

CLASSES & OBJETS

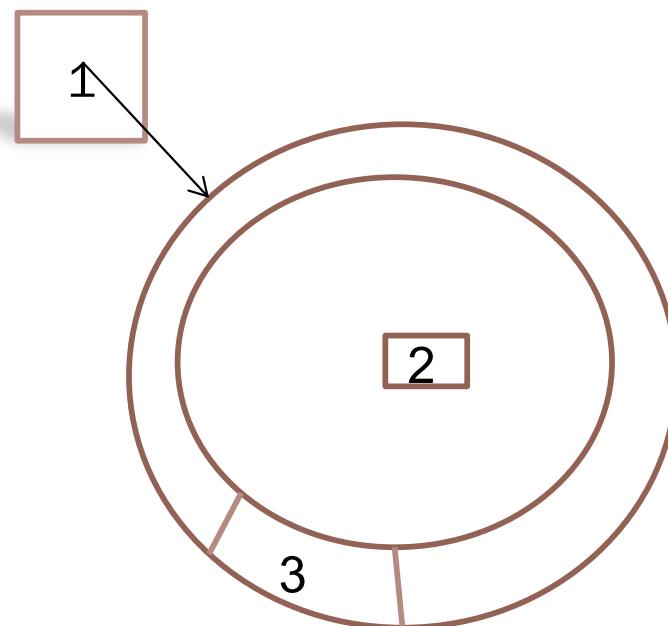


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OBJET DEFINITION

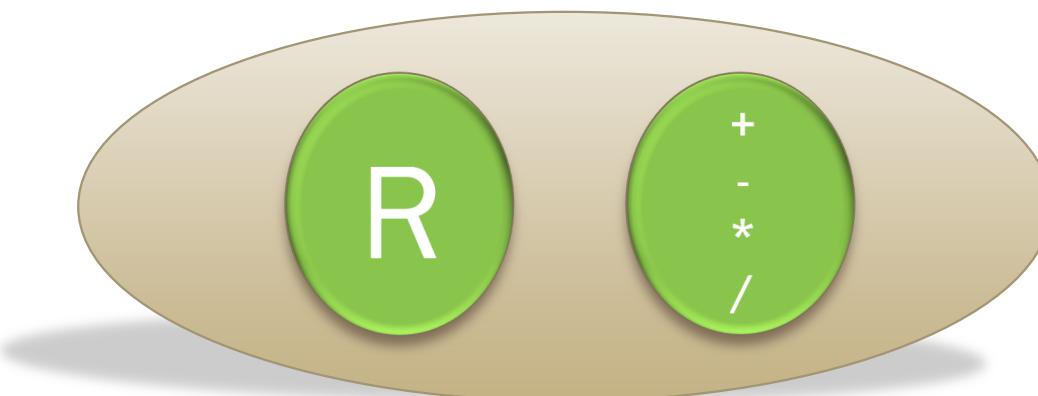


- Identifiant
- Propriété
- Méthode

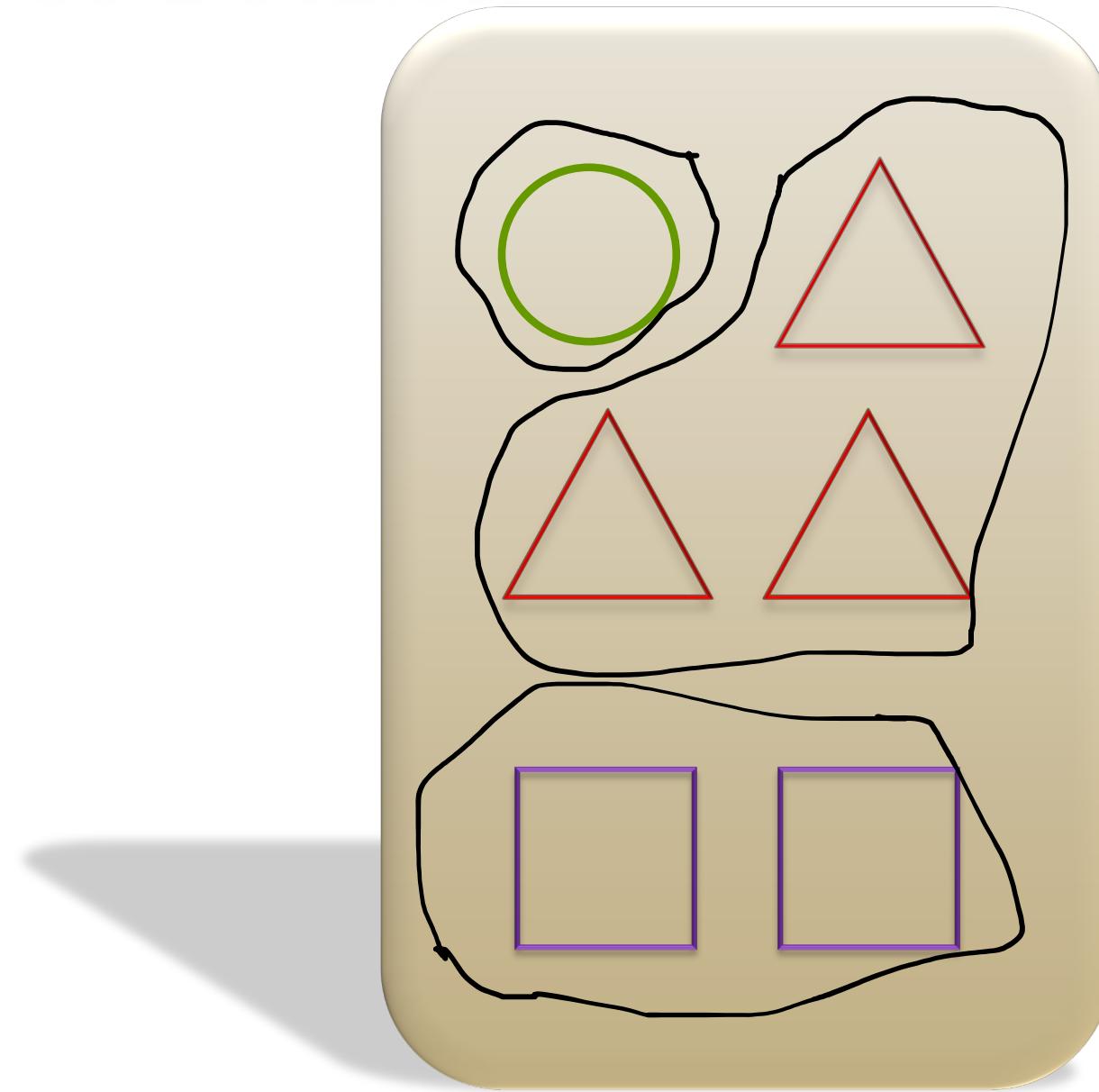
TYPE



a.+(b)
a.plus(b)



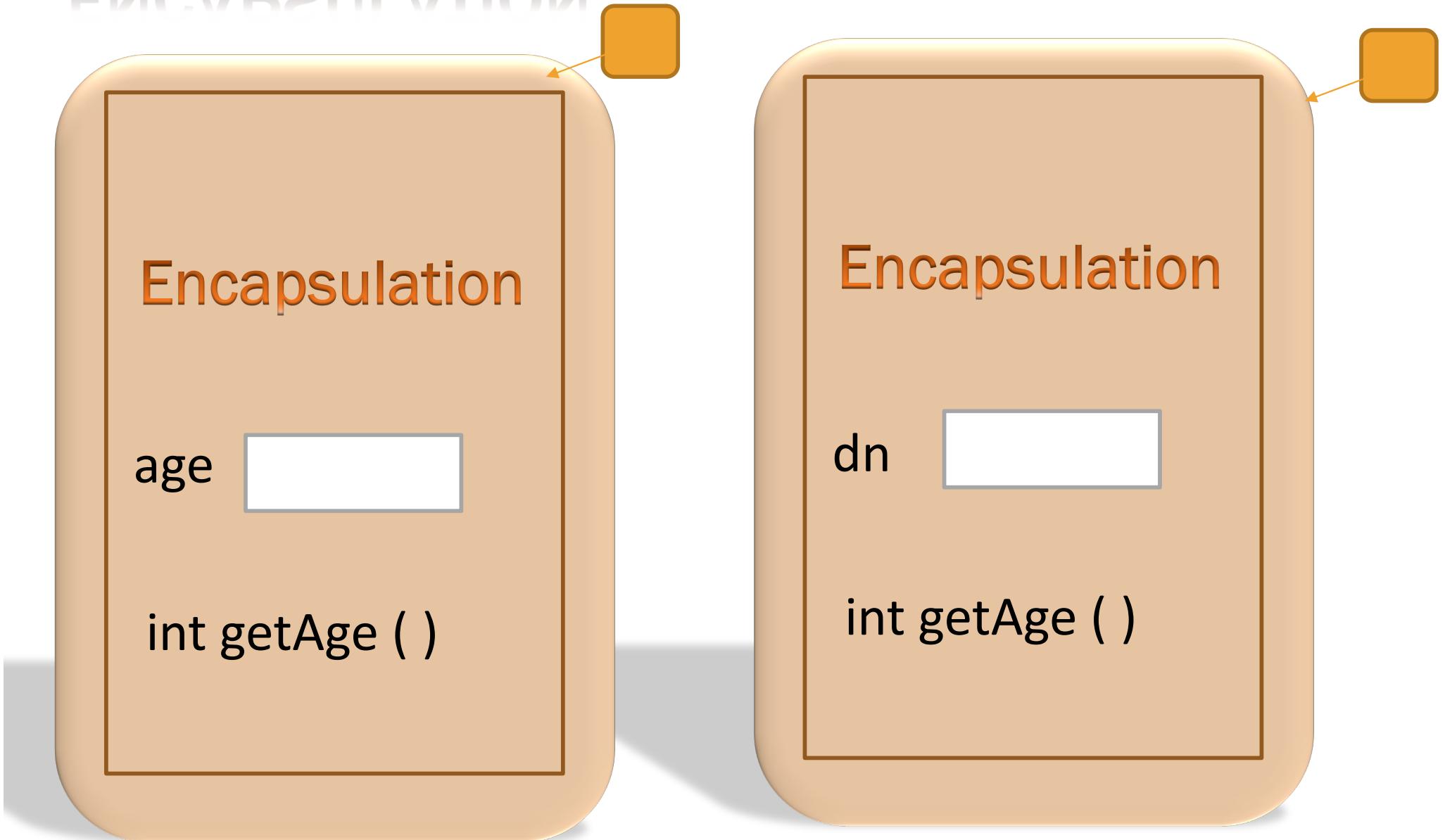
CLASSIFICATION



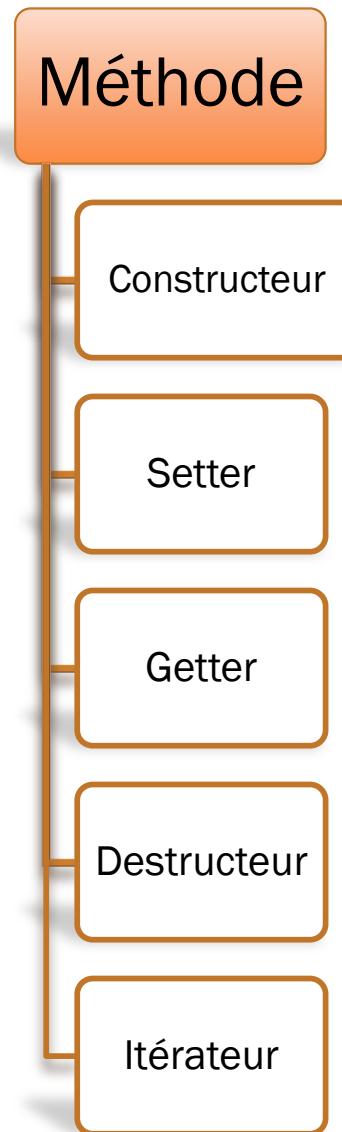
DATA STRUCTURE

```
class  
struct {  
    id : long ;  
    nom : String ;  
    age : int ;  
    salaire : float ;  
    int getAge ( ) ;  
} employe ;
```

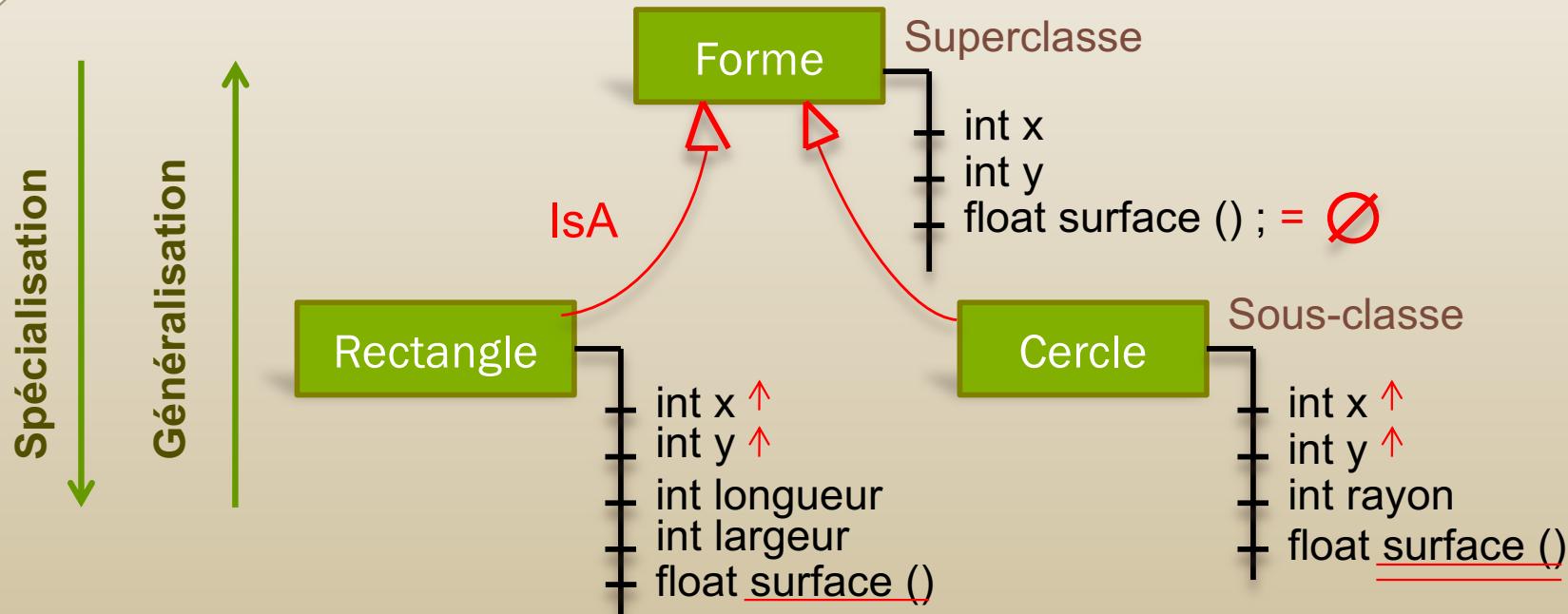
ENCAPSULATION



METHODES CATEGORIES



HERITAGE



Surface (t)

Cas t de

'R' :

'C' :

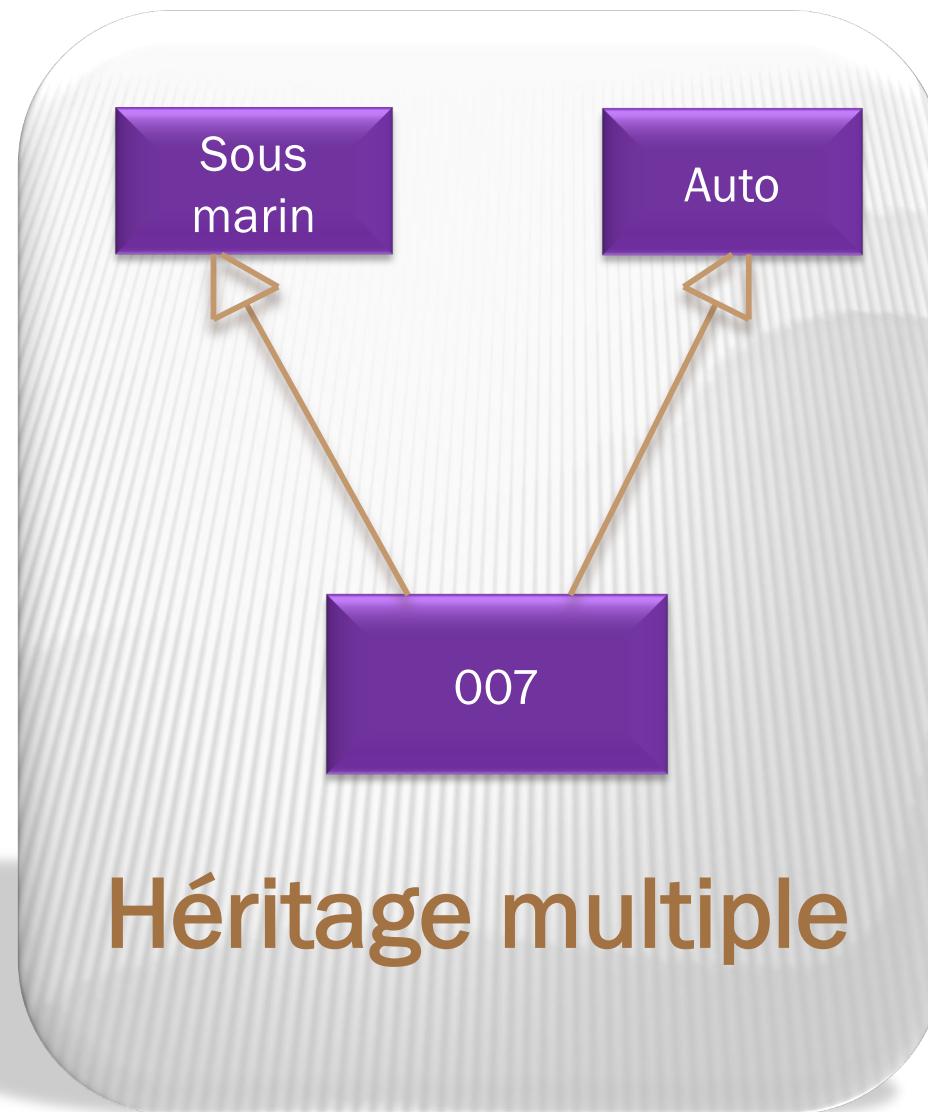
fincasRectangle c ;
Cercle r ;? c.surface ()
? r.surface ()

Compilateur

Forme f []

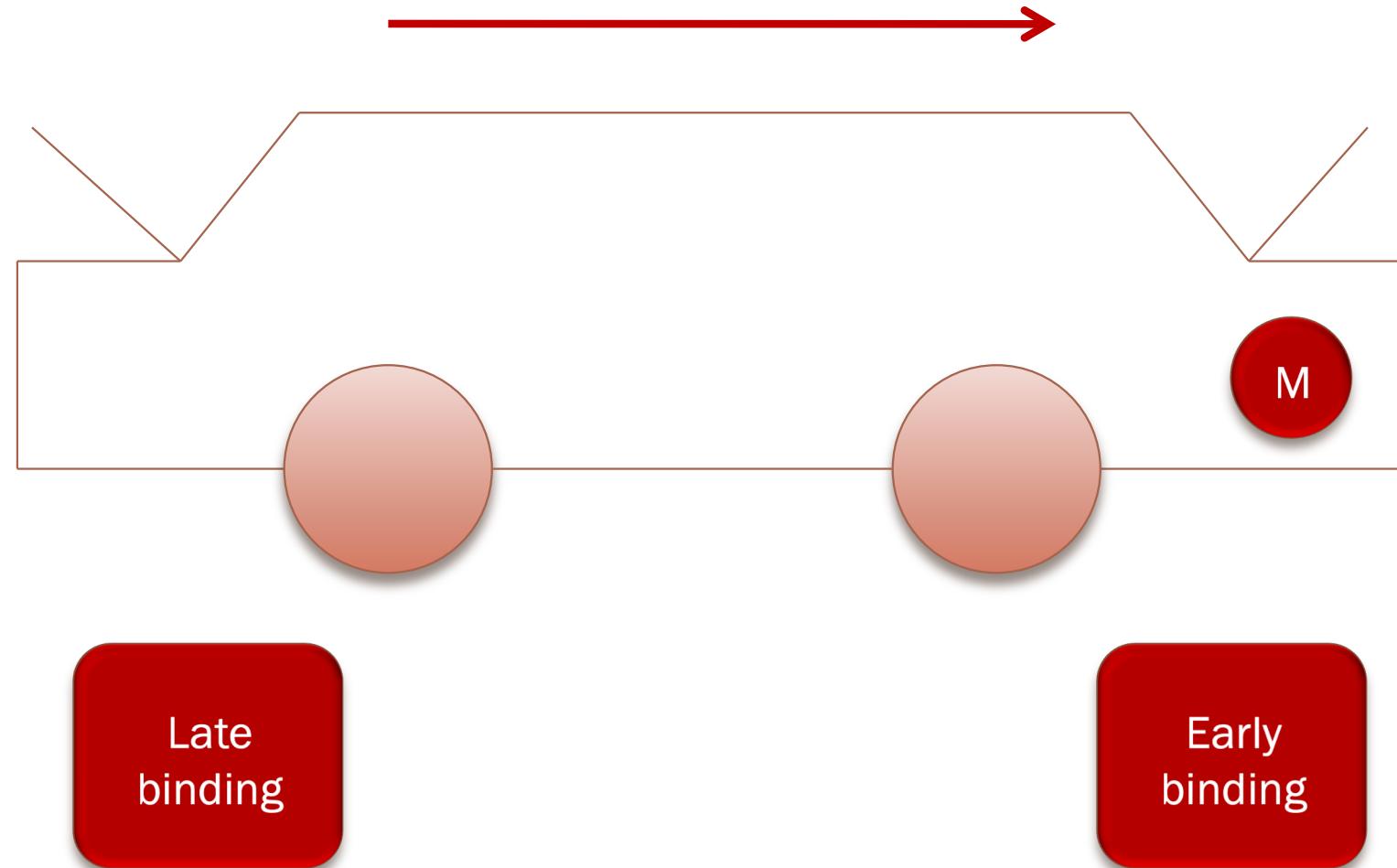
Pour i de 1 à n
? f[i].surface ()Linker
polymorphisme

MULTIPLE INHERITANCE

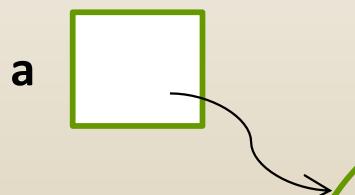


Héritage multiple

BINDING STATIC VS DYNAMIC

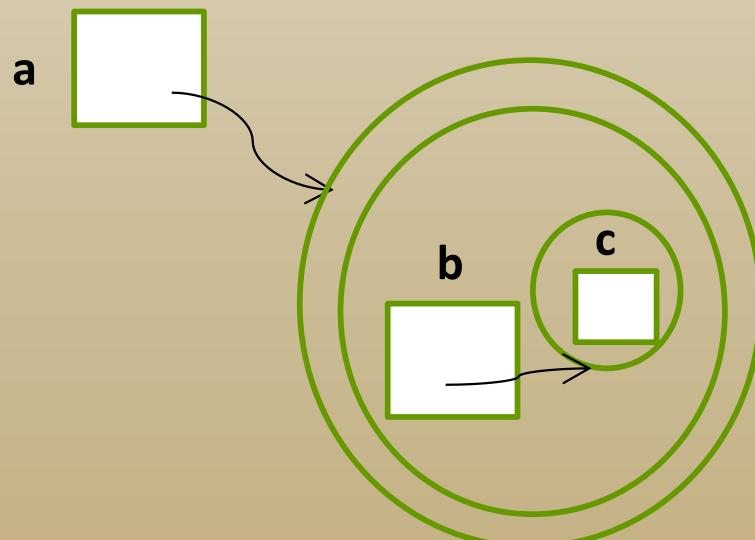


OBJECT LINKING OR EMBEDDING



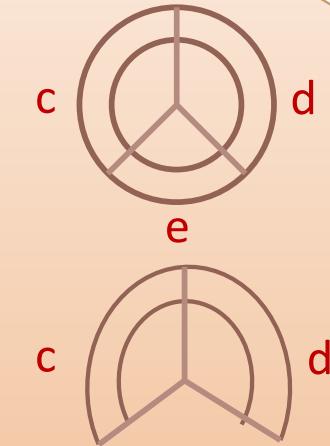
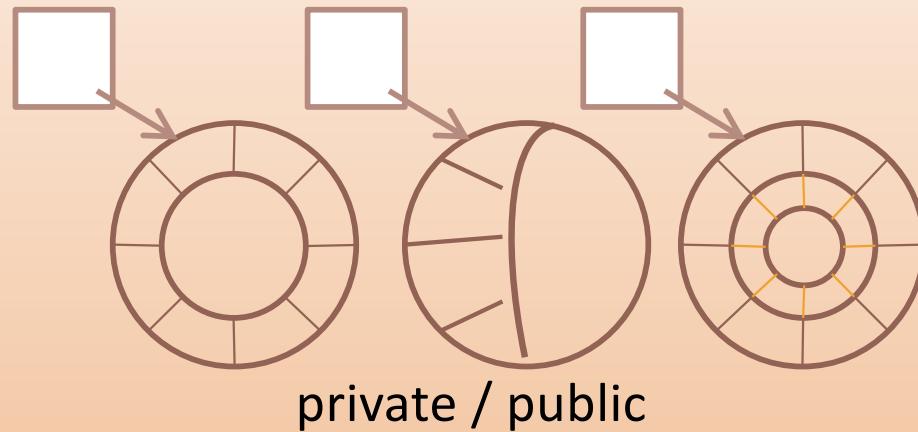
OBJECT

a.b.c **LINKING**

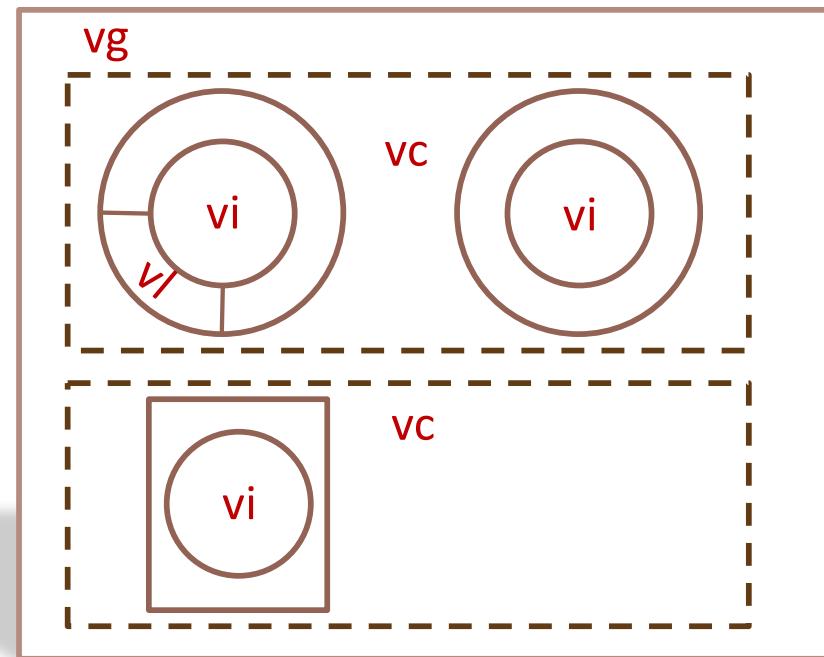


a.b.c **EMBEDDING**

VISIBILITY



SCOPE



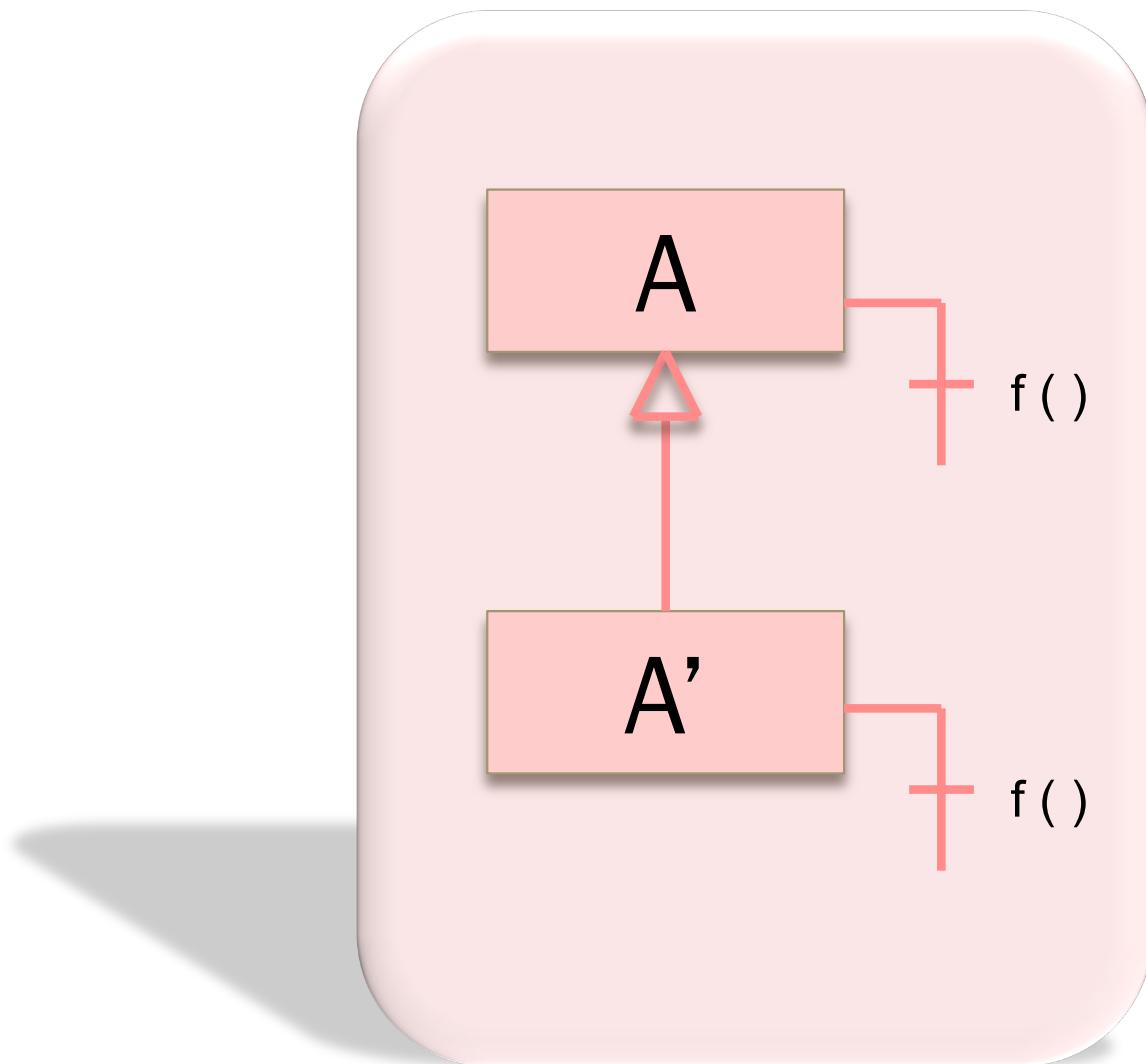
SURCHARGE SIGNATURE

```
int plus (int a, int b)
int plus (int a, int b, int c)
int plus (int a, str b)
str plus (int a, int b)
```

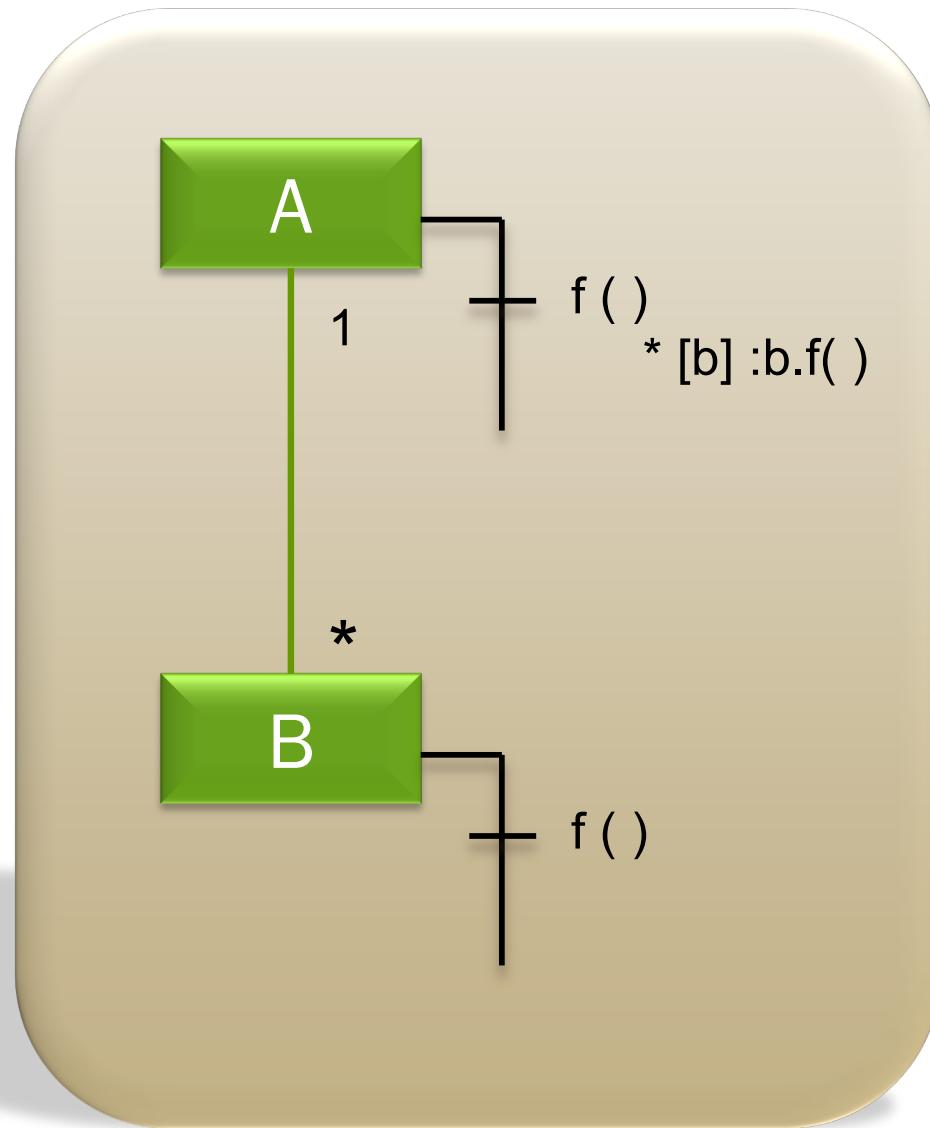
Signature

- + Nombre de paramètres
- + Type de paramètres
- + Type de retour

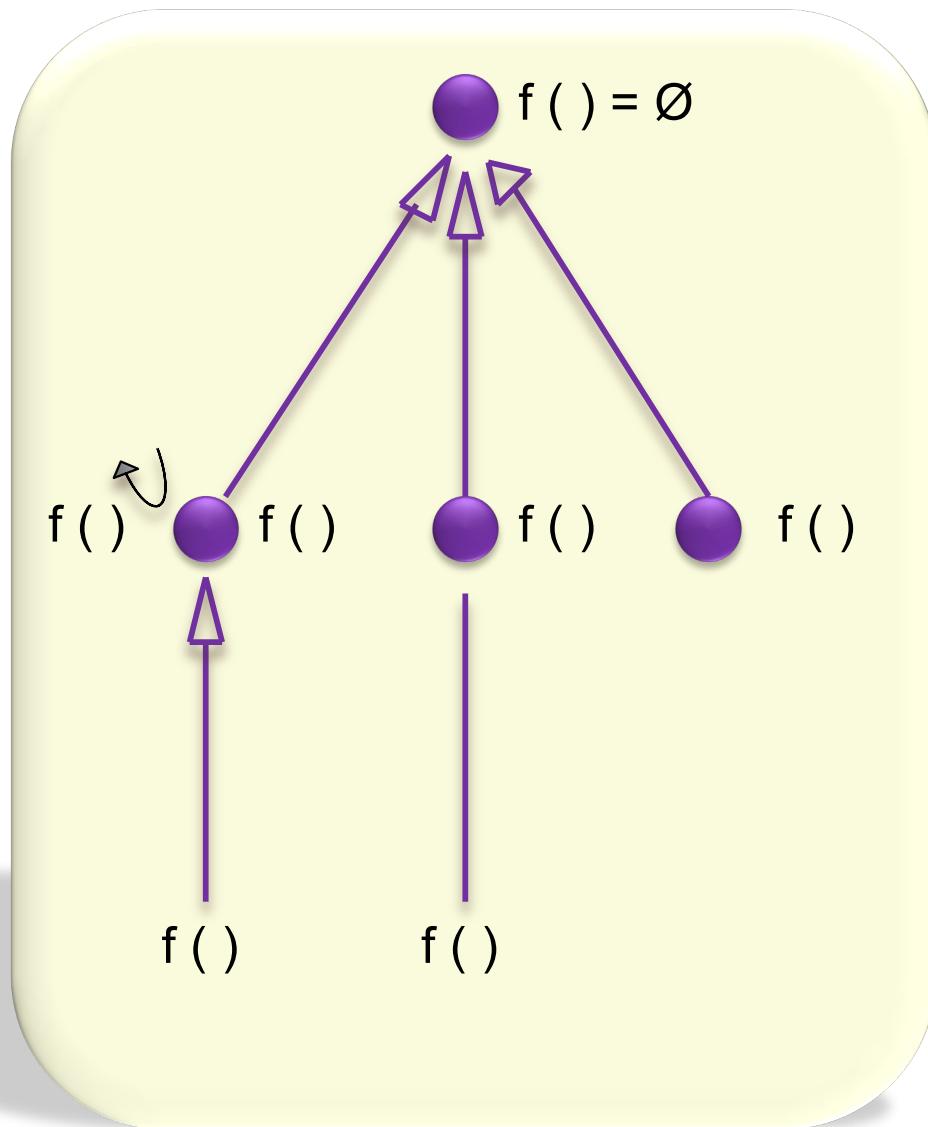
REDEFINITION



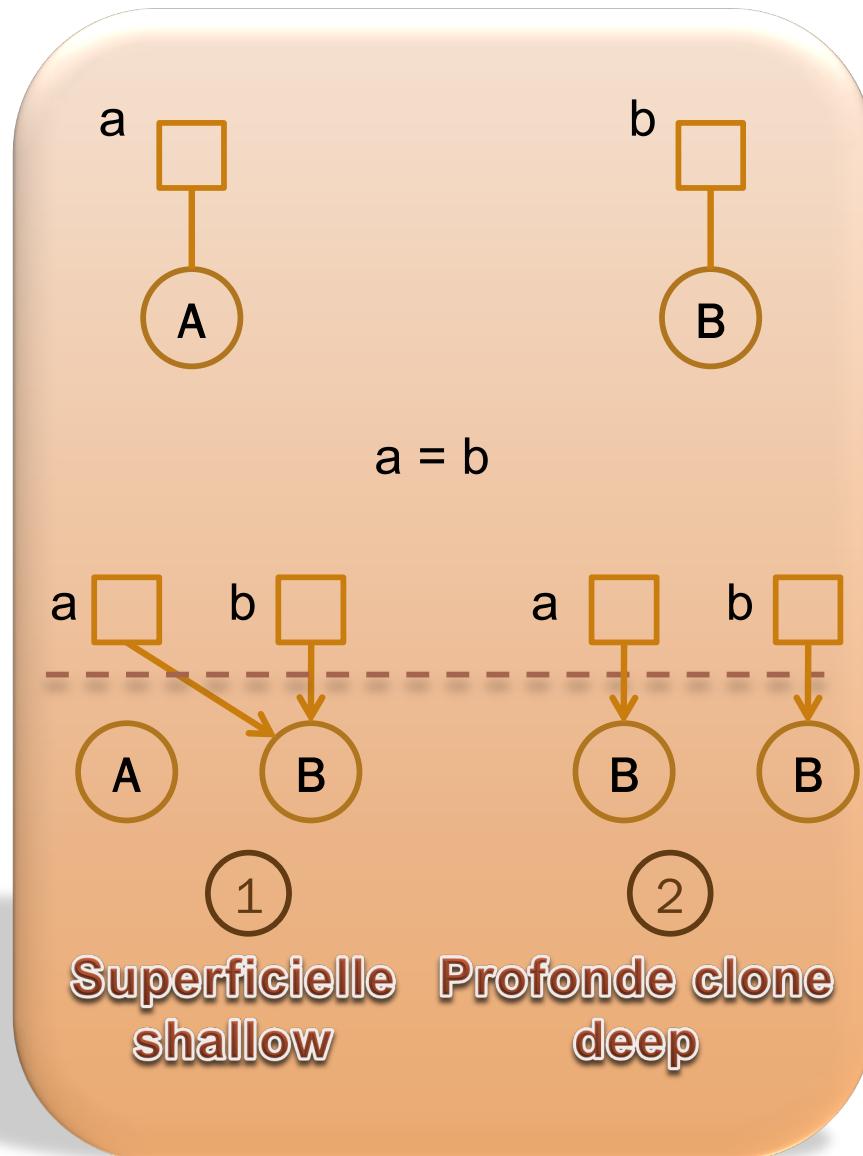
DELEGATION



RESUME SAME FUNCTION NAME



SHALLOW VS DEEP



COMMUNICATION

