

Why Object-Oriented Programming?

Before we discuss object-oriented programming, we need to learn why we need object-oriented programming?

- C++ language was designed with the main intention of adding object-oriented programming to C language
- As the size of the program increases readability, maintainability, and bug-free nature of the program decrease.
- This was the major problem with languages like C which relied upon functions or procedure (hence the name procedural programming language)
- As a result, the possibility of not addressing the problem adequately was high
- Also, data was almost neglected, data security was easily compromised
- Using classes solves this problem by modelling program as a real-world scenario

Difference between Procedure Oriented Programming and Object-Oriented Programming

Procedure Oriented Programming

- Consists of writing a set of instruction for the computer to follow
- The main focus is on functions and not on the flow of data
- Functions can either use local or global data
- Data moves openly from function to function

Object-Oriented Programming

- Works on the concept of classes and object
- A class is a template to create objects
- Treats data as a critical element
- Decomposes the problem in objects and builds data and functions around the objects

Basic Concepts in Object-Oriented Programming

- **Classes** - Basic template for creating objects
- **Objects** – Basic run-time entities
- **Data Abstraction & Encapsulation** – Wrapping data and functions into a single unit
- **Inheritance** – Properties of one class can be inherited into others
- **Polymorphism** – Ability to take more than one forms
- **Dynamic Binding** – Code which will execute is not known until the program runs
- **Message Passing** – message (Information) call format

Benefits of Object-Oriented Programming

- Better code reusability using objects and inheritance
- Principle of data hiding helps build secure systems
- Multiple Objects can co-exist without any interference
- Software complexity can be easily managed