



Object Oriented Programming using Python (I)

Lecture(I)

Programming Paradigm

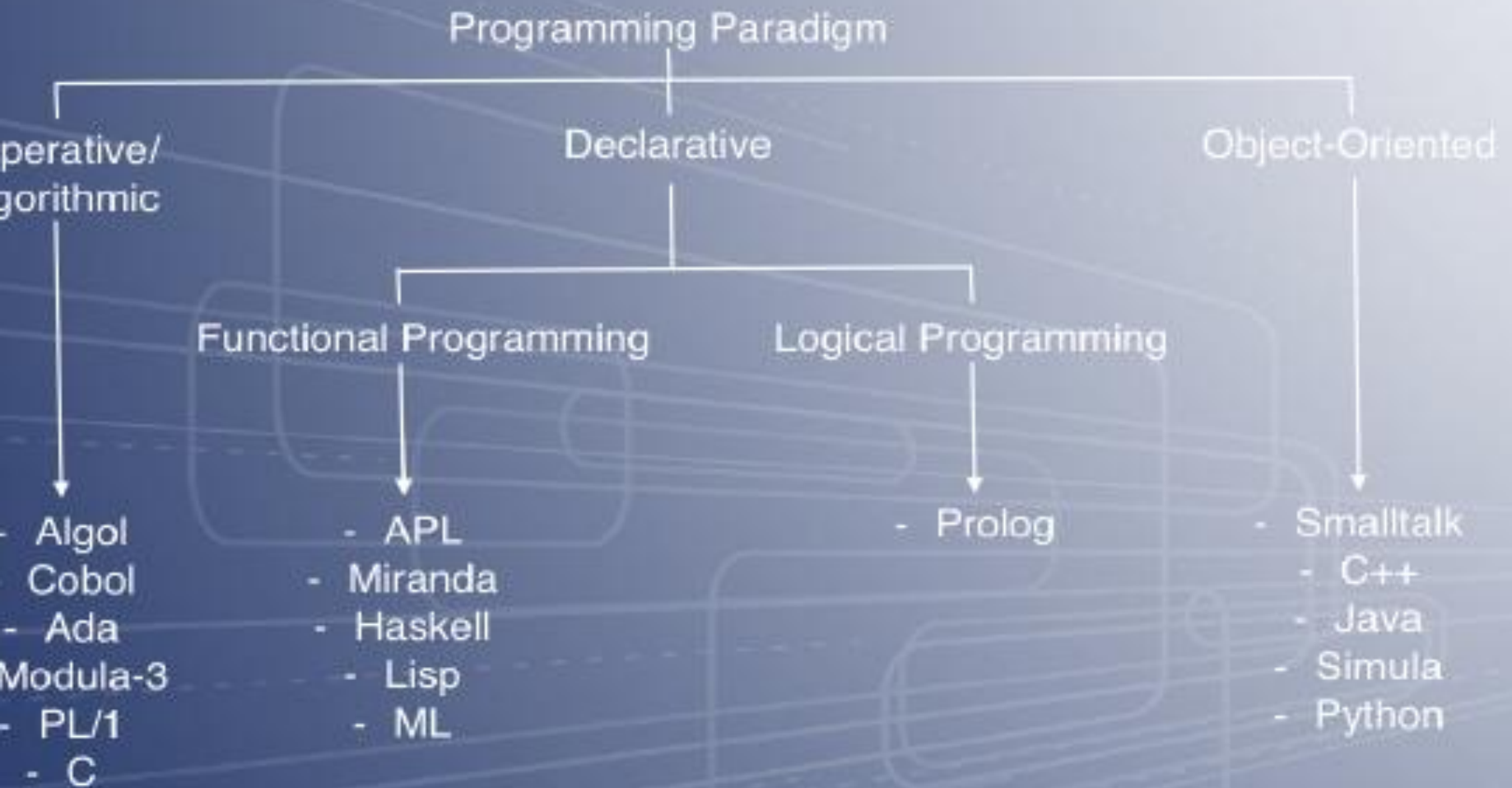
Prepared by: ***Dr. Rula Amjed Hamid***
University of Information Technology and Communications
College of Business Informatics

- **Paradigm** A **pattern or model**, a group of ideas about how something should be done,, or thought about.
- **Programming** is **the process of creating a set of instructions that tell a computer how to perform a task**

النمط البرمجي Programming Paradigm

- A programming paradigm is a fundamental style of computer programming. This style shows the way of building the structure and elements of programs. according to the style of computer programming .
- some languages fall into only one paradigm, while others fall into multiple paradigms.

TYPES



Imperative Programming

- Control flow in imperative programming is *explicit* صريح :
 - commands show *how the computation takes place, step by step*. Each step affects the global **state of the computation**.
 - Imperative programs describe the details of HOW the results are to be obtained.
 - HOW means describing the Inputs and describing how the Outputs are produced.
- C, COBOL are imperative programming languages

```
age = eval(input("enter ur age? "))
if age < 15:
    print("Your are child.")
else:
    print("Your are young.")
|
```



```
>>>
enter ur age? 12
Your are child.
>>> ===== RESTART =====
>>>
enter ur age? 25
Your are young.
>>> |
```

DECLARATIVE PROGRAMMING PARADIGM

- Declarative programming is a programming paradigm—a style of building the structure and elements of computer programs—that expresses the logic of a computation without describing its control flow.
- Declarative programming focuses on ***what*** the program should accomplish.
- Examples are: SQL
 - `SELECT * FROM Customers`

DECLARATIVE PROGRAMMING PARADIGM

I-FUNCTIONAL or procedural PROGRAMMING PARADIGM

- Functional programming is a subset of declarative programming.
- Programs written using this paradigm use functions, blocks of code intended to behave like mathematical functions.
- In functional programming control flow is expressed by combining function calls, rather than by assigning values to variables.
- With functional programming ,Code is much shorter, less error, and much easier to prove correct


```
def table7():
```

```
    n = 1
```

```
    while n < 11 :
```

```
        print(n * 7, end = ' ')
```

```
        n = n + 1
```

Function definition

```
table7()
```

Function invocation

```
7 14 21 28 35 42 49 56 63 70
```


OBJECT ORIENTED PROGRAMMING PARADIGM

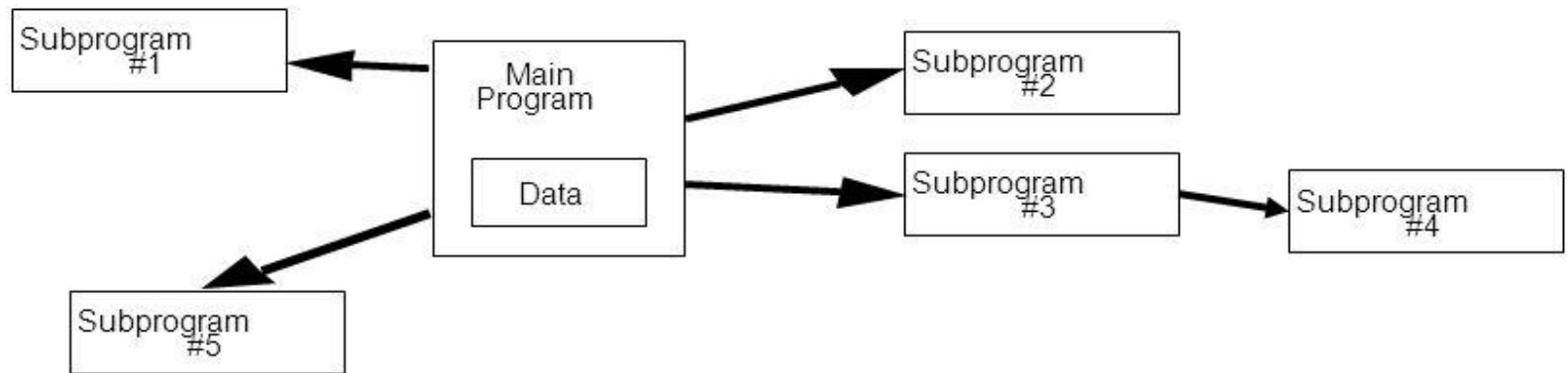
- Object-oriented programming (OOP) is a programming paradigm based on the concept of "objects", which may contain **data** often known as **attributes**; and **code**, often known as **methods**
- In OOP, computer programs are designed by making them out of objects.
- Examples are: C++, C#, Java, PHP, Python.

OBJECT ORIENTED PROGRAMMING PARADIGM

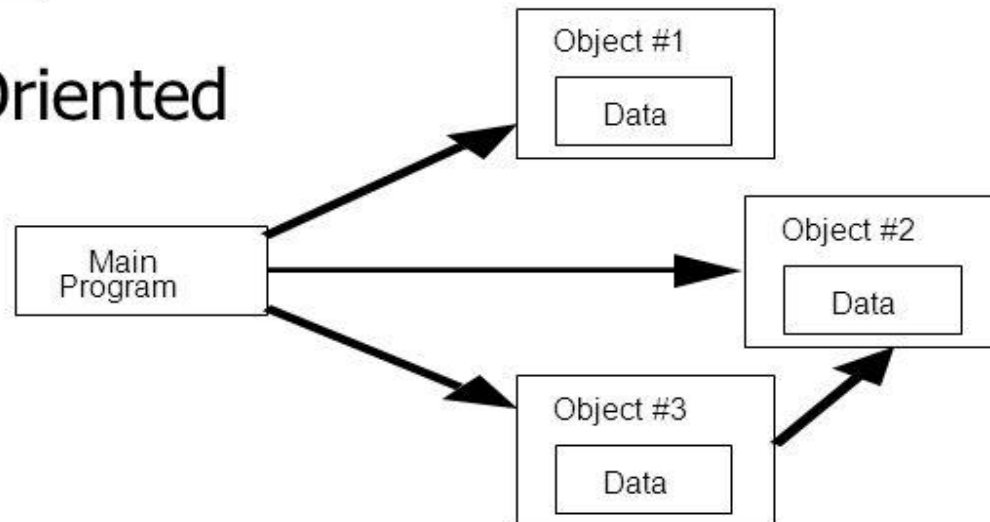
- ❑ In object oriented programming, we can imagine a program as a collection of classes and *interacting objects*. Objects have data and functions.
- ❑ Data and code are encapsulated in objects. The objects can send messages to each other (parameters passing).

Procedural vs. O-O

Procedural



Object Oriented



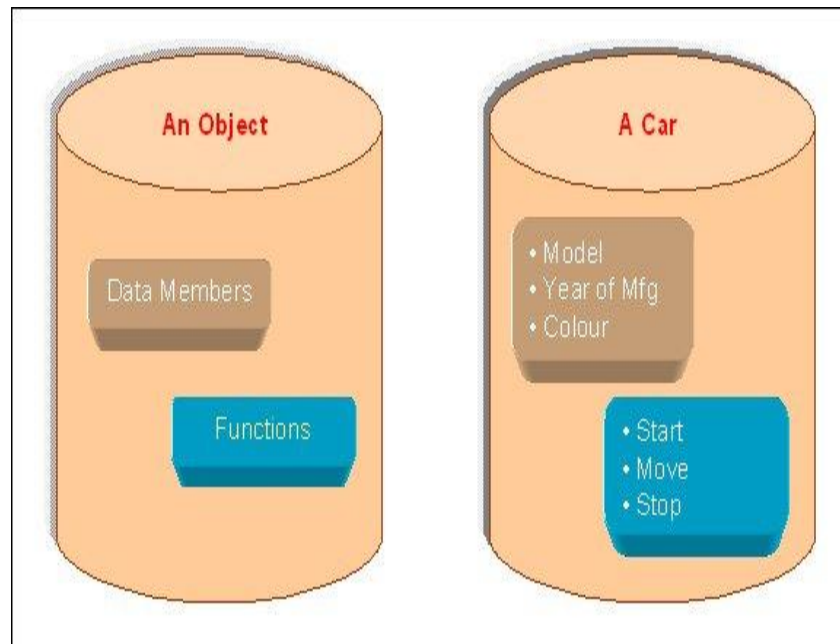
Class example

- A class is a (template) of an object



Objects

- This is the basic unit of object oriented programming that is both data and function that operate on data are bundled as a unit called as object



Objects and class

Car



Ford



Honda



**Each car has different attributes ,
functions and methods**

A Glance of different paradigms

Paradigm	Description	Examples
Imperative	Programs as statements that directly change computed state (datafields).	C, C++, Java, PHP, Python, Ruby.
Declarative	Defines program logic, but not detailed control flow	SQL, CSS.
Object-oriented	Treats datafields as objects manipulated through predefined methods only	C++, C#., Java, PHP, Python .

WHY OBJECT ORIENTED PROGRAMMING

- One of the main principle of object oriented programming language is that everything an object will need must be inside of the object this will provide **privacy**. This language also emphasizes **reusability** and the ability of **implementations without having to change a great deal of code**