

BEWD 10

LESSON 6

3 LEARNING GOALS

OBJECT ORIENTED PROGRAMMING

- CLASSES
- METHODS
- VARIABLES

GIT TIME

GIT TIME

YOU SHOULD KNOW HOW TO

- CREATE A REMOTE BRANCH
- PULL FROM THE UPSTREAM REPO
- PUSH THE CODE TO YOUR FORKED
MASTER BRANCH

OOP?

<object oriented programming>

OBJECT ORIENTED PROGRAMMING

OBJECT-ORIENTED PROGRAMMING (OOP) IS A PROGRAMMING LANGUAGE MODEL ORGANIZED AROUND OBJECTS RATHER THAN "ACTIONS" AND DATA RATHER THAN LOGIC.

CLASS

<state | behavior | identity>

CLASS: LEARNING GOALS

1 - DEFINE A CLASS

2 - SET ATTRIBUTES & ADD READ & WRITE CAPABILITIES

3 - CREATE A CONSTRUCTOR

4 - NEW VOCABULARY TERMS

- INSTANCE VARIABLE
- INSTANCE METHOD | CLASS METHOD

ANATOMY OF A CLASS

STATE

BEHAVIOR

IDENTITY

CODE ALONG

<rise_of_robots.rb>

RISE OF THE ROBOTS!

CREATE A ROBOT FACTORY USING..

- METHODS
- VARIABLES
- ARRAYS
- CONDITIONALS
- ENUMERATION

KEYS TO SUCCESS

- ONE BRICK AT TIME
- DEBUG WITH PRY EVERY TIME
- CODE PROLIFICALLY

HOMEWORK

1 -REVIEW & COMPLETE ROBOTS ON YOUR OWN

2 - WELL GROUNDED RUBYIST - CH2 - 4