Lecture 5: Object Orientation

Curtin FIRST Robotics Club (FRC) Pre-season Training

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Table of contents

Object Orientation

Object Orientation

Core of Object Oriented Programming (OOP) is to create objects, in code, that have certain properties and methods.

While designing C++ modules, we try to see the whole world in the form of objects.

For example, a car is an object which has certain properties such as color, number of doors, and the like. It also has ccertain methods such as accelerate, brake, and so on.

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Prime purpose of C++ was to add object orientation to C, which is in itself one of the most powerful programming languages.

Overview

There are a few principle concepts that form the foundation of OOP:

Object The basic unit of OOP. Both data and function that operate on data are bundled as a unit called an **Object**.

Class The blueprint for an object.

Abstraction refers to, providing only essential information to the outside world and hiding their background details.

Encapsulation is placing data and functions that work on that data in the same place.

Inheritance is the process off forming a new class from an existing class that is from the existing class called a base class. The new class formed is called the derived class.

Polymorphism is the ability to use a function in different ways.

Overloading is also a branch of polymorphism. It allows you to specify more than one definition for a **function name**.

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- **Class** This doesn't define any data, but it does define what the class name means, that is, what an object of the class will consist of and what operations can be performed on such an object.

- **Abstraction** I.e. to represent the needed information in program without presenting the details.
- E.g. A database system hides certain details of how data is stored and created and maintained. C++ classes provides different methods to the outside world without giving internal detail about those methods and data.

- **Inheritance** Most useful aspects of OOP is code reusability.
- Very important concept of OOP since this feature helps reduce the code size.

- **Polymorphism** Poly refers to many.
- A single function or an operator function in many ways different upon the usage is called polymorphism.

Classes and Objects

C++ Class Definitions

A class definition starts with the keyword **class** followed by the class name; and the class body, enclosed by a pair of curly braces. Then a semicolon or a list of declarations.

```
1  class Box
2  {
3      public:
4          double length;  // Length of a box
5          double breadth; // Breadth of a box
6          double height;  // Height of a box
7  }
```

The keyword **public** determines the access attributes of the members of the class that follow it. You can also specify it as either **private** or **protected**.

Define C++ Objects

We declare objects of a class with exatly the same sort of declaration that we declare variables of basi types.

```
1 Box box1;
2 Box box2;
```

Accessing Data Members

Public data members of objects of a class can be accessed using the direct member access operator (.).

```cpp
#include <iostream>

using namespace std;

class Box {
   public:
      double length;  // Length of a box
      double breadth; // Breadth of a box
      double height;  // Height of a box
};

int main() {
   Box box1;            // Declare Box1 of type Box
   Box box2;            // Declare Box2 of type Box
   double volume = 0.0; // Store the volume of a box here

   // box 1 specification
   box1.height  = 5.0;
   box1.length  = 6.0;
   box1.breadth = 7.0;

   // box 2 specification
   box2.height  = 10.0;
   box2.length  = 12.0;
   box2.breadth = 13.0;

   // volume of box 1
   volume = box1.height * box1.length * box1.breadth;
   cout << "Volume of Box1 : " << volume << endl;

   // volume of box 2
   volume = box2.height * box2.length * box2.breadth;
   cout << "Volume of Box2 : " << volume << endl;

   return 0;
}
```

Inheritance

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Overloading

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Polymorphism

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Abstraction

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Encapsulation

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t

Interfaces

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t

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References I