

# **LBTM X CSCE Club**

## LBTM Seminar Series

UNT UNIVERSITY UNION ROOM 268

2/27/24 6PM

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 <https://github.com/LBTM-Luka/LBTM-X-CSCE-2.27.24>

 [github.com/LukaBostick](https://github.com/LukaBostick)

OVERVIEW  
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PROCEDURAL VS OOP  
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OOP FUNDAMENTALS  
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ENCAPSULATION  
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POLYMORPHISM  
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RELATIONSHIPS  
OO

DEMO  
OOOO

## ***MATERIALS To COMPLETE THIS TALK***



# Overview

- Introduction
- Object-Oriented Programming (oop)
  - Procedural Vs. Object Orientated (vs. Functional/Procedural)
  - Object-Oriented Fundamentals
  - Encapsulation
  - Polymorphism
  - Abstraction
  - Relationships
    - Generic Association (or just Association)
    - Aggregation
    - Composition
    - Inheritance or ancestry
- Live Demo

# Procedural Vs Object Orientated<sup>1</sup>

OOP Pro Divide and Conquer

OOP Pro Code Reuse

OOP Pro Maintenance and Adaptability

OOP Con Inefficiencies

OOP Con OOP is easy to learn; but hard to master

OOP Con It takes time and a bit of trust to learn OOP

**Keep In Mind** Many students are only briefly introduced to OOP, but few see the advantages when combined with standardized design principles.

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<sup>1</sup>Programming Fundamentals II

<https://hb2504.dcccd.edu/Syllabi/2024SP-COSC-1437-82004.pdf>

# Object Oriented Fundamentals<sup>2</sup>

1. Objects
2. Classes
3. Methods
4. Attributes



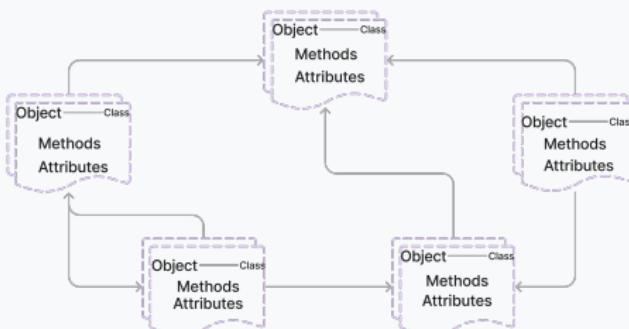
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<sup>2</sup>Structure of OOP

[www.freecodecamp.org/news/what-is-object-oriented-programming/](https://www.freecodecamp.org/news/what-is-object-oriented-programming/)

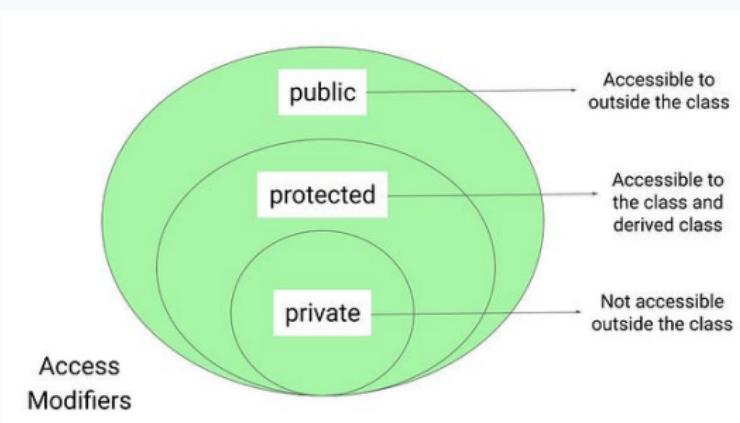
# Object Oriented Fundamentals Cont

1. Objects → **Instance of a class**
2. Classes → **Blueprints of objects attributes and methods**
3. Methods → **The behavior of an object**
4. Attributes → **The state of an object**



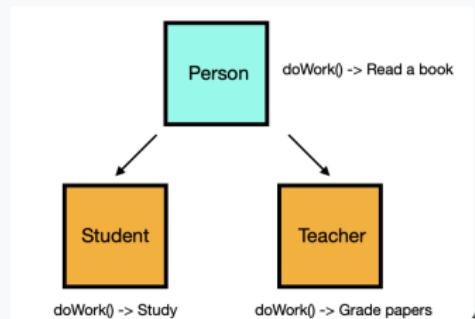
# OOP Focuses | Encapsulation

- Objects bind the behaviors (methods/functions) together with the data members
- A singular object is only responsible for a small portion
- Each object protects its interests.



# OOP Focuses | Polymorphism

- Objects can be repeated as needed,
  - One object handles all of the students
  - Meaning you would make a simpler/smaller student object.
  - Each student object can more easily be protected.
- This comes in handy when objects are similar (ancestors of each other) but not exact.



<sup>4</sup><https://dev.to/jburroughs/stay-in-the-l-oop-with-object-oriented-programming-basics-1dn>

# OOP Focuses | Relationships

- Objects can work together by defining their relationships to each other
  - An object may create another instant
  - An object can store a set of objects
  - There are four main relationships in Java
    1. Generic Association (or just Association)
    2. Aggregation
    3. Composition
    4. Inheritance or Ancestry

# OOP Focuses | Relationships

1. Generic Association (or just Association)
2. Aggregation
3. Composition
4. Inheritance or Ancestry

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<sup>5</sup>[dev.to/jburroughs/  
stay-in-the-l-loop-with-object-oriented-programming-basics-1dn](https://dev.to/jburroughs/stay-in-the-loop-with-object-oriented-programming-basics-1dn)

<sup>6</sup>[https://medium.com/@esrasahinice/  
oop-relations-between-objects-association-composition-inheritance-eab3df6afcbe](https://medium.com/@esrasahinice/oop-relations-between-objects-association-composition-inheritance-eab3df6afcbe)

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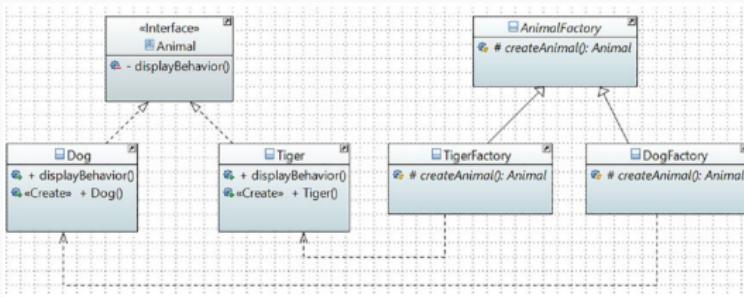
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Switching gears to our ***DESIGN PATTERN DEMO.***

# Demo: Factory Method Pattern



# Demo: Bridge Pattern

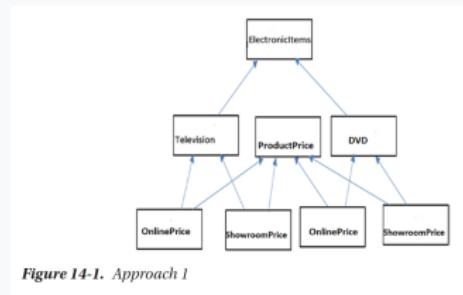


Figure 14-1. Approach 1



Figure 14-3. Maintaining two separate hierarchies using the Bridge pattern

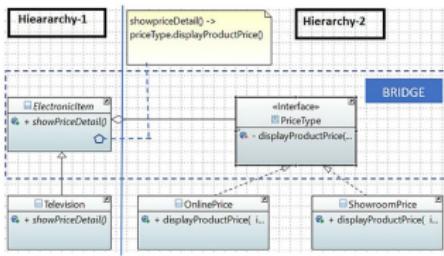
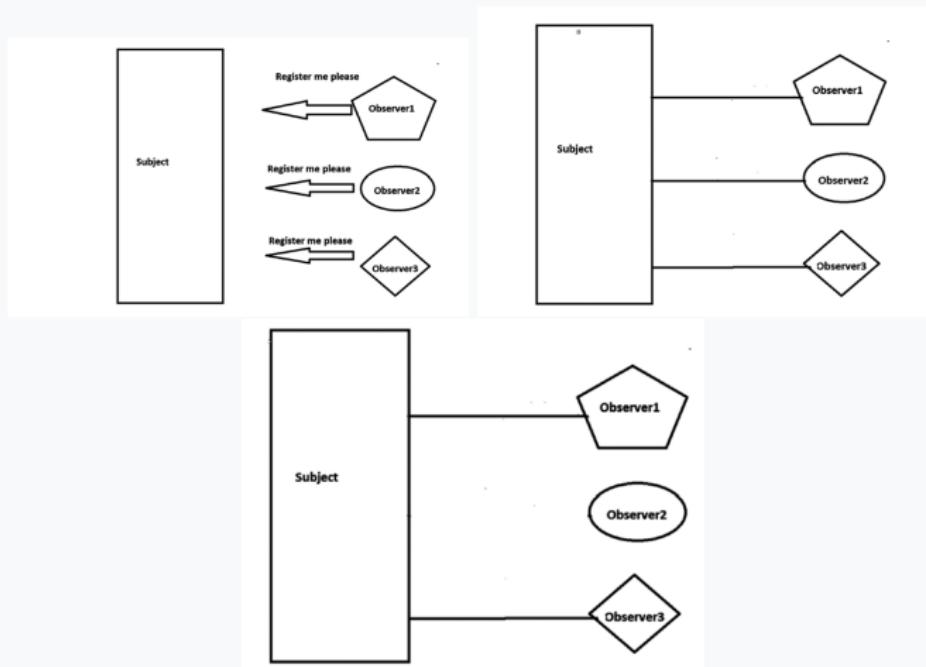
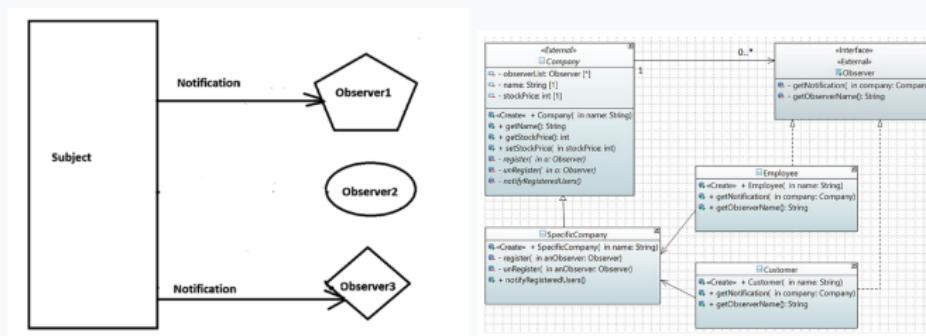


Figure 14-5. Class diagram

# Demo | Observer Pattern



# Demo | Observer Pattern



I want to thank Land Sea, and Sky and my academic review committee. ,

Without your support, the Work we do at LBTM would be nonexistent



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