

Object Oriented Concepts

Lecture 1
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Introduction

- Object-Oriented Programming
 - Programming model that uses classes and objects instead of Functions and Logic

Introduction

- Classes and Objects
 - Objects
 - Data fields containing unique attributes and operations
 - Classes are Templates of the objects

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- Classes and Objects
 - Objects
 - Data fields containing unique attributes and operations
 - Classes are Templates of the objects
 - Example:
 - Class: Fruit, Objects: Apple, Orange, Banana
 - Class: Shape, Objects: Square, Rectangle, Triangle

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- Classes and Objects
 - Objects
 - Data fields containing unique attributes and operations
 - Classes are Templates of the objects
 - More Example:
 - Class: Players, Objects: Messi, Ronaldo, MBappe
 - Class: Car, Objects: BMW, Mercedes, Toyota

Introduction

- Why OOP?
 - Procedural Programming
 - Model using methods/functions with logic to reuse code
 - Series of computational steps to be carried out
 - Problems
 - Code length
 - Code Organization
 - Harder to write larger code

Introduction

- Why OOP?
 - Advantages of Object-Oriented Programming
 - Faster
 - Easier to Execute
 - More organized and Structured
 - Lesser Repetitions
 - Easier to maintain, modify and debug

Introduction

– References

- [W3School](#)
- [Tech Target](#)
- [Geeks for geeks](#)

Introduction

Thank You
Questions?