Cheatography

PHP: Object-Oriented Programming Cheat Sheet

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Class

Define Class	class class_name { }
Define property	var $proberty_name ;
Define method	function fun_name() {....}

Instances

Define Instance	$Student1 = new student;
set value to proberty	$student1->firstName = "ex";
calling object function	$student->getName();
Refer to the instance	$this->name;

Visibility modifiers

Public	accessed from anywhere	var $proberty_name;
Protected	accessed only from this class and subclasses	Protected $proberty_name;
Private	accessed from inside the class only	Private $proberty_name;

Inheritance

Define Subclass	class child extends parent {}

static modifier

Static property	public static $property_name ;
Class constant	public const CONSTANT_NAME_UPPERCASE;
Calling Static\constant property from inside the class	self::$property_name;
Calling Static\constant property from outside the class	class_name::$property_name;
Inheritance	Static property is shared variable between class and its sub classes , any change in one of them will change the others.
Calling parent class static method	parent::method_name();
Late static Binding	static::$property_name; to allow static property inheritence and don't bind static property to first self use only

Magic Methods

Magic method	-Magic methods are special methods which override PHP's default's action when certain actions are performed on an object. -Must be Public. -use __ before method name.

Magic Methods (cont)

Constructor method	Method will be called each new instance is created public function __construct($arg1='Default value',$arg2....) public function __construct($args=[]))
Destructor method	Method will be called when the last refrence to instance is destroyed public function __destruct() use **unset($instance)** method to destroy the instance.
Clone method	Method will be called when you use clone keyword $ins1 = clone $ins2; method will copy all Instance data to another instance function __clone(){}
auoload method	Method will be called when PHP encounters an unkown class -Define a function : function my_autoload(){} -Register autoload in php SPL : spl_autoload_register('my_autoload')

Overloading

Dynamic Proberties
when you get the value of undefined property - > error notice,
But when you set the value of undefined property -> it will define and set
Example:

```
Class student {
}
$s1 = new student ;
echo $s1->name; //error
$s1->name = waleed //set dynamic property ;
echo $s1->name; //waleed
```

Compare objects

==	return true if tow instance : - have the same refrence - or have matching proberties
===	return true only if Instances have the the same refrence

Functions for Class

get_declared_classes()	return array of decleared classes in the file
class_exists($string)	take a string:ClassName and return true if the class is decleared

Functions for Instance

get_class($object)	return object class name
is_a($object,$ClassName)	return true if the $object has the same class name as the $className

Functions for Proberties

get_class_vars($string)	return list of proberties defined in this class using class name
get_object_vars($object)	return list of proberties defined in this class using object instance
property_exists($mixed,$string)	return true if the proberty name exist on the (class or object instance)
get_class_methods($mixed)	return list of methods defined in this class using class name
method_exists($mixed,$string)	return true if the method name exist on the (class or object instance)

Functions For Inheritance

get_parent_class($mixed)	return the parent class for (ClassName or object Instance)
is_subclass_of($mixed,$string)	return true if the (ClassName or object Instance) is child of the given class name
class_parents($mixed)	get all parent classes of this (ClassName or object Instance)

function for static binding

get_class()	return the parent class use this function
get_called_class()	return the actual runtime class