

UNIVERSIDAD DE LAS FUERZAS ARMADAS
ESPE



Object-oriented programming

NRC: 9642

U2 Workshop N° 29

Topic:

1. MESIAS ORLANDO MARISCAL OÑA

Unit 3

Virtual machine



1. Clases ~~Paradigma~~ Programación Orientada a Objetos

2. Principios Avanzados de programación orientada a objetos.

- Interacción de objetos gráficos

- Conexión de bases de datos NoSQL

- Polimorfismo

MVC • Abstraction

- Model Data and business logic of the application

- View User interface of the application

- Controller Intermediary between the model and the view

Database

- ↳ Drivers

- ↳ CRUD

Components and graphic objects

- ↳ Forms

- ↳ Menu, tables

- ↳ Events → Interaction

Interaction between components graphic and class