



**Northumbria  
University**  
NEWCASTLE

KF6012 - Web Application Integration  
2019-20

# The Four Pillars of Object Oriented Programming

# Lecture Overview

- The four pillars of Object Oriented Programming

# The four pillars of OO Programming

Encapsulation

Abstraction

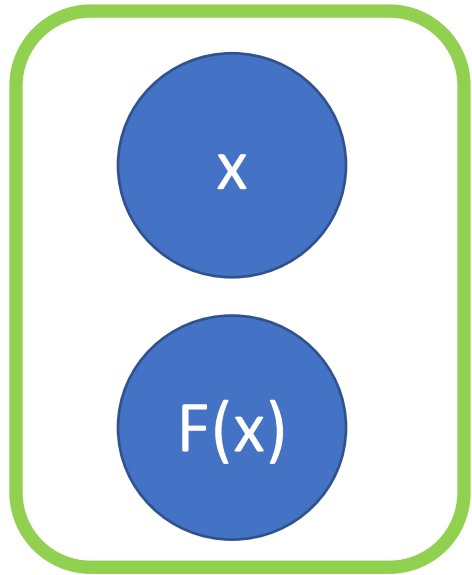
Inheritance

Polymorphism

# Encapsulation

# Encapsulation

- In object oriented programming, related variables and functions are combined together into classes/objects



Variables are called properties

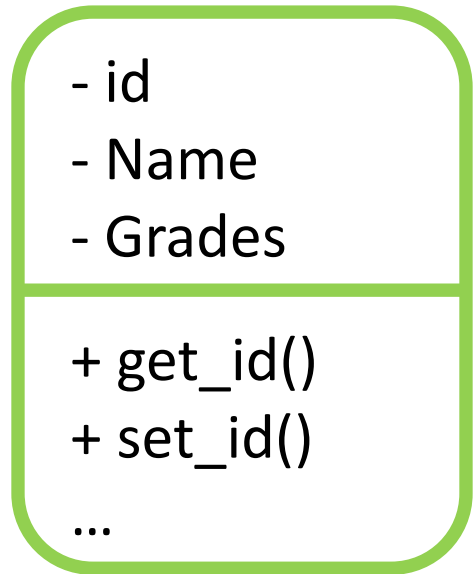
Functions are called methods

- Combining these is known as “encapsulation”

# Encapsulation

- For example we might define a “student” class like this:

Student



Variables are called properties

Functions are called methods

# Abstraction

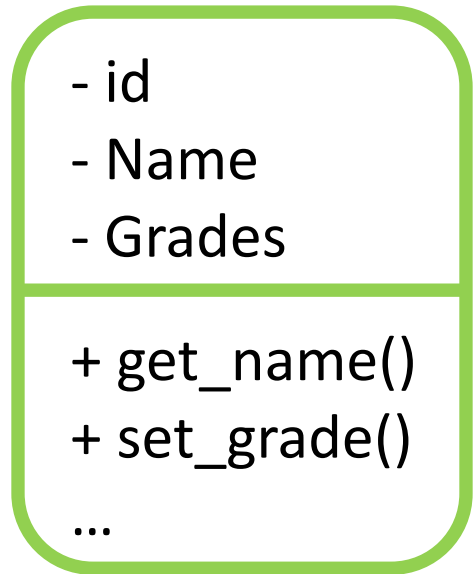
# Abstraction

- Abstraction in OO means that we provide simpler ways for programs to interface with methods and properties
  - Some methods and properties are exposed to code outside the class
  - Some methods and properties are kept hidden
- Abstraction is helpful because
  - It makes the code simpler, there are only a few things we need to worry about when interacting with an object
  - It reduces the impact of changes to code outside of a class



# Abstraction

Student



The '–' means these are private to the object

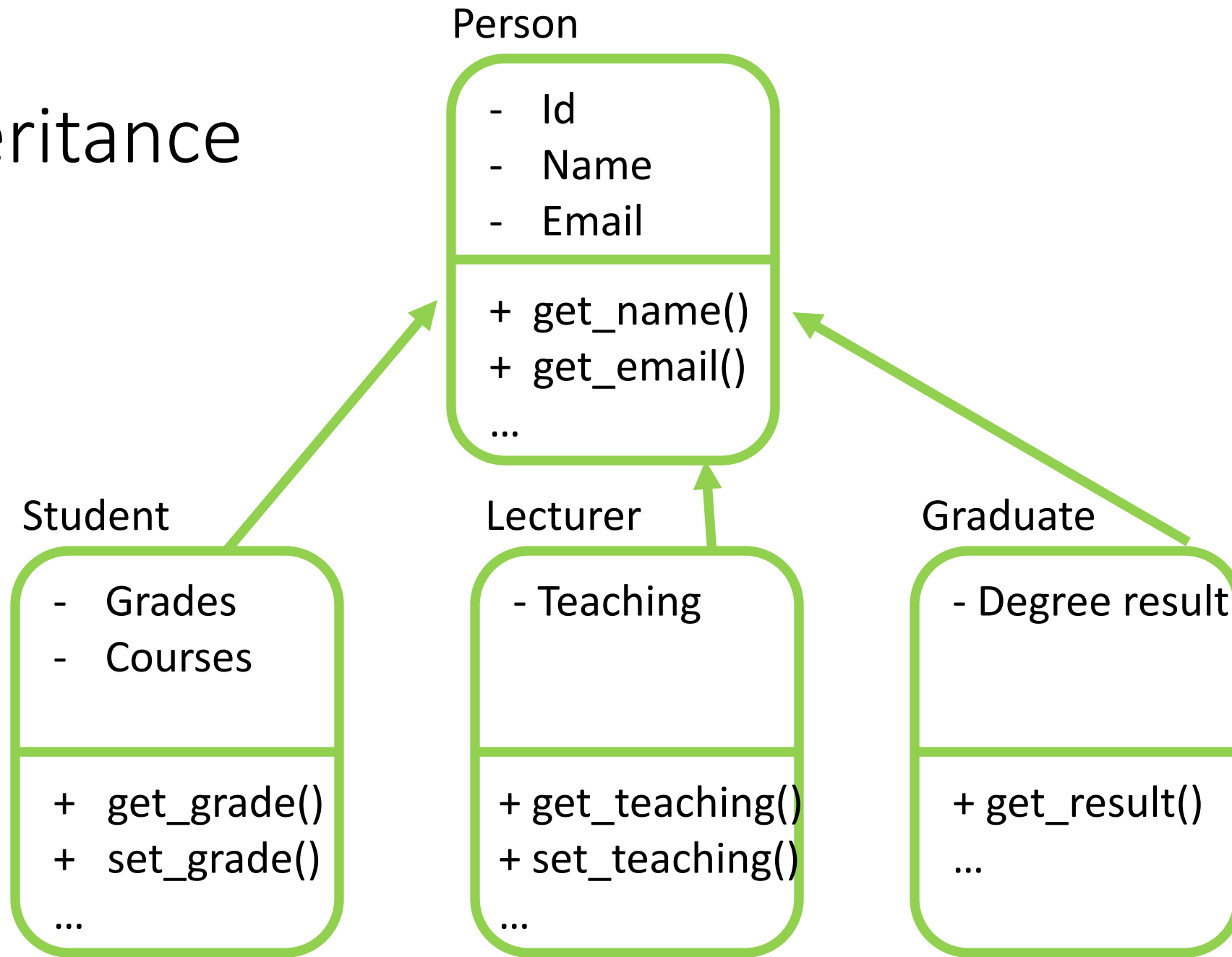
The '+' means these are public outside the object

# Inheritance

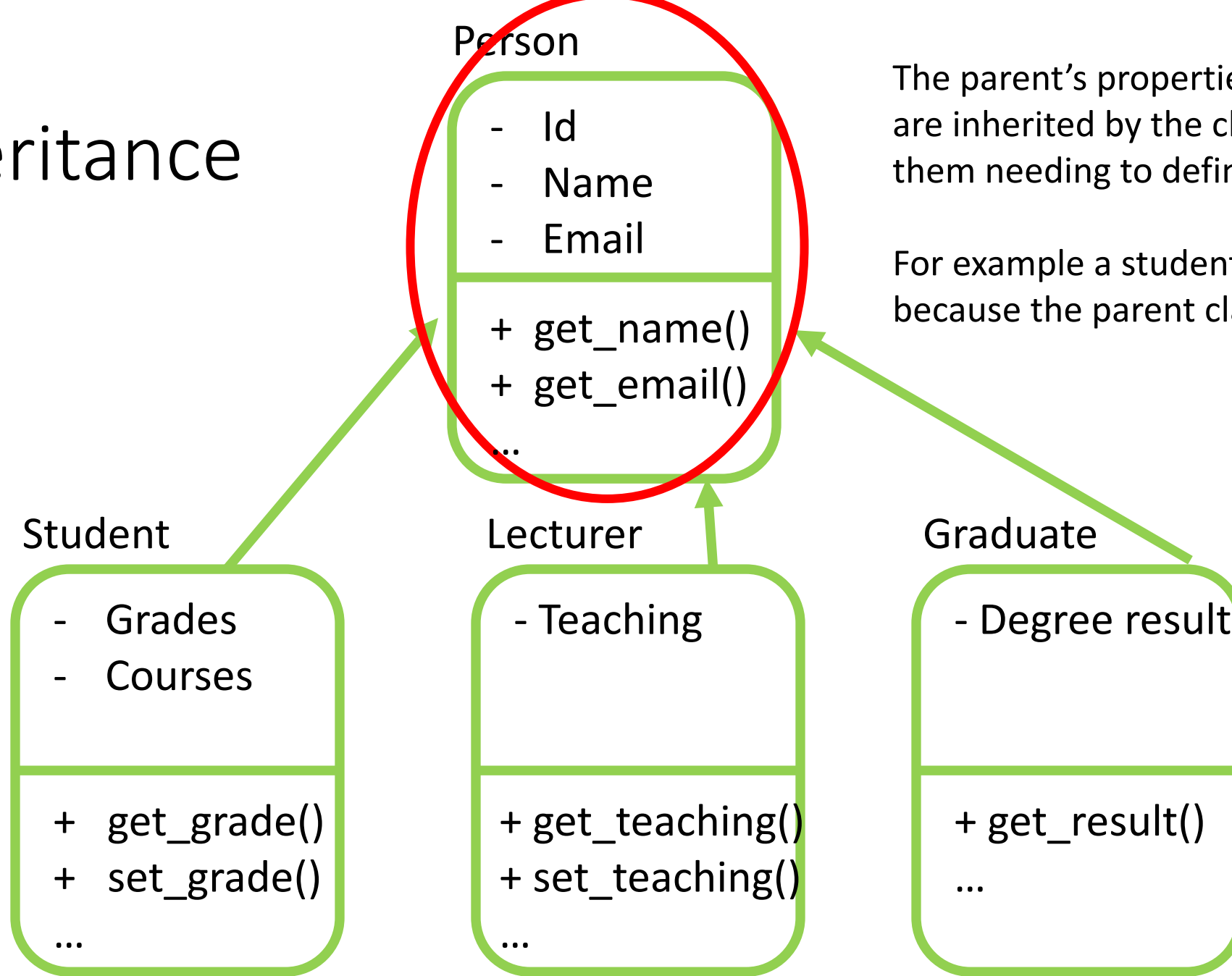
# Inheritance

- Inheritance means that a class/object can 'inherit' properties and methods from a 'parent'
- Multiple classes may inherit from a single parent
  - This allows us to eliminate redundant code.
  - Means we do not have to copy and paste code between functions

# Inheritance



# Inheritance



The parent's properties and methods are inherited by the children, without them needing to define them.

For example a student has an id, because the parent class does.

# Polymorphism

# Polymorphism

- This means that classes have different functionality while sharing a common interface.
  - Meaning the code using different objects/classes does not need to care about which specific class it is.
  - E.g. We can get and set the email address of a student in just the same way as we can for a lecturer.

# Polymorphism

- This means that classes have different functionality while sharing a common interface.
  - Meaning the code using different objects/classes does not need to care about which specific class it is.
  - E.g. We can get and set the email address of a student in just the same way as we can for a lecturer.
- More on this is upcoming weeks



# Thanks

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