Intro to OOP



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Content

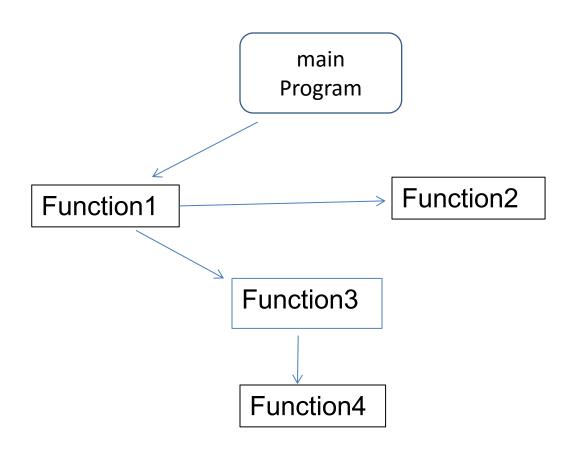
- 1. Introduction
- 2. Procedure Oriented Programming
- 3. Characteristics of OOP
- 4. Concepts of OOP

Introduction

- ➤ It is another way of programming.
- ➤ It's objective is to provide clearer, reliable and easily maintainable approach to program design
- ➤ Different from Procedure Oriented Programming

Procedure Oriented Programming

Problem is viewed as a sequence of things to be done



Characteristics of Procedure Oriented Programming

- ➤ Large programs are divided into smaller programs called Functions
- > Emphasis on Functions
- ➤ Data is moved around the program in the form of local or shared data
- Function transform data from one form to another
- Program design approach is top-down

Drawbacks of Procedural approach

- ➤ It does not model the real world problems very well.
- ➤ Most of the functions share global data
- ➤ Global data are more vulnerable to accidental change by a function
- ➤ The parts of the program are heavily dependent on each other

Characteristics of Object Oriented Programming

- > Programs are divided into set of objects
- > Emphasis on data
- ➤ Data structures are designed to characterize the objects
- ➤ Data are hidden and cannot be accessed by external functions
- Objects may communicate through Functions
- Program design approach is bottom-up

Object

- ➤ Objects are the basic runtime entities customer, bank, account etc
- Programming problem is analyzed in terms of object and the nature of communication between them
- Program objects closely match with real world object
- > It contains data and code to manipulate

Class

- ➤ Class is a template for Objects
- Entire set of data and code of an object are defined in a class
- ➤ Any no. of objects can be created after declaration of class

Encapsulation - wrapping of data and function into a single unit (class)

➤ Data are accessible only by the function defined within the class - data hiding

Abstraction -

it referes to the act of representing essential features without including background details

Class uses the concept of data abstraction and so they are called Abstract Data type

Inheritance -

it is the process by which object of one class acquires properties of object of another class.

➤ It facilitates reusability - one can add additional properties to an existing class without modifying it.

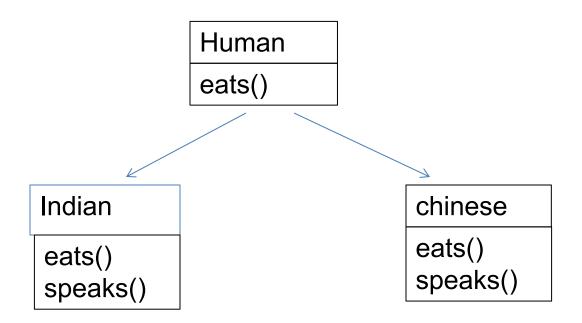
Polymorphism -

- poly means "many", morphism means "form"
- An operation can take more than one form in different instances
 - Ex add two integers addition operation- two strings concatenation

Polymorphism is extensively used in inheritance

Polymorphism in inheritance

> Indian and Chinese inherits from Human



Dynamic Binding -

- ➤ It is the linking of a function call to the function definition that will be executed on the call.
- Normally it is done during the linking process called Early binding.
- If the linking of a funtion call to the function definition is delayed until the run-time then is called *Late binding* (Dynamic binding).

Message Passing -

- ➤ An object oriented program consists of set of objects that communicate with each other.
- ➤ Object communicate with one another by sending and receiving information.
- A message for an object is a request for execution of a procedure and therefore will invoke a function in the receiving object that generates the result.

Benefits of OOP -

- ➤ It is possible to map objects of real problem to those of programs.
- ➤ Using inheritance one can extend the existing classes and eliminate the redundant codes.
- Data hiding principle helps to build secure programs.
- > Multiple instances of a class can coexist.
- Such systems can be easily upgraded from small to large systems.
- Message passing techniques makes the interface description with external systems much simpler.
- > Shorter development time

Thank you