

# Object-oriented programming



Programming paradigm

Object-oriented programming is a programming paradigm based on the concept of "objects", which can contain data and code: data in the form of fields, and code, in the form of procedures. A feature of objects is that an object's own procedures can access and often modify the data fields of itself. [Wikipedia](#)

Pattern or  
Model

Attributes

Functions

Class → *schematic view*  
Object → *structure*  
→ *Blue Print*

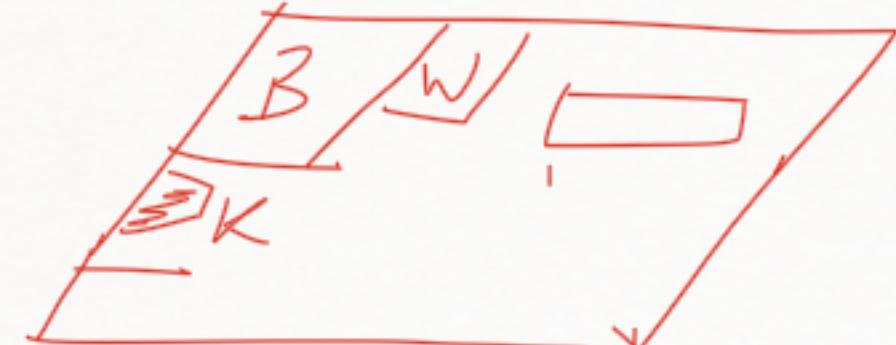
### Car class



*features*

Color	
Brand	
Model	
<u>EngineType</u>	

### Car Objects



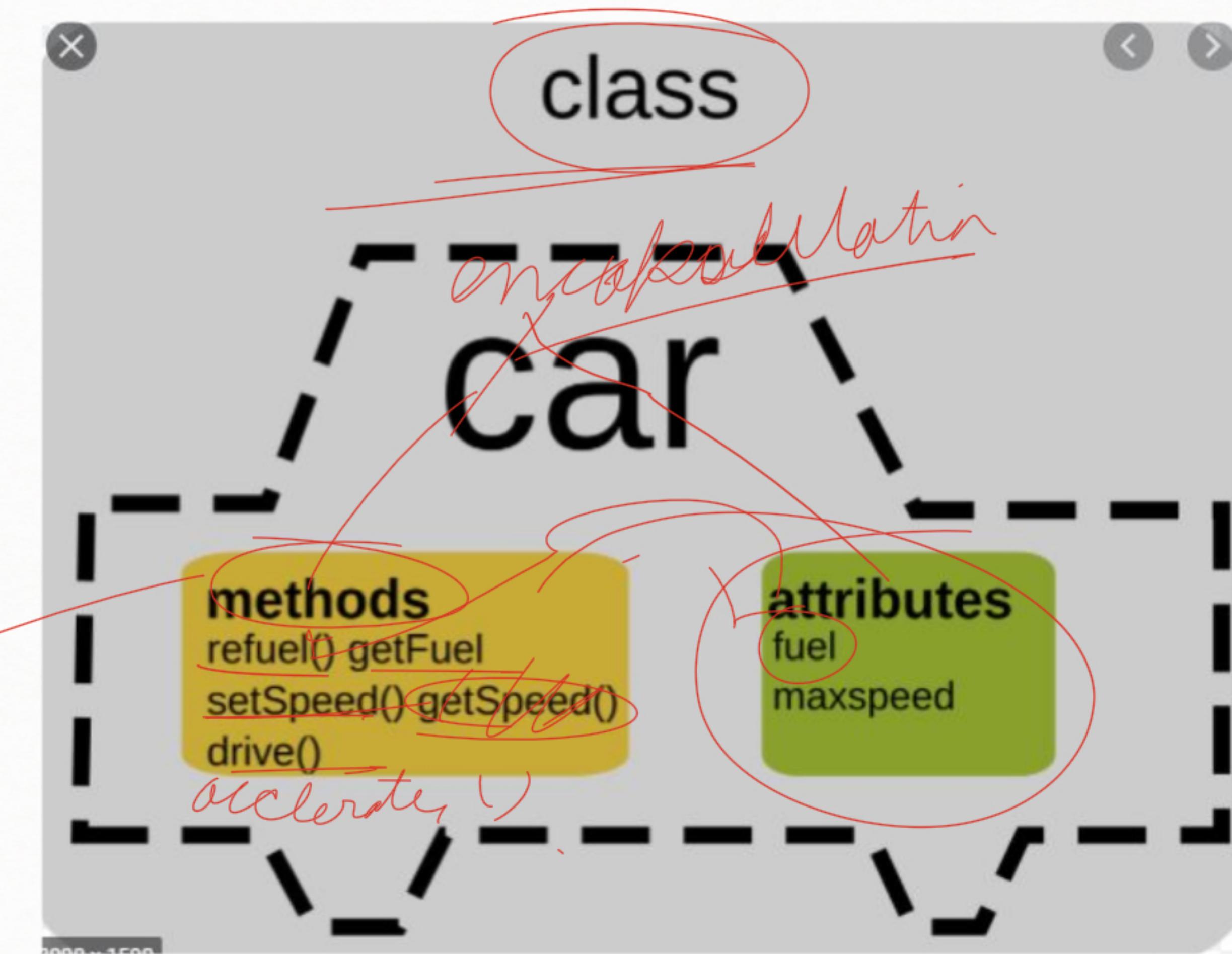
Color Green  
Brand Ford  
Model Mustang  
Engin

Red  
Toyota  
Prius  
Electricity

Blue  
Volkswagen  
Golf  
Deisel

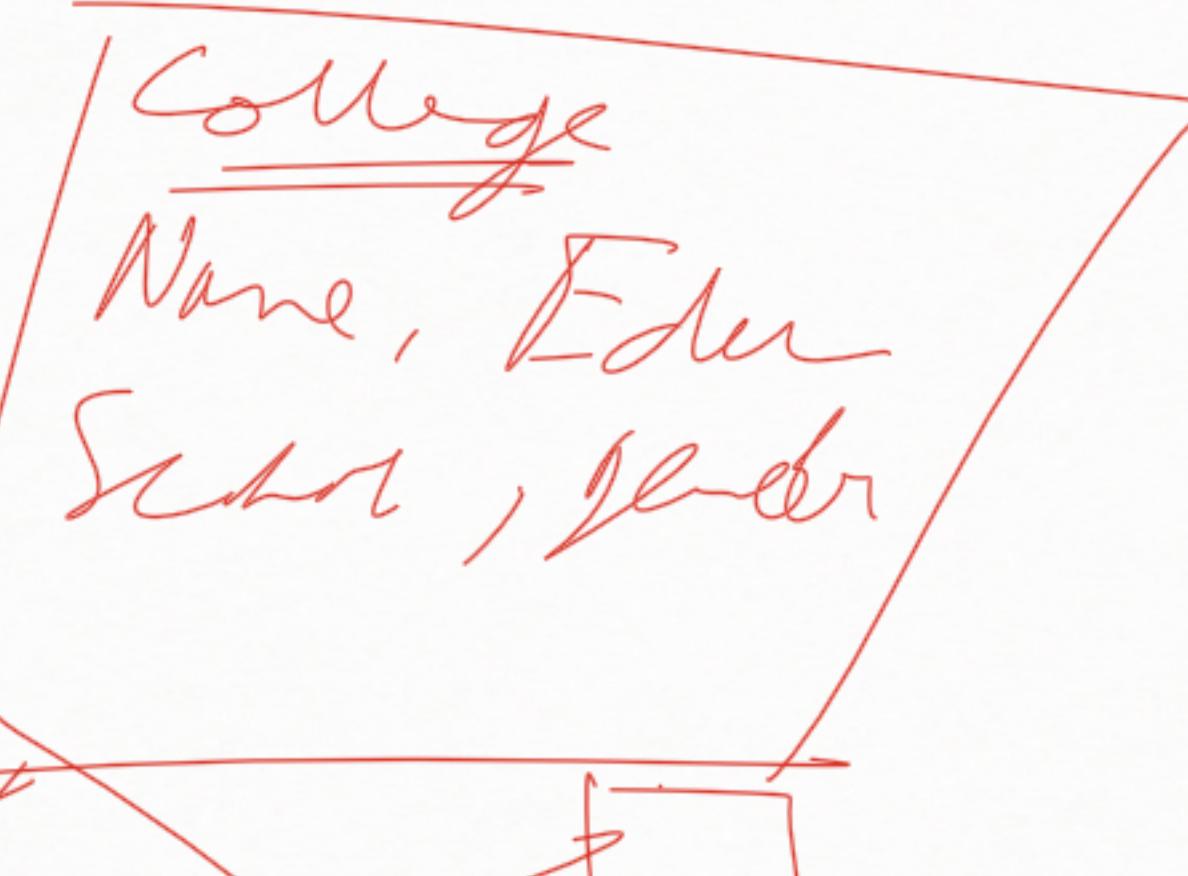
Class  
↓  
Object

Functions  
are called  
methods



functions or methods

verb → action



Pavan, MIT

Thorat, Nala

Deva, MP

Cambridge, Eng

Afranska & Howard  
Hogwood, Eng