

# Scoping & Abstraction



In breakout groups write and discuss:

1. What are you most excited to learn in this class? 😄
2. What are some ways you can support each other? ❤️

(ctrl + cmd + spacebar shows the emoji's!)



Students, write your response!

# Welcome to CS 1.1!

This class is about the wonderful world of Object Oriented Programming (OOP), program design, and architecture

Course Website: [make.sc/cs1.1](https://make.sc/cs1.1) - Find all the course materials and topics

Gradescope - where you will submit assignments and quizzes and get feedback

Piazza - a Q&A platform to get help, ask, and answer questions

Slack: #cs11-object-oriented-programming - Channel for important announcements about the class

# What we're going to learn

- What is object oriented programming?
- Review scope
- Discuss the idea of abstraction

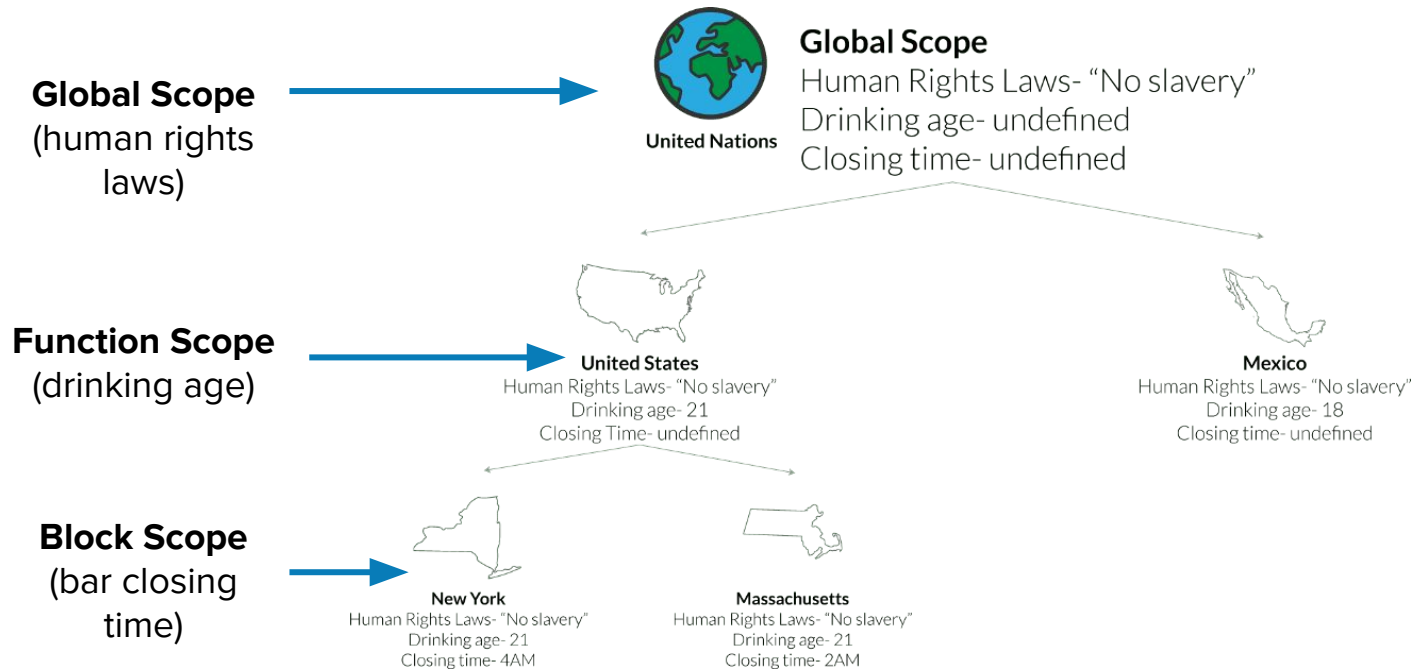
# Object Oriented Programming (OOP) is a programming paradigm

## What does this mean?



Students, write your response!

All variables have a **scope** associated with them. Think of the scope as when a given name can refer to a given variable. Scope can be passed down the chain from **global** (everything) to **function** (within a function definition) to **block** (within a `for` or `if` statement)



[Code Analogies](#)

**Scope Challenge! Go to [kahoot.it](https://kahoot.it)**

Draw what you think when you hear this word



Students, draw anywhere on this slide!



# Abstraction: Hide Details



# What are some other examples of abstraction in the real world?



Students, draw anywhere on this slide!