

Day 1: Introduction to LLD and OOP

→ System Design

— HLD

— LLD

→ Good software

→ Paradigms (programmings)

— Procedural

— OOP

→ OOPS

— Abstraction

— Encapsulation

System Design

High Level

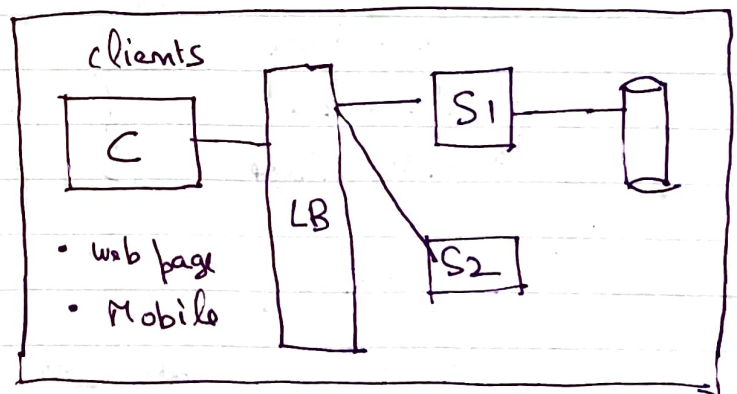
Low Level

→ superficially

→ overview

→ breadth level.

Architecture

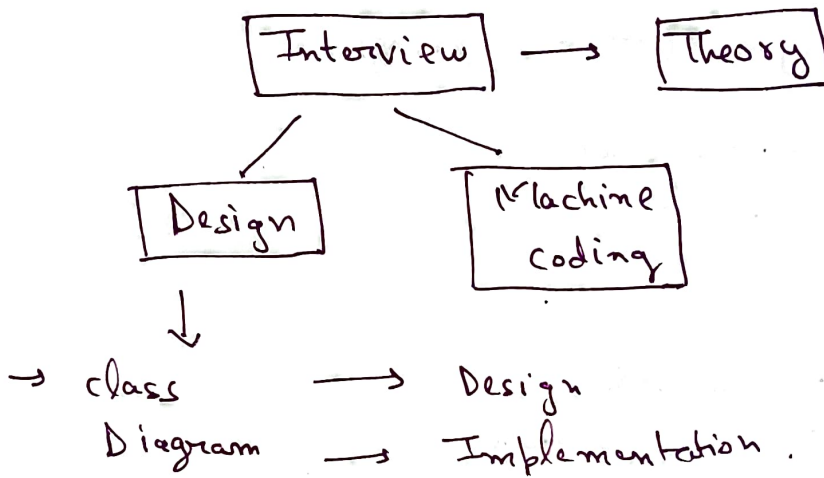


Implementation

- Structure
- classes
- Interactions
- Design Patterns

LLD

- Implementation
- Organisation.
- Good software.



Good software

- Maintainable
- Scalable
- Extensible

Sonarqube

Linters

- eslint - Js
- black - python.

Maintable

- easy to understand.
- easy to change
- easy to debug.

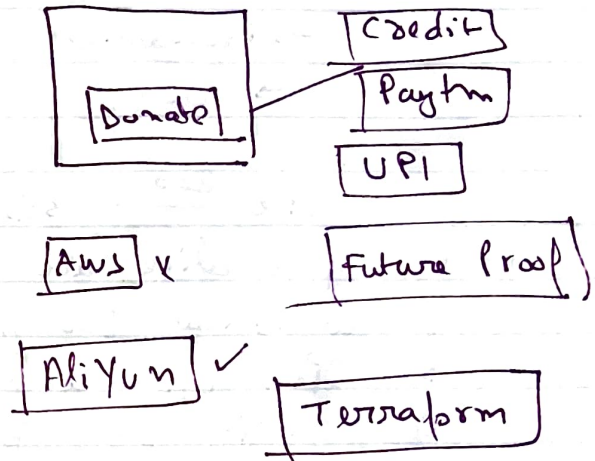
Scalable

① Performance

— handle users.

Factorial → 1 minute X
→ 1 seconds X
→ 200ms ✓

Extensibility



Program Paradigms

Python

vs

SQL

→ Set a = 1
→ Set b = 2
→ c = a + b

→ series of steps to operations



Imperative



→ Python
→ C, C++
→ JS
→ Java

↓
Get all users

SELECT * FROM USERS;

How to get final value



Declarative

→ SQL }
→ HTML }
→ React

<Button>

click

</Button>

· jsx

Imperative

→ Procedural

→ OOP

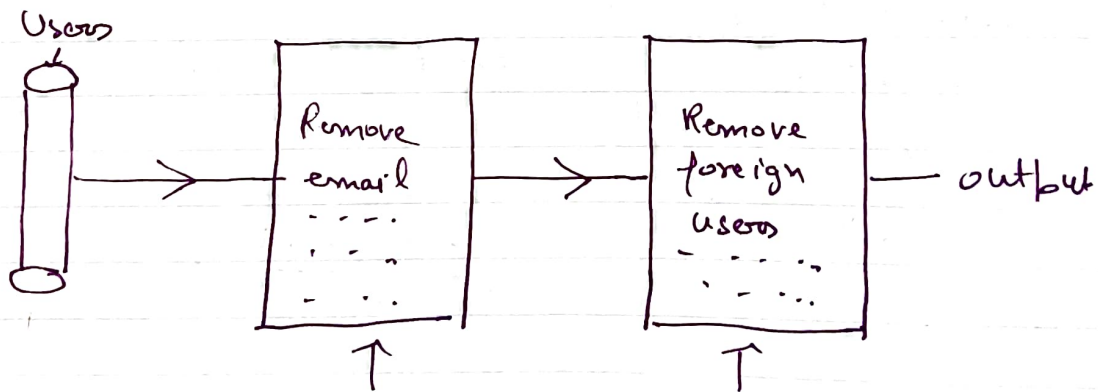
Alice $\xrightarrow{200}$ Bob.

- 1) Open Alice account
- 2) withdraw 500 from Alice
- 3) Open Bob account
- 4) credit 500 to Bob.

Programming

- (1) State — Data }
- (2) Behaviour — Logic }

Procedural — State and behaviour are kept separate.



Advantage

- 1) Easy
- 2) Modular
- 3) state decouple & Behaviour.

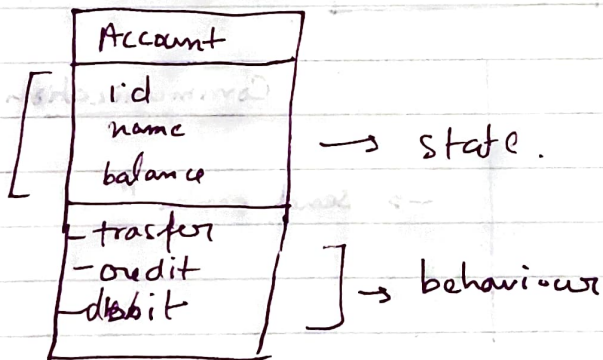
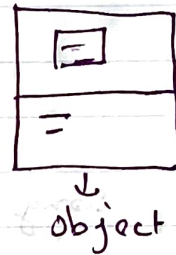
Disadvantage

- ① state is not shared.
- ② Extensible
- ③ Security - etc.

OOP

car

- wheels } state
- horn }
- drive } behaviour.
- honk }



Advantage

- Maintainable
- Reusable
- Extensible
- Security.

Disadvantage

- Pre-step of Design.
- Complex.