



# VISUAL PRO TUTORIAL A



## A BEGINNERS GUIDE TO VISUAL SCRIPTING

VISUALPRO: A LIGHTWEIGHT; VISUAL SCRIPTING TOOL

---

## Tutorial: Classes and Objects

---

*Authors:*

Edward Patch

Student Number: 1801492

*Supervisor:*

Mike Dacey

16 February 2022

# Contents

<b>1</b>	<b>Learning Objectives</b>	<b>3</b>
<b>2</b>	<b>Introduction</b>	<b>4</b>
2.1	What is VisualPro?	4
2.2	What will the tutorial cover?	4
<b>3</b>	<b>VisualPro Environment</b>	<b>4</b>
3.1	Features	4
3.2	Known Bugs	4
3.3	Saving Progress	4
<b>4</b>	<b>Terminology</b>	<b>5</b>
4.1	What terminologies exist within Object-Oriented programming?	5
4.2	What is a class?	5
4.3	What is a method?	5
4.4	What is an object?	5
<b>5</b>	<b>Object-Oriented</b>	<b>5</b>
5.1	Exercise: Understanding the basics	5
5.2	Exercise: Trying out a Class	5
5.3	Exercise: Animal Types	5
5.4	Exercise: Vehicle Components	5

# 1 Learning Objectives

The following learning objectives are as follows:

1. Understanding the VisualPro application.
2. Understanding the terminologies of classes, objects and methods.
3. Writing several classes in a Visual Scripting environment.

## 2 Introduction

### 2.1 What is VisualPro?

VisualPro aims to create a lightweight Visual Scripting tool that encourages individuals to the development field. VisualPro enables users to create code structures to help develop ideas into reality.

**Note:** VisualPro does not have logical programming tools in its current implementation.

### 2.2 What will the tutorial cover?

The tutorial covers VisualPro Environment of how to use the software, found in section 3, page 4 and terminology found in section 4, page 5. The tutorial teaches the basics of Object-Oriented and how to implement the structure within VisualPro, found in section 5, page 5.

#### Example 2.1: Object-Oriented Languages (or) Languages with Object-Oriented Features

C++, C# and Java. To view other object-oriented languages, [WordDisk - Languages with object-oriented features \[1\]](#).

## 3 VisualPro Environment

### 3.1 Features

VisualPro offers a few features such as:

- Classes, Functions and Arguments, and Variables.
- Saving in Multiple Languages.
- Drag and Drop Elements and Text Areas.
- Property Windows to Control Arguments and Relationships.

### 3.2 Known Bugs

A couple of bugs include:-

- Arguments for functions are not currently available.
- Deleting containers does not mathematically reset the following location or move existing containers backwards.

### 3.3 Saving Progress

After completing a tutorial, select the language and press save.

#### Tip 3.1: Compatibility

As mentioned previously, not all languages support object-orientation. If a language is not compatible with a particular keyword, the code generator will ignore the selected syntax object.

**Example Language:** C is not supported.

## 4 Terminology

- 4.1 What terminologies exist within Object-Oriented programming?
- 4.2 What is a class?
- 4.3 What is a method?
- 4.4 What is an object?

## 5 Object-Oriented

- 5.1 Exercise: Understanding the basics
- 5.2 Exercise: Trying out a Class
- 5.3 Exercise: Animal Types
- 5.4 Exercise: Vehicle Components

## References

- [1] Word Disk, “List of object-oriented programming languages - Wikipedia @ WordDisk,” Mar. 2018. [Online]. Available: [https://worddisk.com/wiki/List\\_of\\_object-oriented\\_programming\\_languages/](https://worddisk.com/wiki/List_of_object-oriented_programming_languages/)