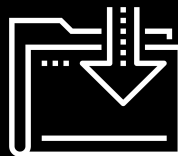




Object-Oriented Programming (OOP)

Coding Boot Camp

Module 10

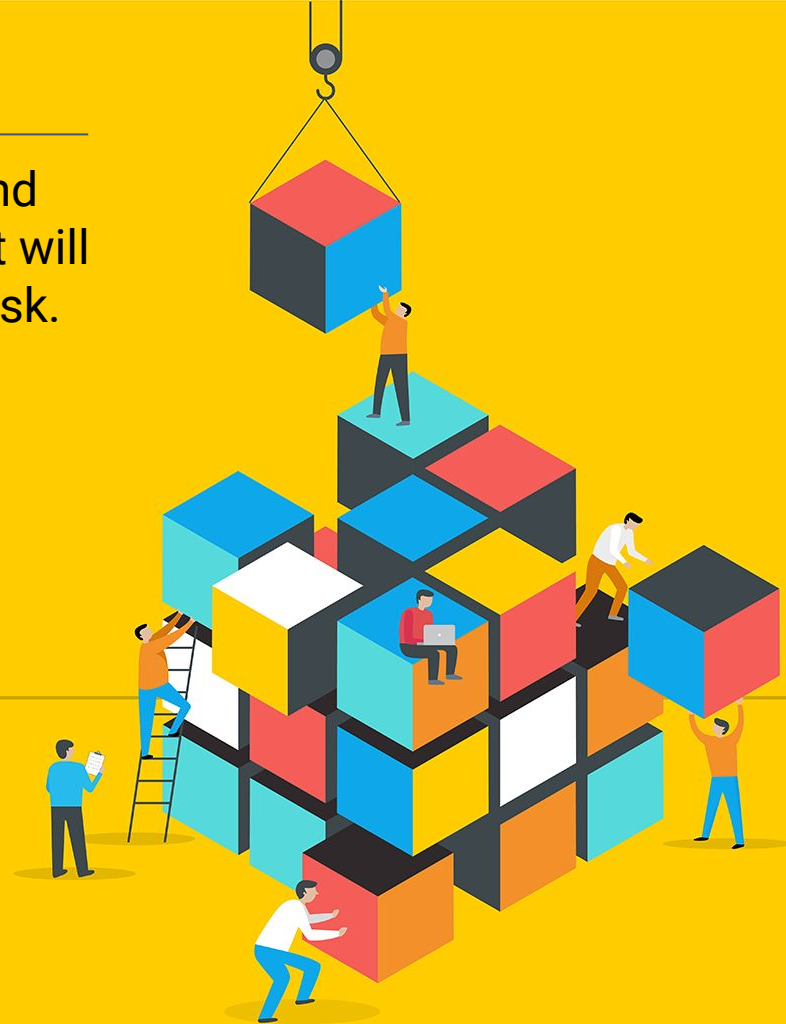




What is programming?

Programming

Programming refers to designing and building an executable program that will accomplish a specific computing task. Essentially, programming is problem-solving.

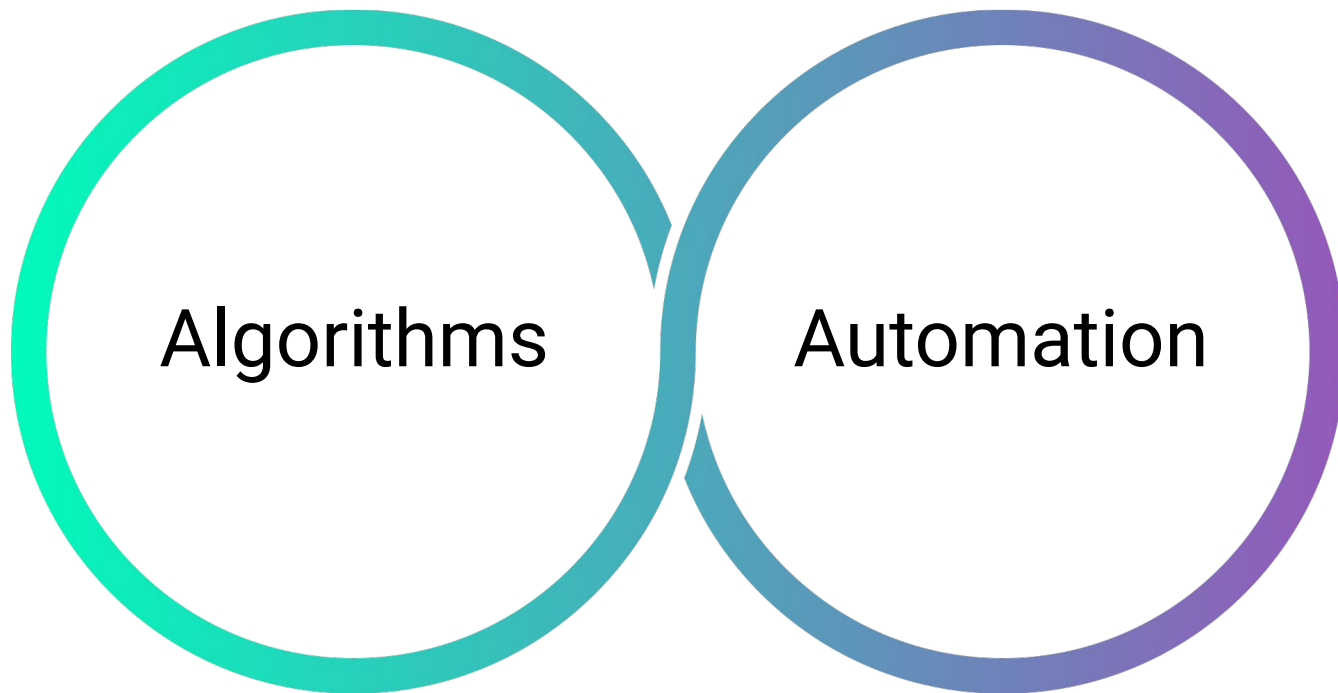




What problems do we solve?

Algorithms and Automation

Programming enables us to solve almost any task or problem on a computer, usually in one of two primary categories: algorithms or automation.





What is DRY?

Don't Repeat Yourself (DRY)

DRY, or **Don't Repeat Yourself**, is a fundamental programming principle. Duplicate code wastes time and memory and can confuse readers or contributors to your project.



D on't
R epeat
Y ourself



What is an object?

Objects

Objects in JavaScript are unordered collections of related data built on a key-value structure in which values can be any data type, including functions.

```
const person = {  
  name: ['Bob', 'Smith'],  
  age: 32,  
  gender: 'male',  
  interests: ['music', 'skiing'],  
  bio() {  
    alert(  
      `${this.name[0]} ${this.name[1]} is ${this.age} years old.  
      He likes ${this.interests[0]} and ${this.interests[1]}.`  
    );  
  },  
  greeting() {  
    alert(`Hi! I'm ${this.name[0]}.`);  
  },  
};
```



**Why are objects important
in JavaScript?**



**Because Everything in JavaScript
Is an Object!**

**Well, except for primitive data types.
Everything else is an object—essentially
a list of key-value pairs.**

Data types

Data types that are objects

- ✓ Arrays
- ✓ Dates
- ✓ Math
- ✓ Functions
- ✓ And more!

Primitive data types (NOT objects)

- ✗ Null
- ✗ Undefined
- ✗ Strings
- ✗ Numbers
- ✗ Symbols
- ✗ Booleans



How do we create objects?

Creating Objects

We can use **object literals**, which define and create an object in one statement.

```
const car = { name: 'honda', model: 'civic', year: 2008, color: 'black' };
```

We can use the **new** keyword, which defines and creates a single object.

```
const Honda = new Car()
```

Or we can use **constructors**, which create objects from a blueprint.

```
class Car {  
  constructor(name, model, year, color) {  
    this.name = name;  
    this.model = model;  
    this.year = year;  
    this.color = color;  
  }  
}
```



What is object-oriented programming?

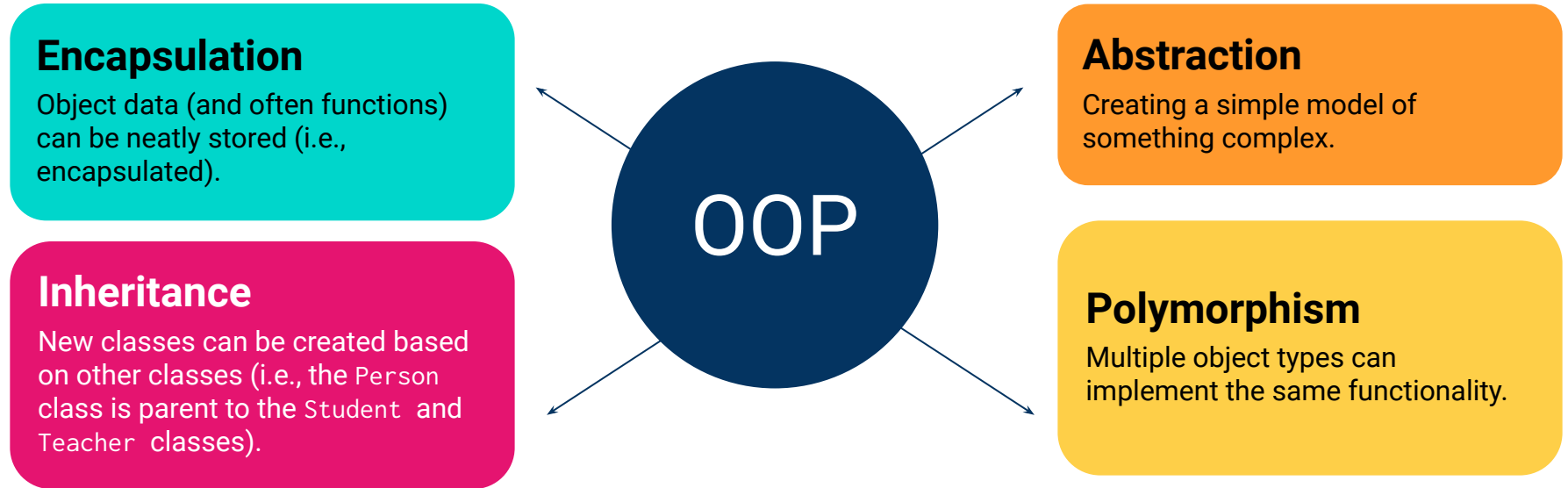
Object-Oriented Programming (OOP)

is a programming paradigm, or pattern, centered around objects.

In object-oriented programming, we solve problems by employing collections of objects that work together.

Object-Oriented Programming (OOP)

Their ability to communicate with each other makes objects particularly well-suited to address large, complex problems. OOP offers the following benefits:





How can we learn to use OOP?



OOP is a broad concept that is best learned through real-life examples.

We begin to see the value of OOP when we use objects to model real-world things in code and provide functionality that would otherwise be hard or impossible to achieve.

How to Learn OOP

Try some of the following techniques to learn OOP:



Read the docs and practice with the provided examples.



Reverse-engineer finished code to see how it was created.



Build something from scratch.



Debug a broken app using Chrome DevTools.



And most importantly, ask questions!



Instructor Demonstration

Mini-Project