

# OBJECT ORIENTED PROGRAMMING

LECTURES 1 & 2

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#### INTRODUCTION TO THE STORY



Say for example that we're making a system for an Apple Store in order to keep track of things like:

- Price of each device
- Quantity of the devices in the store so we can restock them in time
- Specs

And many more things in order to answer customer questions. In this case we use OOP "Object-Oriented Programming" in order to simplify the code.



#### Class

### (The Main Theme of our code):

A Class is a group that contains things (or objects) that have something in common — in our case, Apple Products are the objects

اسم الكلاس (اي اسم مش فارقة) بنعرف الكلاس Class Apple:



"الصفات" Attributes

#### (The things that are linked to our Objects):

An attribute is a property of our objects like the price, quantity, specs and other properties.

```
الفانكشن اللي بتعرف الصفات (لازم تبقى موجودة و مالهاش اسم تاني) Objects الله Objects بتاعتنا الله و الله الله الله و Objects و Objects
```



#### Methods:

A method is a function that modifies attributes of the objects using code

```
تعریف ان في فانکشن objects اللي هنعزفها بعدین اسم الفانکشن def discount (self):

return self.price * 0.5
```



## Objects (The Products):

An object is the product itself — For example, In our case: iPhone 16 Pro, iPad Pro and MacBook Pro

```
المحوظة هامة: بنكتب الصفات بتاعتنا بالترتيب الصفات بتاعتنا بالترتيب يعني مثلا لو كتبنا:

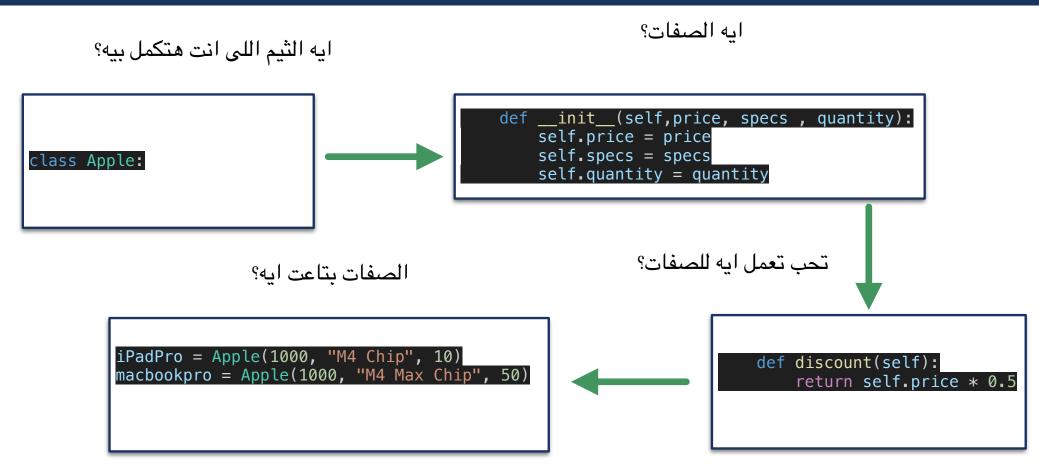
Def __init__ (self, price, specs, quantity):

يبقى التالي نكتب

iPadPro = Apple(1000, "M4 Chip", 10)
```

#### **SUMMARY**





# **TABLE**



# Thank **you**