### Object Oriented Programming

The Swift Programming Language Part 5, Section 1

#### What is OOP?

- A programming paradigm that focuses on objects and classes.
- Allows organizing code in a modular and reusable manner.

#### Object Oriented Programming



#### Terms commonly used in OOP

- Class
- Method
- Object
- Attribute/Property

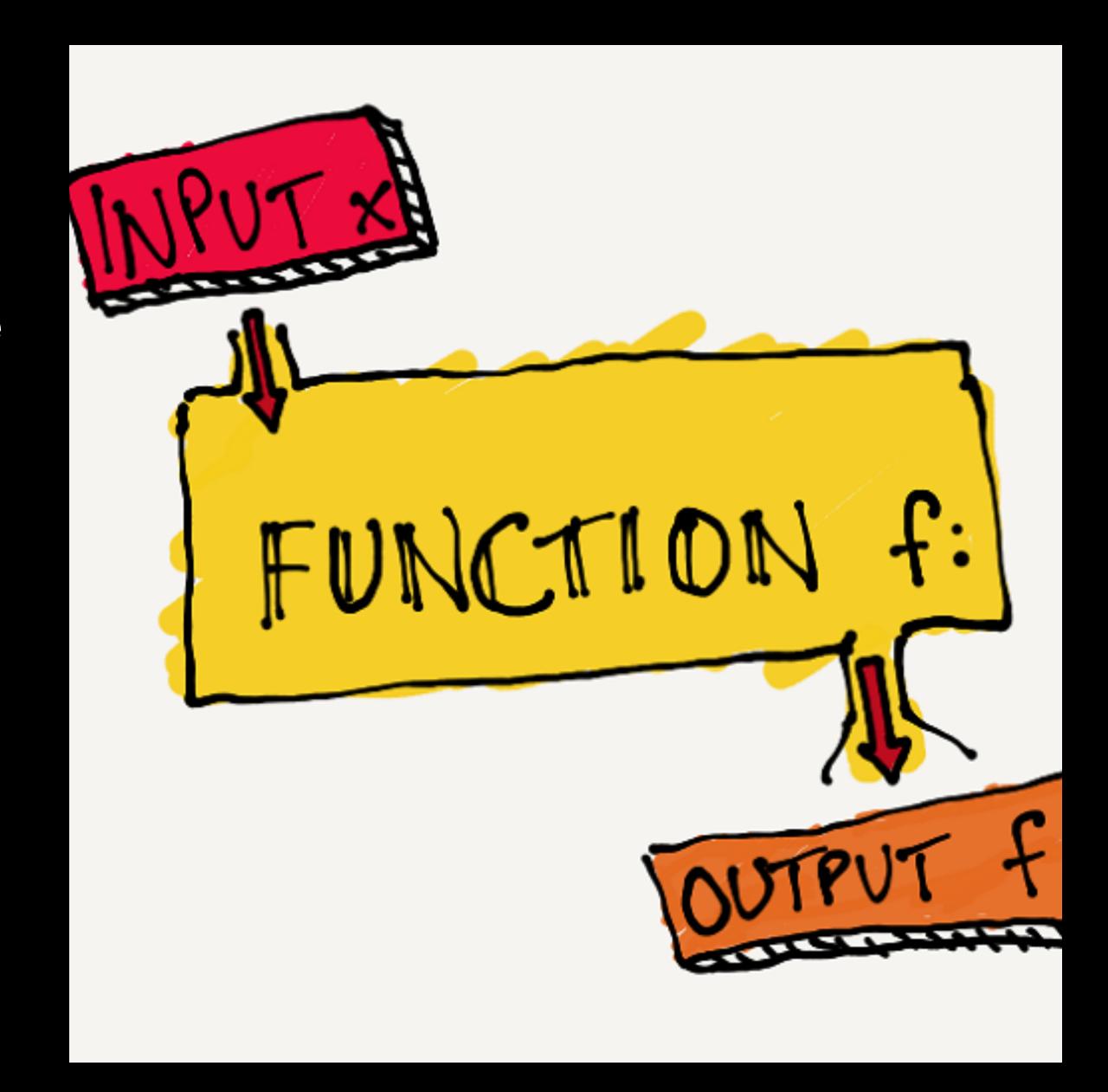
#### What is class?

- Blueprints to create an object
- Blueprints for example act as pudding mold or cake mold



#### What is method?

- Method is a function that are inside body of class
- Method same as function that create set of steps that can be called



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#### What is object?

- Remember our class as blueprints or mold?
- Now, object is for example act as content of mold (eg: cake dough, pudding dough, etc)
- An instance that called from class is object



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## OOP What is property/attribute?

- Property is for example act as topping in dough
- Property means variable that available in class



#### How to do an OOP?

```
struct Student { // Blueprints
  var name: String // Property with initializer
  var id: String
  var cohort: Int
// Student() is instance, var studentA is object
var studentA = Student(name: "Erlangga", id: "A11.2020.12500",
    cohort: 2020)
print("What is student A ID?", studentA.id) // Output:
    A11.2020.12500
```

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