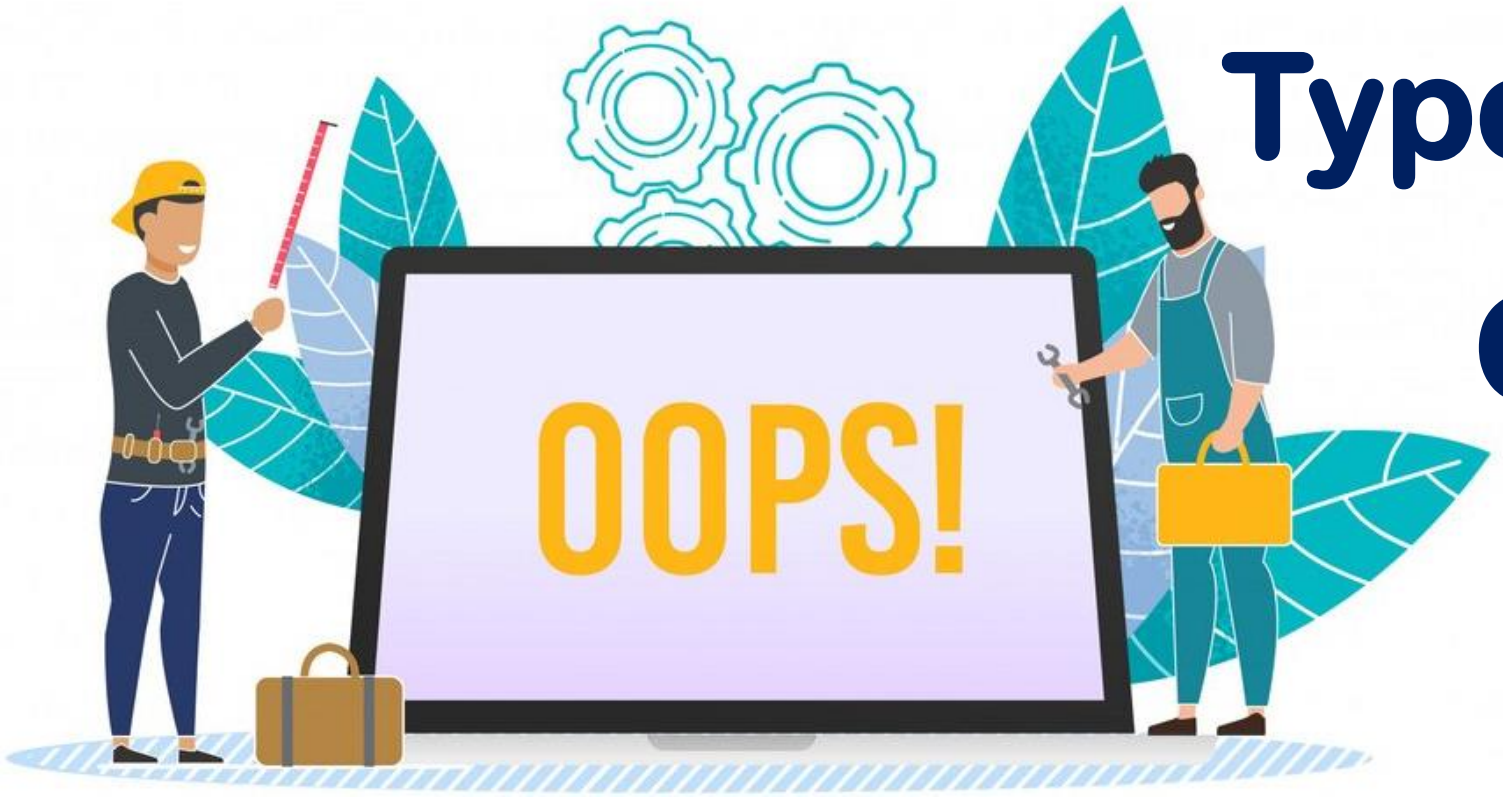


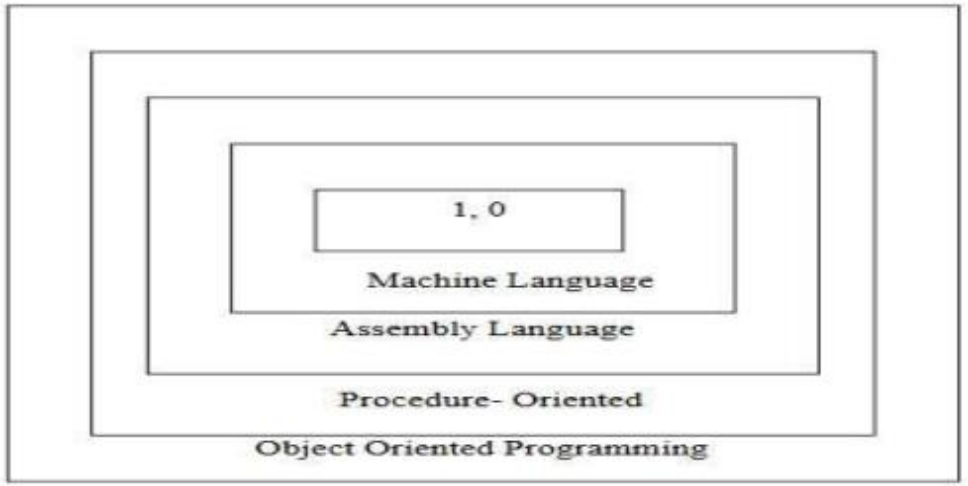
Typescript OOPS

Chapter-3

Aitrich

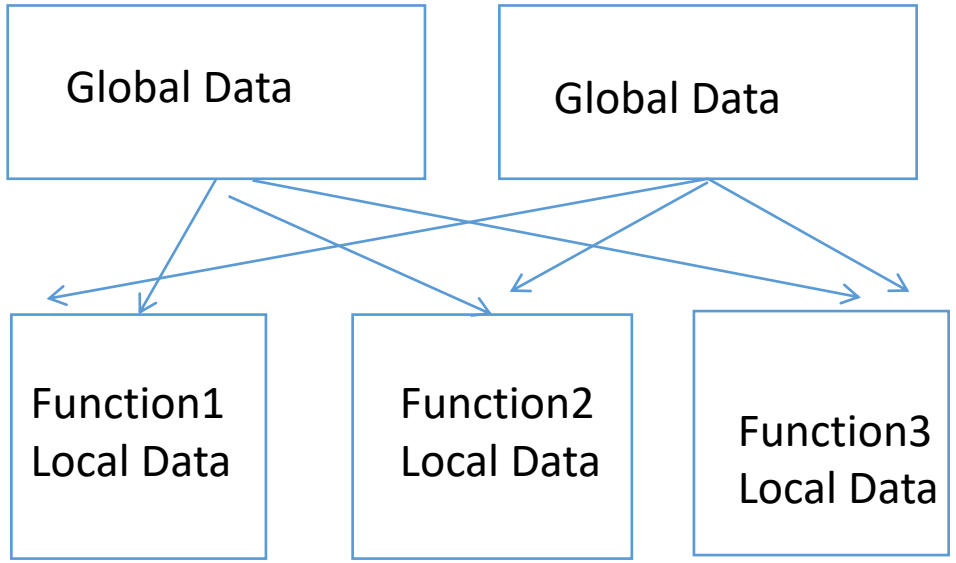
Software Evolution

- Machine language
- Assembly language
- Procedure programming.
- Object oriented programming



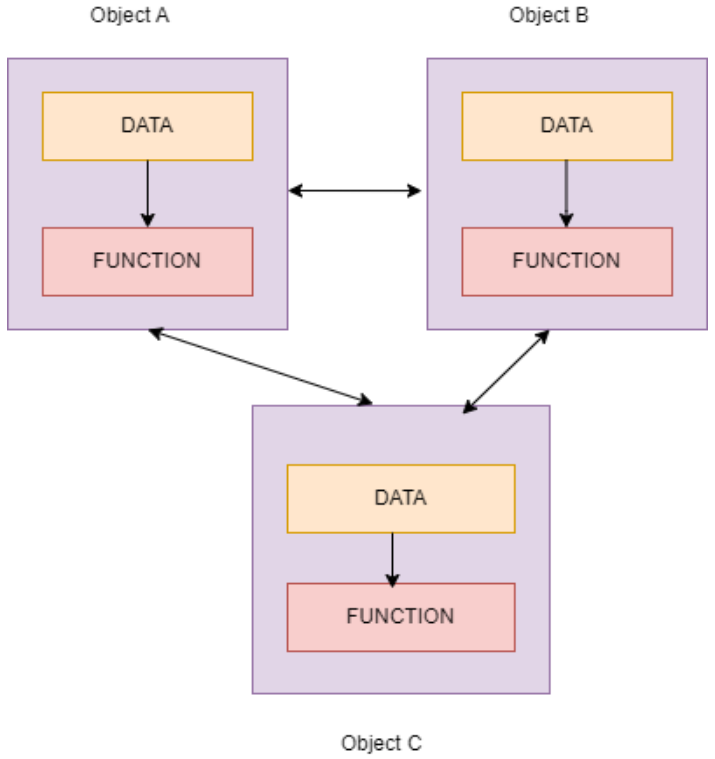
Procedure Programming

- Large programs are divided into smaller programs known as functions
- Most of the functions share global data.
- Data moves openly around the system from function to function.
- Functions transform data from one form to another.
- Employs a top-down approach in program design.



Object Oriented Programming

- Program divided into objects.
- Object consists of data and functions.
- Object data accessible only to its function.
- Objects communicate with each other through functions.
- Public, private, and protected.



OOPs

- Object-oriented programming (OOP) is a programming paradigm using "objects" – data structures consisting of data fields and methods together with their interactions – to design applications and computer programs.

- Programming techniques may include features such as data abstraction, encapsulation, messaging, modularity, polymorphism, and inheritance.

- Object-Oriented Programming Languages includes Java, C#, Ruby, python ,Typescript etc.

Advantages of OOPs

- OOPs provide reusability to the code and extend the use of existing classes.
- In OOPs, it is easy to maintain code as there are classes and objects, which helps in making it easy to maintain rather than restructure.
- It also helps in data hiding, keeping the data and information safe from leaking or getting exposed.
- Object-oriented programming is easy to implement.


THANK
YOU