



Universidade de Ribeirão Preto
Campus Ribeirão Preto - Campus Guarujá

Programação para Web II

PHP - OO



Prof. Eliézer Zarpelão

Schedule

- Object
- Procedural
- Object Oriented
- Challenges

Procedural Programming

- + Quickly create code
- - Harder to maintain
- Small teams small applications

Object Oriented Programming

- + Easy to maintain
- + Reusability
- + Easier and faster to add additional features
- - Performance
- - Learning Curve

Type Object

- `<?php`
- `$team = new stdClass;`
`$team->name = 'Sao Paulo';`
`$team->country = 'Brazil';`
`$team->main_color = '#FF0000';`
`$team->second_color = '#FFFFFFF';`

Object Oriented Programming

- ObjectXX.php
- Constructor / Destructor
- Inheritance: class Bar extends Foo

Challenge 01

- PHP Fatorial class
- accept one value as argument
- Example:
- `$newfactorial = New Factorial(5);`
- `echo $newfactorial->result();`

Challenge 02

- PHP Calculator class
- accept two values as arguments
- add, subtract, multiply them together, or divide them on request.
- `$mycalc = new MyCalculator(12, 6);`
- `echo $mycalc-> add(); // Displays 18`
- `echo $mycalc-> multiply(); // Displays 72`

Activity

- Use OO on Activity 01
- Classe – 1/file (include)
- List files → method
- ...

Doubts

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subject

“Maior dúvida – 30/08/2019 - “+RA
Deadline: 02/09/2019

