

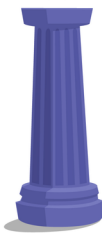
Junior programmer OOP mission design document

The goal: create a project from scratch that implements the four pillars of Object Oriented Programming, managed through version control, including a branch and a successful pull.

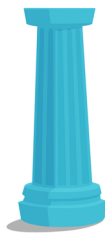
The idea: Create three dancing shapes on a plane. Shapes can be started or stopped with keystrokes.

Object Oriented Programming Pillars:

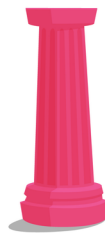
ABSTRACTION



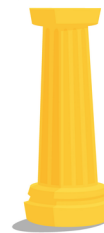
INHERITANCE



POLYMORPHISM



ENCAPSULATION



Abstraction:

Dance() allows cubes to dance

Inheritance:

Create a base shape class which contains Dance()

Polymorphism:

Dance() is an abstract method which needs to be filled-in for each shape

Encapsulation:

The dance speed can be set, but only to a positive amount