# Object-Oriented Programming with Python

### Duration:

3 days

### Overview

The Object-Oriented Programming with Python training course is for students with Python experience desiring to learn more about object-oriented programming (OOP) using the Python language. The class starts with a quick review of Python classes and then proceeds into the core principles and practices of OOP. Then, SOLID and Object-Oriented design patterns are explained, discussed, and applied.

## Objectives

- Understand the fundamental concepts of Object-Oriented Programming (OOP)
- Review Python basics on class definitions
- Learn how to implement OOP principles and practices in Python
- Explore the principles of SOLID and explore how they impact Python program design
- Apply numerous object-oriented design patterns.

### Prerequisites

All students should be able to comfortably write Python scripts using basic data types, program structures, and the standard Python library.

### Outline

- Development Environment (Very Quick Overview)
  - Configure VS Code for Python development
  - Code Reformatting with Black
  - o Debugging Python Scripts with VS Code
- Quick Class Review
  - Defining a Class
  - Instance and Class Members
  - Inheritance
  - Multiple Inheritance
  - Getter/Setter Properties
- Principles and Practical Object-Oriented Programming
  - o Encapsulation
  - o Polymorphism
  - o Inheritance
  - o Composition

- Shared Variable Context for Functions
- **SOLID Programming** 
  - o Single Responsibility Principle
  - o Open-Closed Principle
  - o Liskov Substitution Principle
  - o Interface Segregation Principle
  - o Dependency Inversion Principle
- **Component Design** 
  - Component Cohesion
  - Component Coupling
- Overview of Creational Design Patterns
  - Abstract Factory
  - Factory
  - o Builder
  - o Prototype
  - o Singleton
- Overview of Behavioral Design Patterns
  - o Chain of Responsibility
  - Command
  - Interpreter
  - Iterator
  - Mediator
  - Observer
  - Strategy
  - o Memento
  - o State
  - **Template Method**
  - o Visitor
- Overview of Structural Design Patterns
  - Adapter
  - o Bridge
  - o Composite
  - o Decorator
  - o Façade

  - o Flyweight
  - Proxy