

Course Name : V

: Web Technologies

Course Code

: CSEG7007



Course Instructor:

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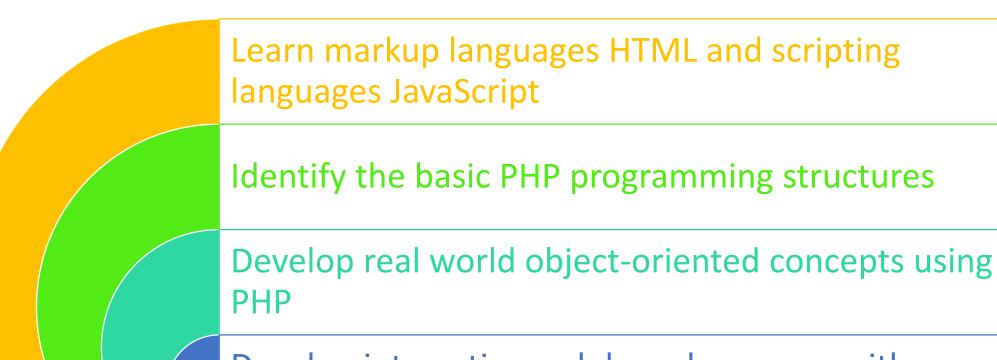
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<u>Course Outcomes – Web Technology Through PHP</u>



Develop interactive web based program with database connectivity



PHP Classes and Objects

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Structured Blocks -> Functions

Solves a large problem

- divides the problem into smaller modules called functions
- each have particular responsibility.

Need/Advantages of function

- Modular Programming
- Enhance application software process
 - Program development becomes easy
- Reusability
 - Module once created can be used any no of time

Types

- Built-in Functions
- User-defined Functions



PHP an Object Oriented Language

- PHP is a primarily procedural language
- small programs are easily written without adding any classes or objects
- larger programs, however, become cluttered with so many disorganized functions
- grouping related data and behavior into objects
 helps manage size and complexity



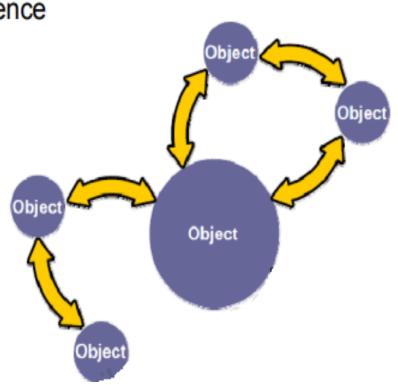
PHP extended to support OOPS paradigm

Interaction of objects

No prescribed sequence

Benefits:

- Modularity
- Information hiding
- Code reuse
- Maintainability





```
function function1()
      echo "I am function1";
      function function2()
        echo "I am function2";
    function1();
    function2();
    <br>
    <br>
    <hr>>
    function3();
    function function3()
    echo "I am function3";
23
```

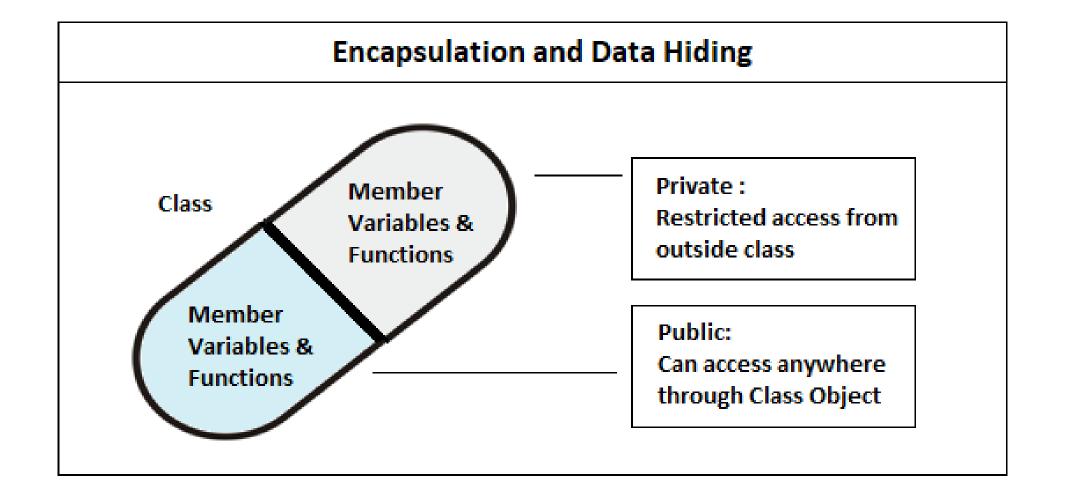
Encapsulation



```
class
{ __
data members
+
methods (behavior)
```

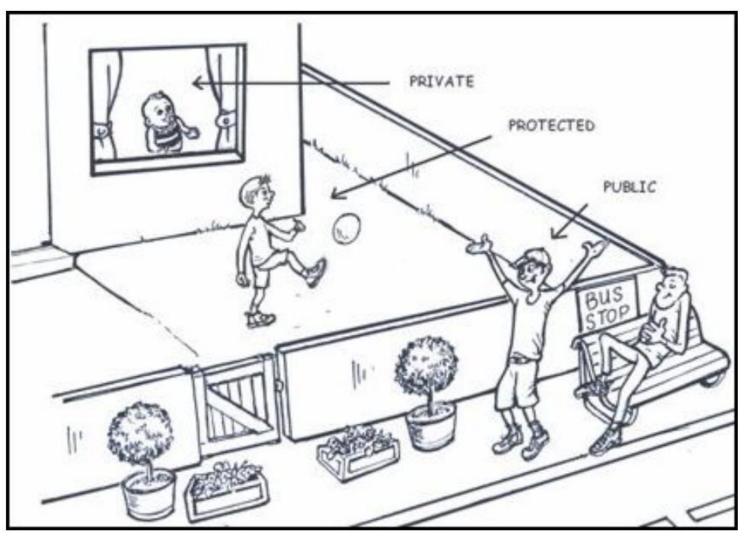








Access Specifiers



Src: https://www.w3programmers.com/visibility-or-access-modifier-in-php/





CLASS

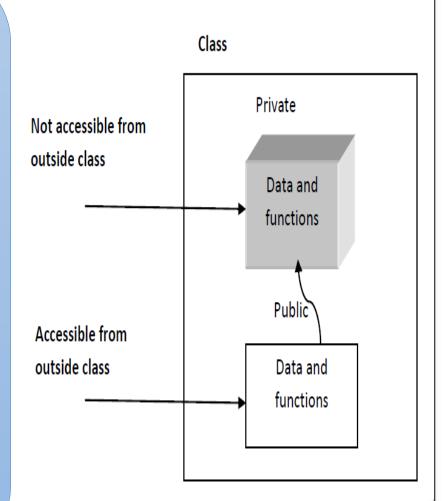
```
class sample
private member
  // data eg. private int a;
  // func void f1() { ..... }
public member
  // data eg. private int b;
  // func private void f2() { ..... }
protected member
  // data eg. protected int c;
  // func protected void f3() { ..... }
};
```

Private

Member Data + Member Function

Public Member Member Data + Member Function

Protected Member Member Data + Member Function





Creating Classes in PHP

```
class Example1
public function function1()
 echo "I am function1";
public function function2()
 echo "I am function2";
public function function3()
echo "I am function3";
```

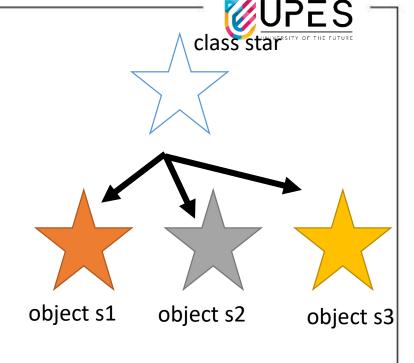
Syntax for Creating Classes

```
class ClassName
      # memberdata
      public $varname; # public field
      private $varname; # private field
      # member functions
      public function funcname(parameters)
      statement(s);
```

OBJECT CREATION

- Memory gets allocated
- Object also called as instance of the class
- Object creation or instantiation
- n number of object can be created for a class
- Syntax of object creation

\$objectname = new classname();



```
Declaration of a reference variable.

Creation of an object

Linking the object and the reference variable.
```

Object

Class



Class Student

name

rollNo

setName()

setRollNo()

Nancy 1999 James 1876 Goldy 1654 Gabby 1659

Blueprint



```
class Example1
public function function1()
  echo "I am function1";
public function function2()
  echo "I am function2";
public function function3()
echo "I am function3";
<h1> The functions are called with object references </h1>
$object1=new Example1();
echo "<br>";
$object1->function1();
echo "<br>";
$object1->function2();
echo "<br>";
$object1->function3();
```

Function Invocation with Objects





```
#include <iostream>
   using namespace std;
 3 //Class Definition my class is named as "myclass1" it has 2 func add and sub inside it's public room
   //packing the func and data into a single un
    class myclass1
 6 ♥ {
    public:
 8
        int a,b,c; // data members of the class
        void getdata()
10 -
            cout<<"Enter the value of a and b";
11
            cin>>a>>b;
12
13
14
        void add()
15 ₹
16
            c=a+b;
17
            cout<<"Answer="<<c<<endl;
18
        void sub()
19
20 =
21
            c=a-b;
            cout<<"Answer="<<c<endl;
22
23
    };
24
25
    int main()
27 =
                                                                                 this?
       myclass1 a1;
28
                       // object a1 created for myclass1
       a1.getdata();
29
       a1.add();
30
       a1.sub();
32
       return 0;
```

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Identify which Language is this?
Convert this Class into PHP and call



Thank 404