# Introduction to Programming with Python

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## Previously on the





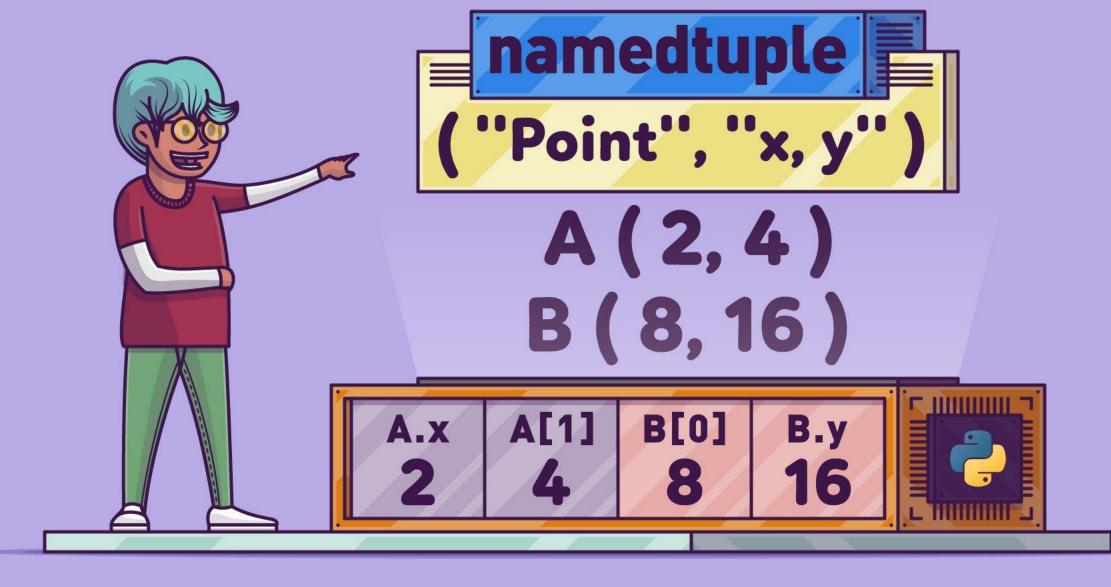


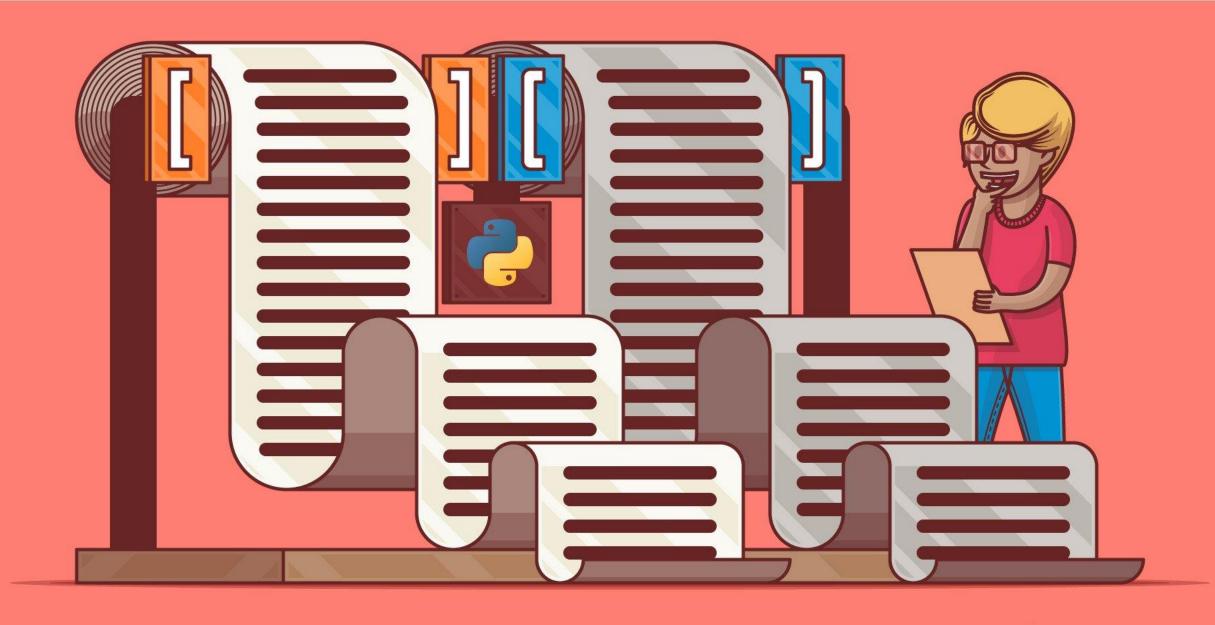
## List

## Tuple

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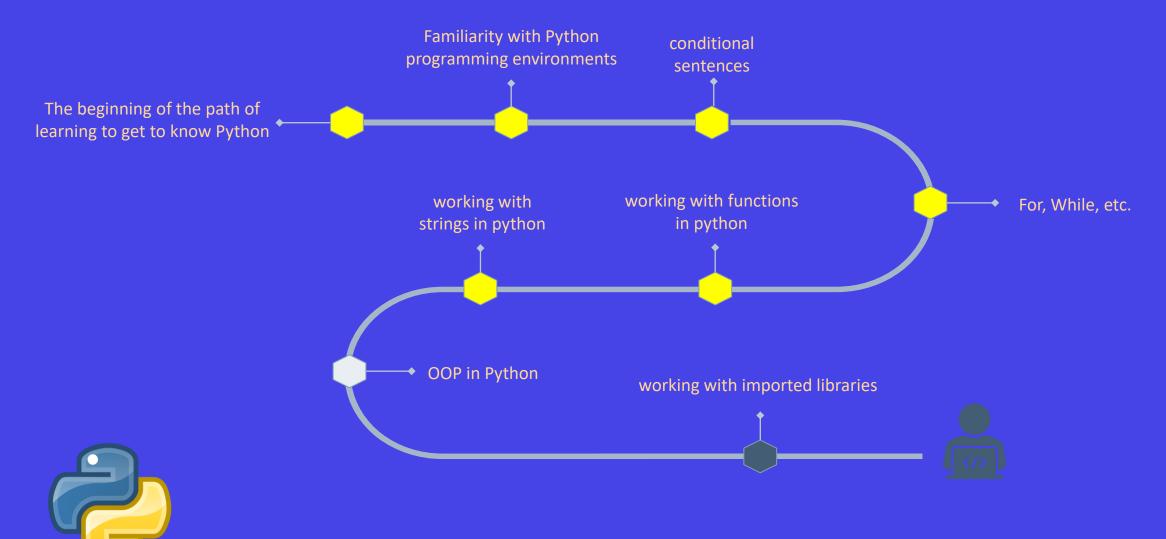
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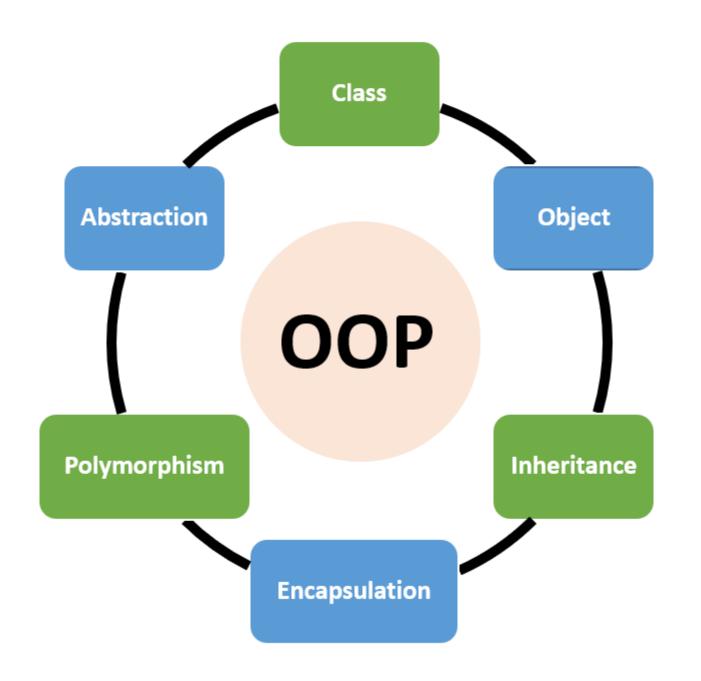




#### Course Outline



### Object-Oriented Programming



#### Basic Paradigms

#### 1. Procedural:

- Organizing code with functions and data manipulation.
- Using functions for sequential tasks.
- Handling data with functions.

#### 2. Object-Oriented:

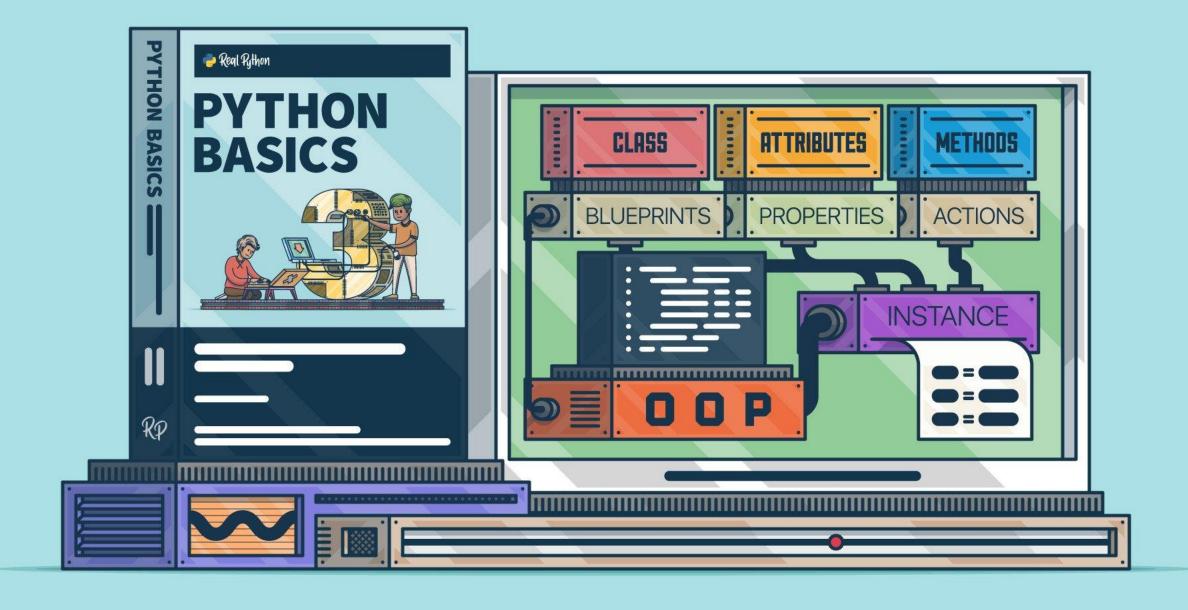
Combining data and functionality.

#### Introduction to OOP

- OOP is a programming paradigm that structures code around objects and classes.
- Python is a versatile language for OOP.

#### Benefits

- Code Reusability
- Modularity
- Real-World Modeling
- Ease of Maintenance



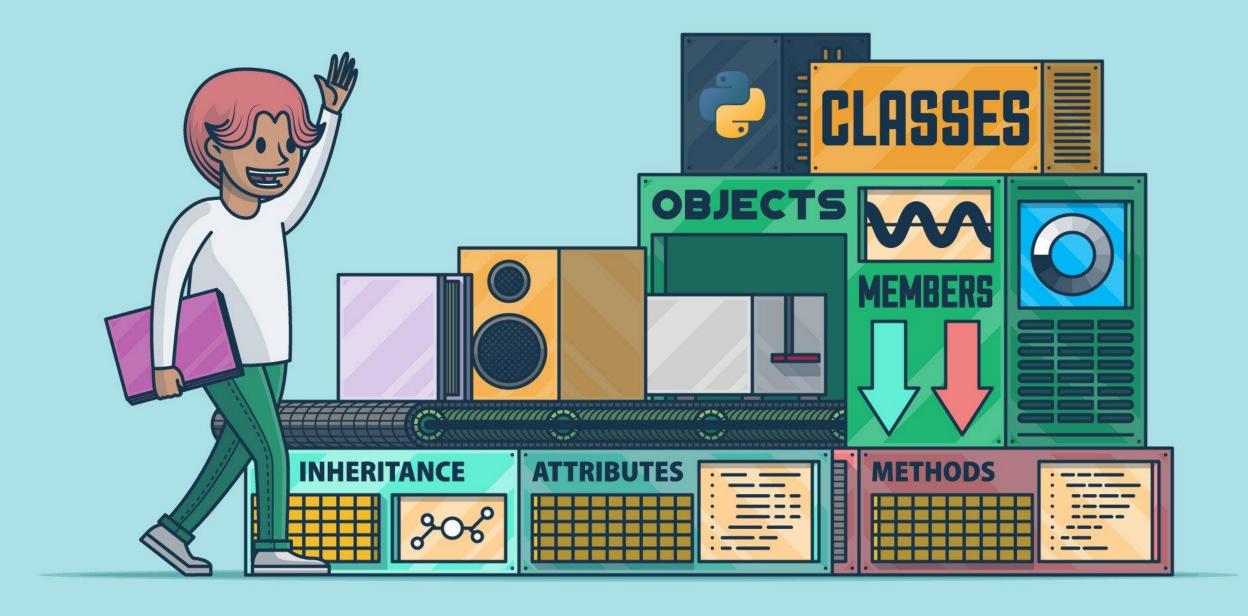
#### Key OOP Concepts

- Objects and Classes
- Attributes and Methods
- Encapsulation
- Inheritance
- Polymorphism



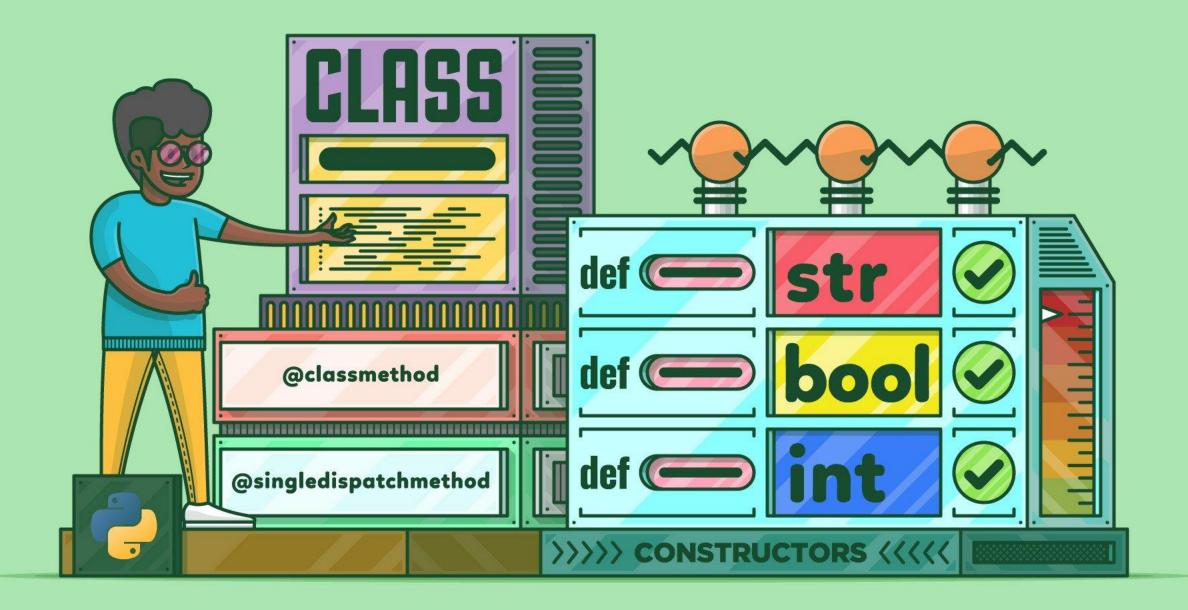
#### Objects and Classes

- Objects: Instances of classes, represent real-world entities.
- Classes: Define structure and behavior, act as blueprints.



#### Attributes and Methods

- Attributes: Data or properties of an object.
- Methods: Functions that define object behavior.



#### Encapsulation

- Definition: Bundling data (attributes) and methods that operate on the data into a single unit (object).
- Benefits: Data hiding, code organization, and data protection.

#### Inheritance

- Definition: Creating new classes (subclasses) based on existing classes (superclasses).
- Benefits: Code reuse, hierarchical structure.

#### Polymorphism

- Definition: Objects of different classes can respond to the same method name.
- Examples: Method overriding, interface implementation.



### What we do next?

#### Contact US







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## print("Have a nice day!")

