Object-Oriented Programming

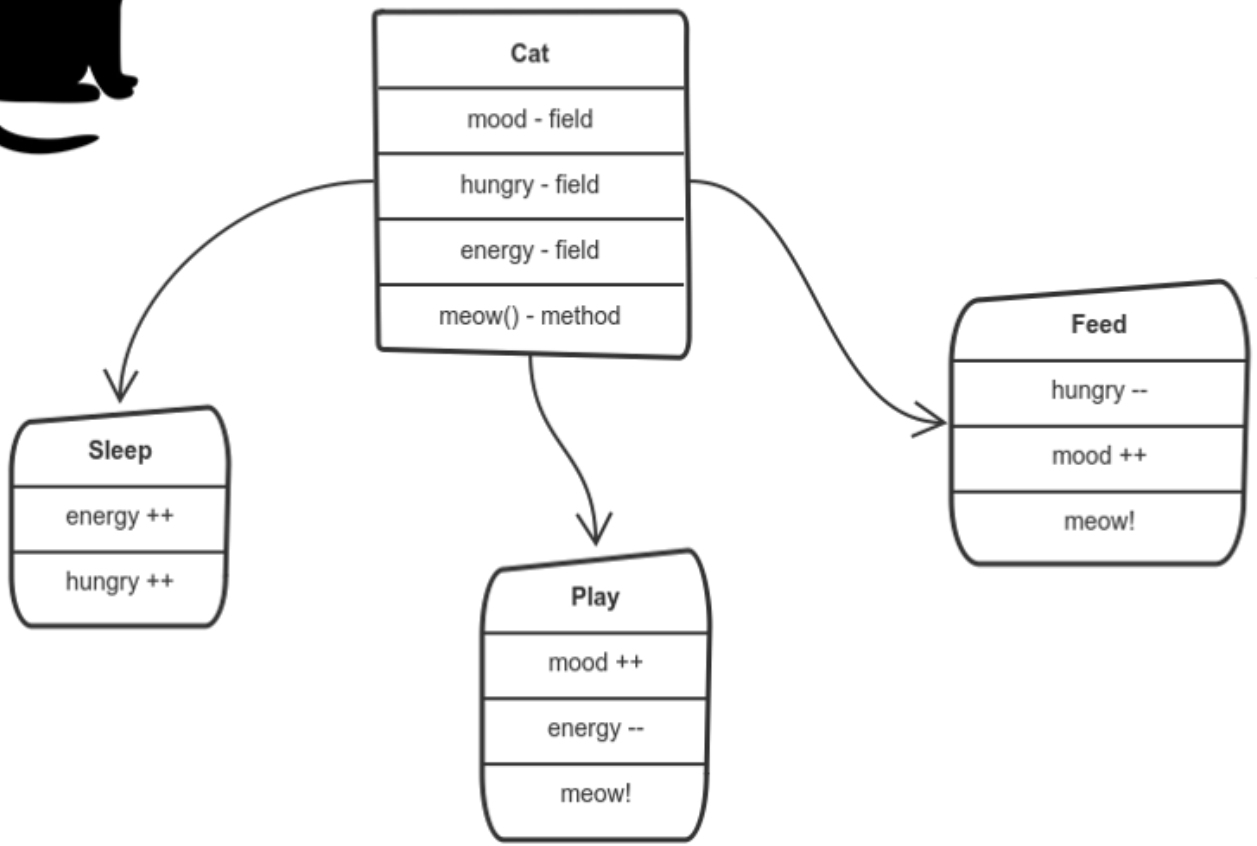
Week 1 | Lecture 1

CREATED BY: SYED ZAIN UL HASSAN

What is an Object?

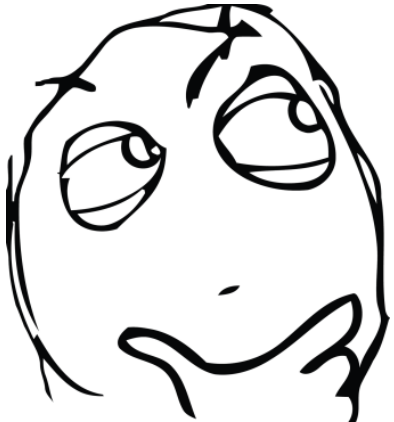
- An **Object** is:
  - Anything for which we want to save information
  - Something tangible (e.g. Cat, Car)
  - Something that can be captured intellectually

- An **Object** has:
  - State/Attribute/Properties/Data
  - Well-defined Behavior/Methods/Functions


Cat
mood - field
hungry - field
energy - field
meow() - method
Sleep
energy ++
hungry ++
Play
mood ++
energy --
meow!
Feed
hungry --
mood ++
meow!

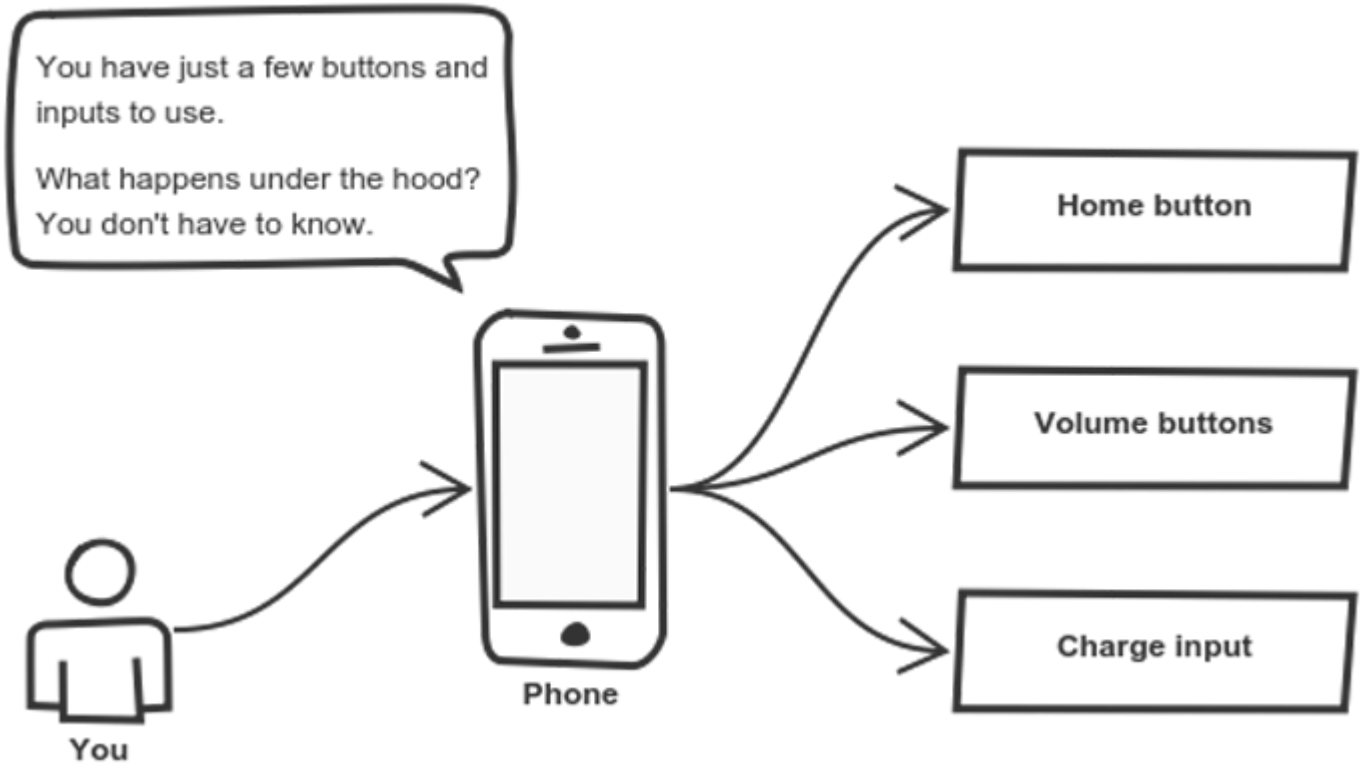
Exercise

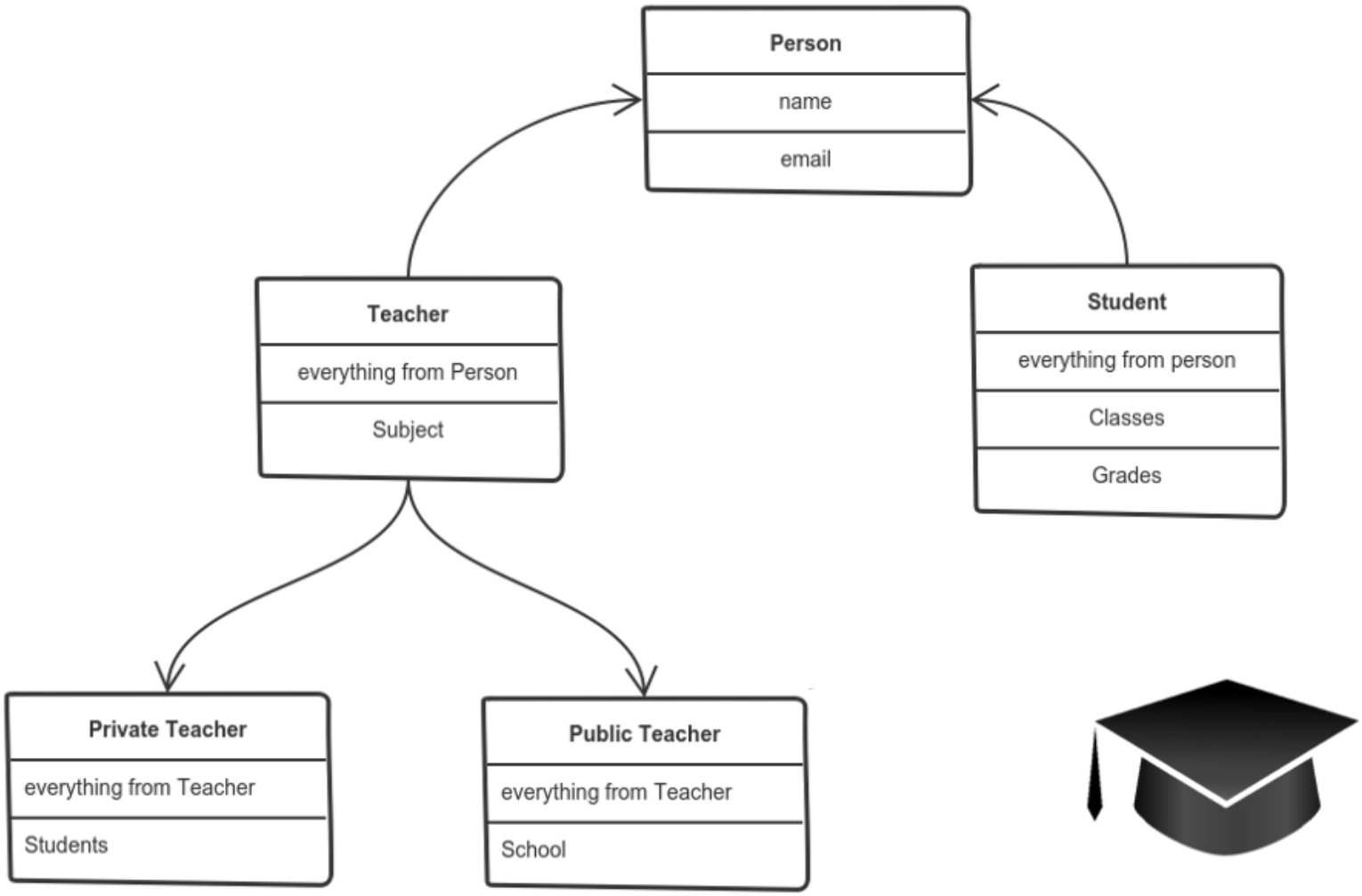
- Are there any ‘objects’ in this classroom?



Exercise

- Are there any ‘objects’ in this classroom
  - **Chair**
  - **Multimedia**
  - **Student**
  - **Teacher**


You have just a few buttons and inputs to use.
What happens under the hood? You don't have to know.
Home button
Volume buttons
Charge input
Phone
You


Person
name
email
Teacher
everything from Person
Subject
Student
everything from person
Classes
Grades
Private Teacher
everything from Teacher
Students
Public Teacher
everything from Teacher
School

Exercise

- Possible Objects in this university?