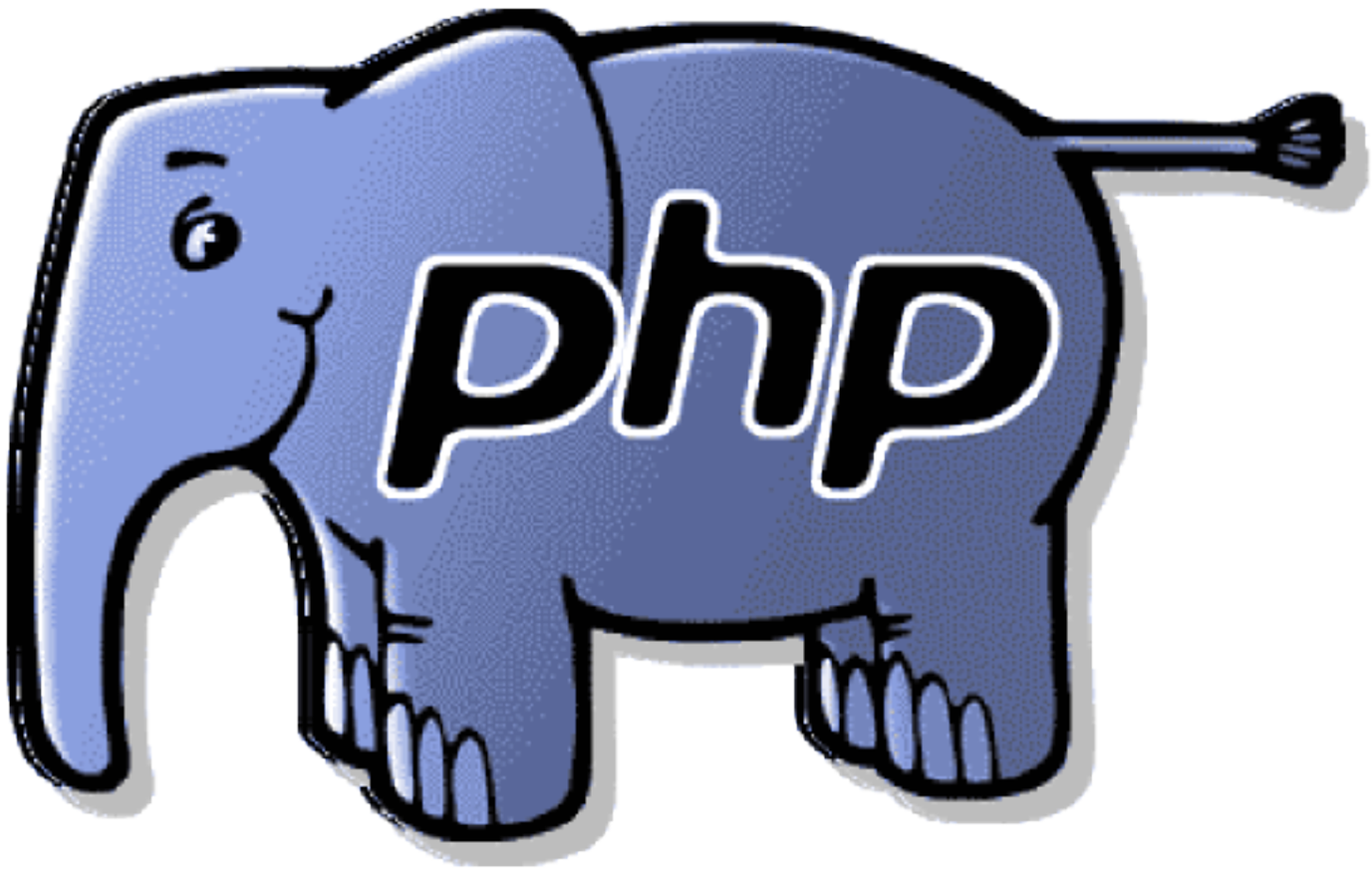


Intro to Web Programming with PHP

Lesson 3

Intro to Object Oriented Programming

- All the programming we've done so far are procedural (read & interpreted from top to bottom)

- OOP = breaking your huge software into small independent blocks of software code (objects).

Intro to Object Oriented Programming

- A simple way of looking at it is that each block of software code (object) is *a collection of PHP functions and variables*.

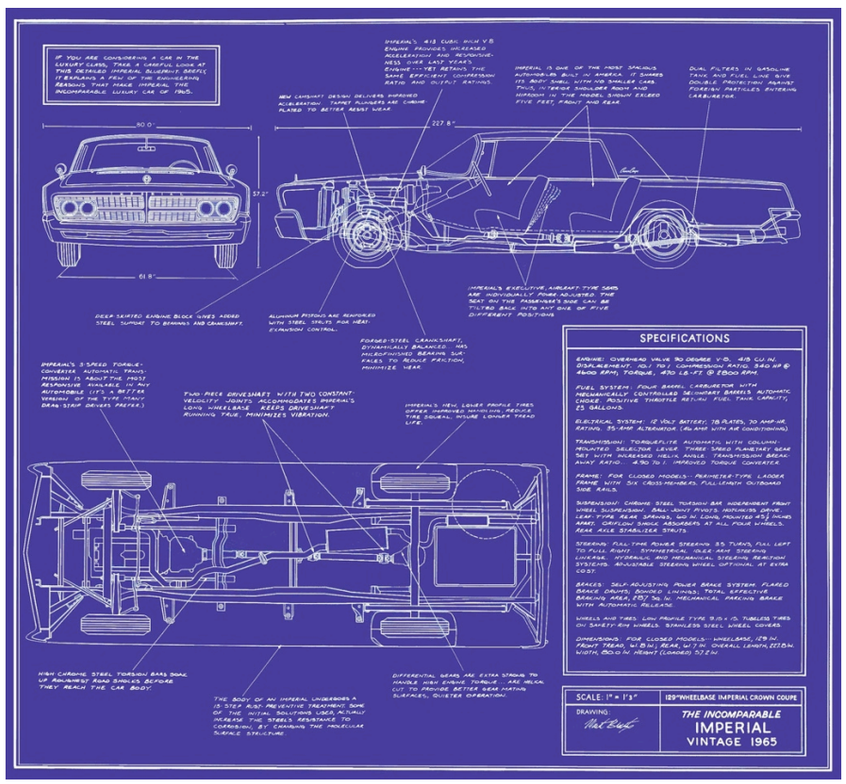
- Characteristics of an Object are defined in a **Class** (classification of objects).

- It's a **blue print** of what kind of functions and attributes an Object of this class will have.

Intro to Object Oriented Programming

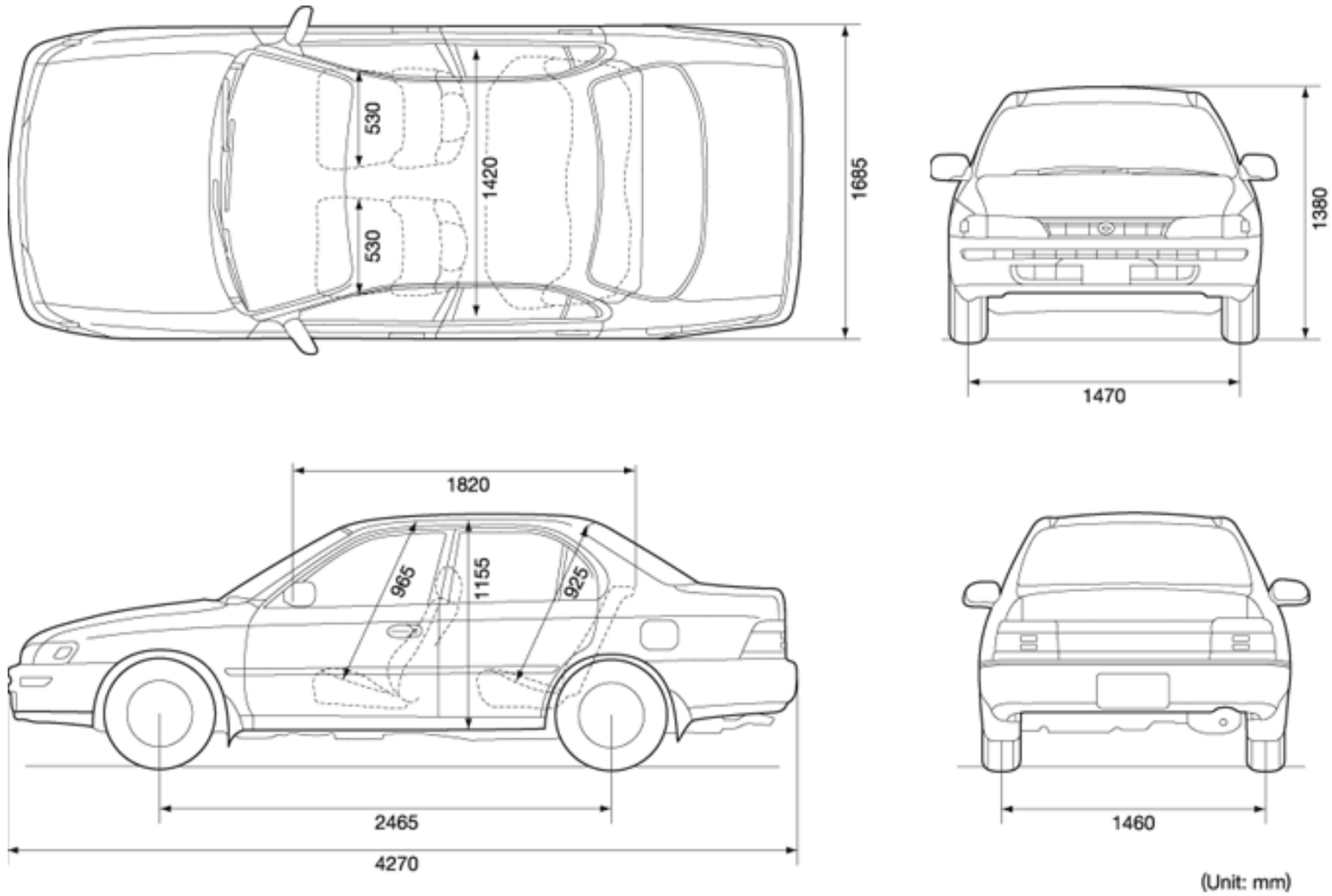
- Once a class is defined, you can create many objects that has the same characteristics.

- Classes can inherit characteristics from other Classes.



Real World Example of Class & Objects

- A **Class** is like the blue print of a Toyota Corolla car.



Real World Example of Class & Objects

- Example:
    - It should have 4 wheels and 2 head lamps.
      It should run on petrol.
    - It should be able to carry 1 driver & some passengers.

Real World Example of Class & Objects

- Every Toyota Corolla the factory manufactures is an **instance** of the Toyota Corolla Class.

- Say the factory churns out 50 cars. These are assembled with the same specs, they roll off the factory floor with the *same starting attributes*.

Real World Example of Class & Objects

- Each vehicle is an independent unit. And you can customize each one individually.

- Changes u make to each one only affects that car.

Real World Example of Class & Objects

- These cars are the programming equivalent of an Object.

- Each are constructed from the same blue print and starts out the same.

- Changes you make to each object is contained within itself and does not affect the blue print (Class) or other objects of the same class.

Let's code some objects!

- Defining a class
- Creating an Object
- The act of creating an object is called **instantiating**.
- Class inheritance

Using an online Database (MySQL)

- Database used for the web are usually relational databases (define relationship between the tables).

- Database table is like an excel spreadsheet (each column contains 1 type of data).

- The act of retrieving records from the database is called querying (filtering, sorting and calculating).

- We talk to a relational DB is by a **Structured Query Language (SQL)**.

- Action, columns, table, filtering method, sort order.

Using an online Database (MySQL)

- Create DB
- Create table
  - “Books” table
  - Title, Author, Publisher

Using an online Database (MySQL)

- Connect to DB
- Send query through the connection
- Retrieve results and act on it
- Close connection

Uploading your website via FTP

- Connect to server
- Software to connect to FTP server:
  - http://filezilla-project.org/
- List files
- Upload files

End of Lesson 3