

Podrška objektno orijentisanom programiranju u jezicima C++, Objective C, Java, C#, Ada i Ruby

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Podrška objektno
orijentisanom
programiranju u
jezicima C++,
Objective C,
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Uvod

C++

Objective C

Java

Literatura

Sadržaj

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Uvod

- ▶ Programska paradigma
- ▶ Princip jedinstvene odgovornosti
- ▶ Enkapsulacija
- ▶ Nasleđivanje
- ▶ Polimorfizam
- ▶ Apstrakcija

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C++

- ▶ C++ je delimično objektno orijentisan jezik
 - ▶ Main funkcija izvan klase
 - ▶ Koncept globalne promenljive
 - ▶ Postojanje friend funkcija
- ▶ Enkapsulacija u C++
 - ▶ public, protected i private sekcije
- ▶ Nasleđivanje u C++
 - ▶ public, protected i private nasleđivanje
 - ▶ virtuelno nasleđivanje
- ▶ Polimorfizam u C++
 - ▶ polimorfizam u vreme kompilacije
 - ▶ polimorfizam u vreme izvršavanja
- ▶ Apstrakcija u C++

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Objective C

```
@interface Employee : NSObject {
2   double salary; @public int age;}
@property(nonatomic, readwrite) double salary;
4 - (void)display;
@end # '-' za metode instance, '+' za klasne metode(static)
6 @implementation Employee
@synthesize salary;
8 - (void)display { NSLog(@"Employee salary is %f", salary); }
@end # (id) tip koji je kompaktilan svakom objektu
10 @interface Driver : Employee { NSString* truck; }
- (id)initWithTruck:(NSString*)model;
12 @end # self oznacava tekuci objekat
@implementation Driver
14 - (id)initWithTruck:(NSString*)model {
    truck = model; return self; }
16 - (void)display { NSLog(@"Driver salary is %f", salary); } @end
int main(int argc, const char * argv[]) {
18     NSAutoreleasePool * pool = [[NSAutoreleasePool alloc] init];
    Employee *empl = [[Driver alloc] initWithTruck:@"Mercedes"];
20     empl.salary = 5.0; empl->age = 33;
    [empl display];
22     [pool drain];
    return 0;
}
```

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Java - primer koda sa enkapsulacijom, nasledjivanjem, polimorfizmom

```
public class Employee {
    private int salary;
    #this je referenca na tekuci objekat
    public Employee(int salary) { this.salary = salary;}
    public int getSalary(){ return salary;}
    public void setSalary(int newSalary) { salary = newSalary;}
    public void display() {
        System.out.println("Hello i'm employee!");
    }
    public static void main(String[] args) {
        Employee Marko = new Driver(600,"Mercedes");
        Marko.display();}
}

class Driver extends Employee {
    String truck = "FAP";
    #super vrsi poziv konstruktora bazne klase
    public Driver(int salary,String truck) {
        super(salary); this.truck = truck;}
    public void display() {
        System.out.println("My truck is "+truck+"!");
    }
    public void display(String x) {
        System.out.println("My truck is "+truck+x+"!");
    }
}
```

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Apstrakcija

Apstraktne klase ili interfjesi

```
public abstract class Employee {  
2   public abstract void display(); ...  
   interface Employee {  
4   public void display(); #podrazumevano apstraktna  
       default void work(){System.out.println("Working"); }  
}
```

Tabela: Vidljivost različitih modifikatora pristupa.

Modifikator	Klasa	Paket	Podklasa	Svet
public	Da	Da	Da	Da
protected	Da	Da	Da	Ne
podrazumevani	Da	Da	Ne	Ne
private	Da	Ne	Ne	Ne

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