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Object-oriented programming

Object-oriented programming is a programming model based on the concept of “objects”. These objects contain data, in the form of the field, code, and in the form of procedures. Our program uses classes that contain unique methods and variables relating to that class. For example, we have a tenant class in our app\_code which described the data we plan to incorporate when we create the tenant object such as, firstName, lastName, gender, and phone number. All these methods and variables that contain the data and behavior of a tenant are then bundled together into a single unit. This is called encapsulation, which is another principle of object orientated programming and is used to hide our data fields in a private way to protect the data integrity.

constructor is a special method that is automatically called when an instance of the class is created. In our Tenant aspx.cs file, we are then able to instantiate a tenant object to call the constructor of the tenant class and we pass the values into the constructor of the object such as firstName and lastName to create that object. We also have example of Abstraction, in order to create an account and use our website, the user needs to know how to interact with the web page, and they do not need to interact with the backend code to do so.