $this->x * $this->y;
    }
}
```

Abstract Classes

Hey son, Here's what you need to do with my help. Are you ready?

Yes, Mom



HYVOR DEVELOPER

❑ **Trait**: nhóm các methods được chèn vào class

keyword

```
Trait Hello {  
    public function hello() {  
        echo "Hello";  
    }  
}  
  
Trait World {  
    public function world() {  
        echo "World";  
    }  
}  
  
class MyClass {  
    use Hello, World;  
}  
  
$obj = new MyClass();  
$obj -> hello();  
$obj -> world();
```

❑ Trait & inheritance

```
trait PrintFunctionality
```

```
{  
    public function myPrint() { echo 'Hello'; }  
}
```

```
class MyParent
```

```
{  
    public function myPrint() { echo 'Base'; }  
}
```

Override inherited method

Override trait insert method

```
class MyChild extends MyParent  
{
```

```
    use PrintFunctionality;
```

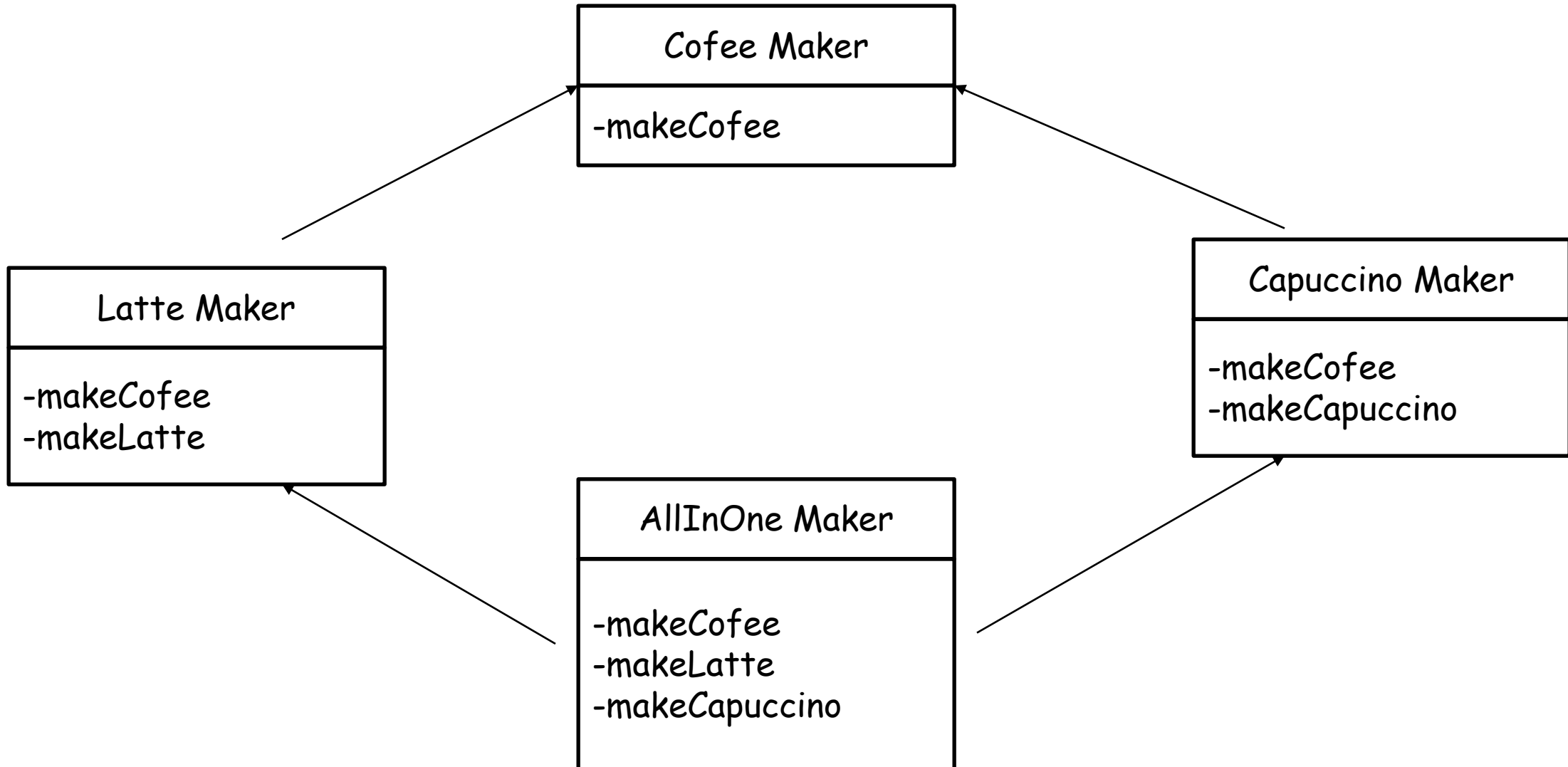
```
    public function myPrint() { echo 'Child'; }  
}
```

```
$o = new MyChild();
```

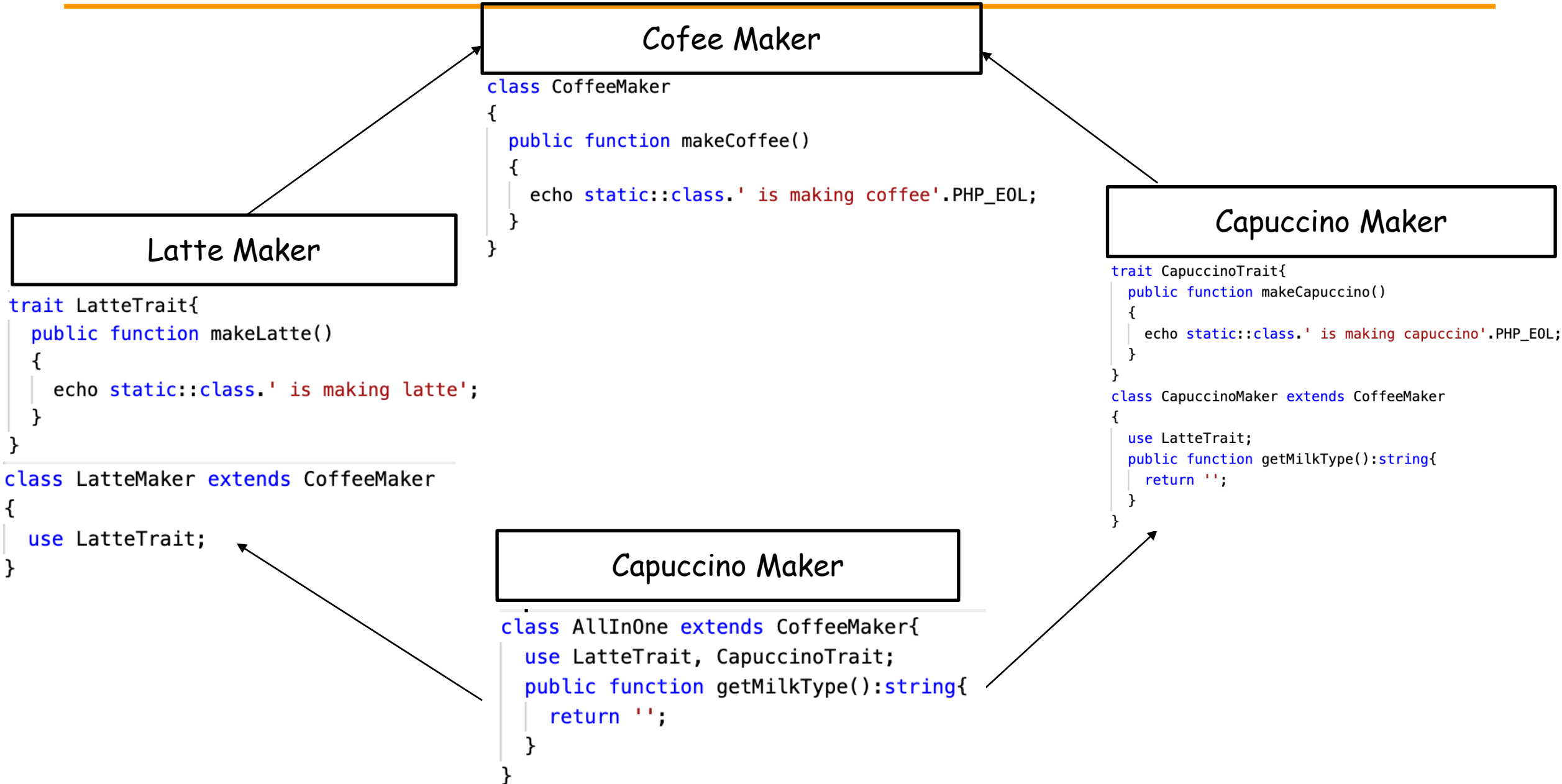
```
$o->myPrint(); // "Child"
```

demo

Gợi Ý



TRAIT, ABSTRACT, INHERITANCE



TRAIT, ABSTRACT, INHERITANCE

properties

Abstract method

Coffee Maker

```
trait LatteTrait{
    protected string $milkType = 'whole-milk';
    public function makeLatte()
    {
        echo static::class.' is making latte with '.$this->milkType.PHP_EOL;
    }
    abstract public function getMilkType():string;
}
```

Latte Maker

```
trait LatteTrait{
    public function makeLatte()
    {
        echo static::class.' is making latte';
    }
}
```

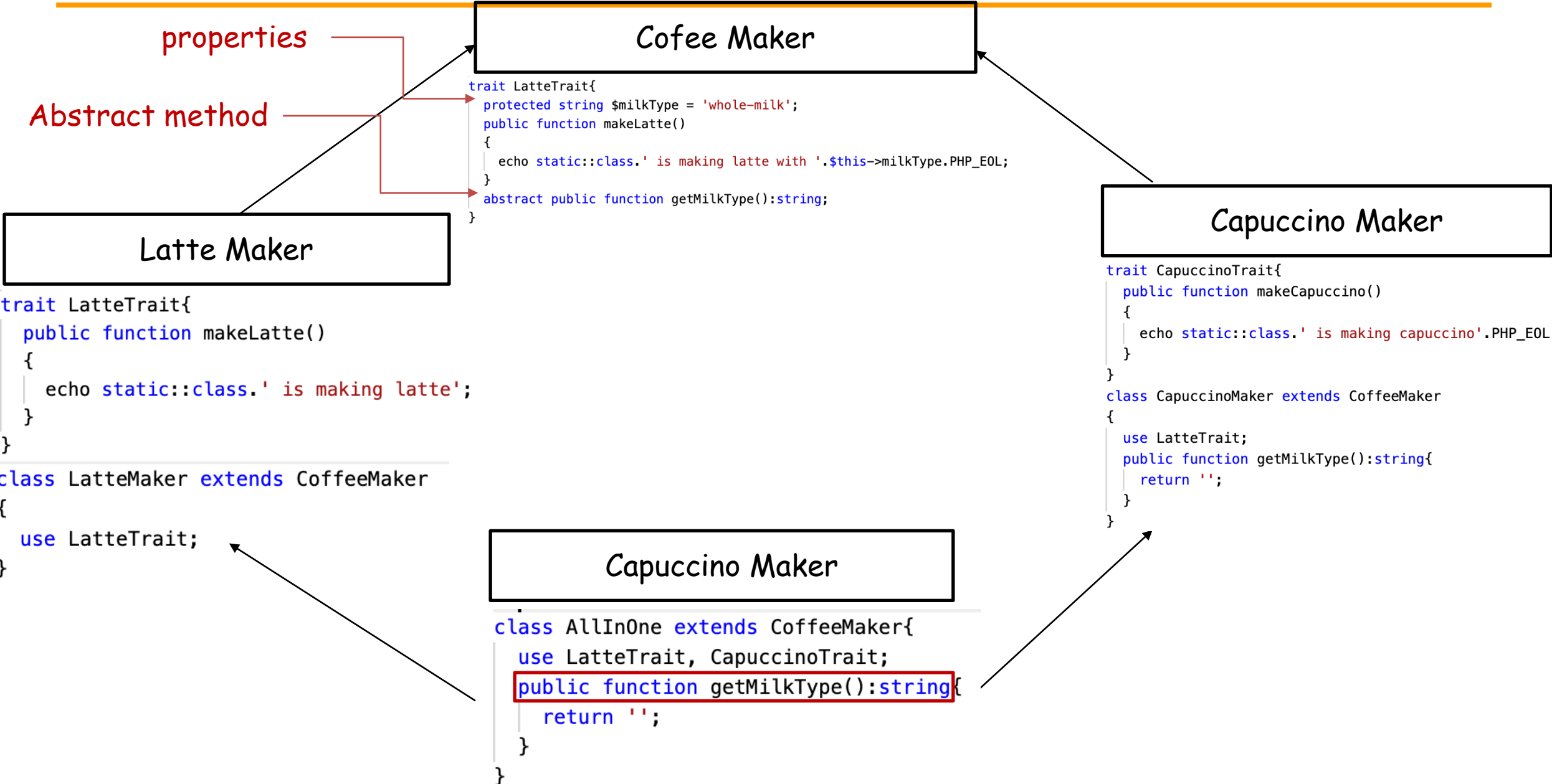
```
class LatteMaker extends CoffeeMaker
{
    use LatteTrait;
}
```

Capuccino Maker

```
trait CapuccinoTrait{
    public function makeCapuccino()
    {
        echo static::class.' is making capuccino'.PHP_EOL;
    }
}
class CapuccinoMaker extends CoffeeMaker
{
    use LatteTrait;
    public function getMilkType():string{
        return '';
    }
}
```

Capuccino Maker

```
class AllInOne extends CoffeeMaker{
    use LatteTrait, CapuccinoTrait;
    public function getMilkType():string{
        return '';
    }
}
```



- ✓ Inheritance
- ✓ Access level & Class constant
- ✓ Interface
- ✓ Abstract
- ✓ Trait



thank
you!