

Kandidatnummer: 1331

Emnekode: PGR112

Emnenavn: Objektorientert Programmering

Innleveringsdato: 31.05.2022

Antall ord: 263

Eksamenstype: Individuell hjemmeeksamen

Høgskolen Kristiania

Semester: VÅR 2022

Denne besvarelsen er gjennomført som en del av utdannelsen ved Høgskolen Kristiania.

Høgskolen er ikke ansvarlig for oppgavens metoder, resultater, konklusjoner eller

Anbefalinger

Object Oriented Programming | Quiz Game Report

What is Object Oriented Programming? Well, that is programming used for objects and data. OOP is a computer language used for organization or / and design of data. OOP is focused on what the developers / programmers would like to change or design about data and not what they are required to.

Another important part of OOP is how we as programmers' collect all the objects we want to change and manipulate and then identify how they relate to each other.

I used Abstraction and Inheritance mainly. I used abstract so I could more efficiently use inheritance and by that I could finally remove some of my million other objects that I created for using specific methods. It also became clearer to me and to the reader of the code what was used where and what code belongs to what.

Now over to JDBC, this is databases in java format, also known as an API. This allows java to access some new functions and can easily manage more system forms. The way I utilized JDBC was by adding information to the database, taking out information of the database and using it to edit other types of data.

As mentioned above some of the OOP concepts I used for my Quiz Game design was abstraction and inheritance. The way I used it in the design was to clear up code mainly, but also make it easier for the programmer and reader to understand my code and for java to run more smoothly if the project was to be progressed upon at a later time.