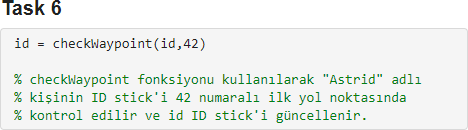
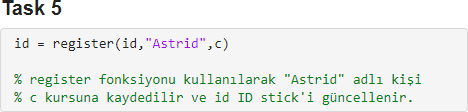
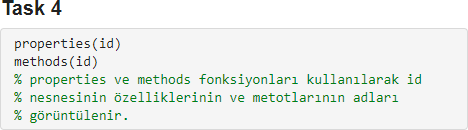
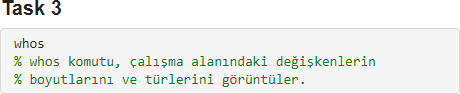
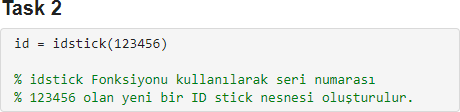
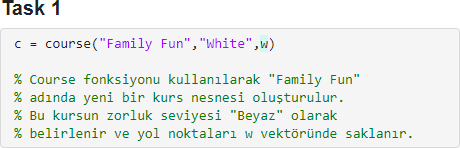
Object-Oriented Programming Onramp Matlab Course Raporu

Fevzi Taşarslan

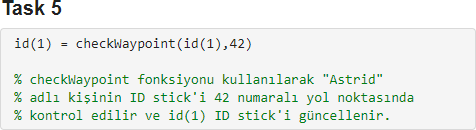
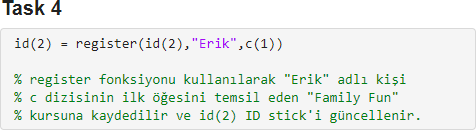
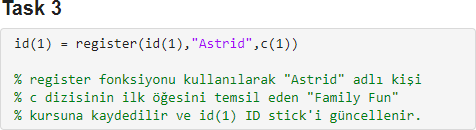
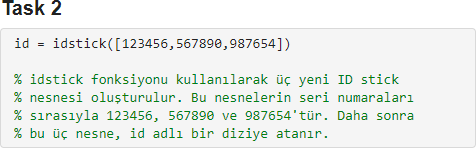
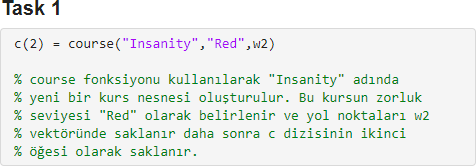
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Nesne Tabanlı Programlama

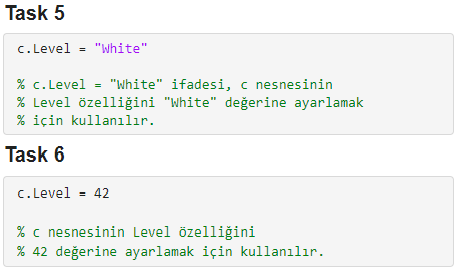
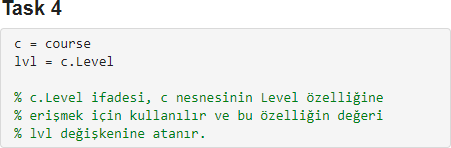
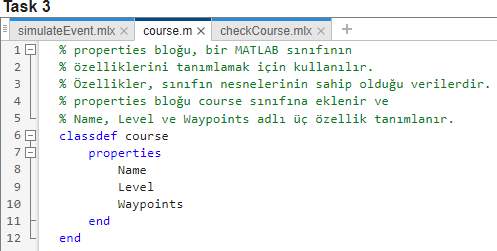
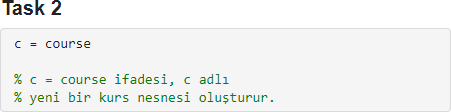
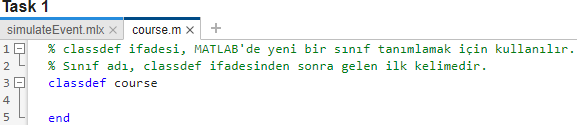
Konu: Using Custom Objects to Simulate an Orienteering Event



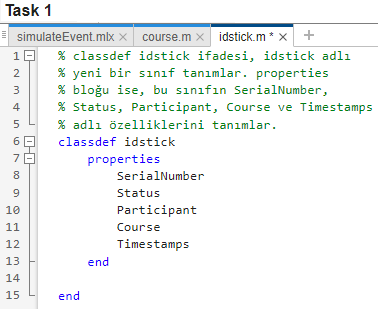
Konu: Vectors of Custom Objects

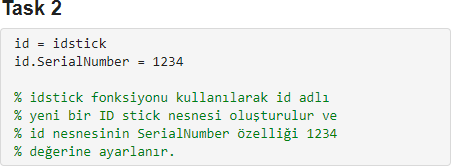


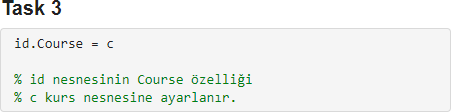
Konu: Creating a Class Definition

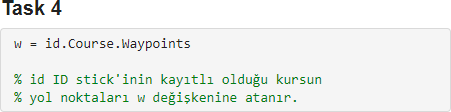


Konu: Creating a Class that Contains Another Class

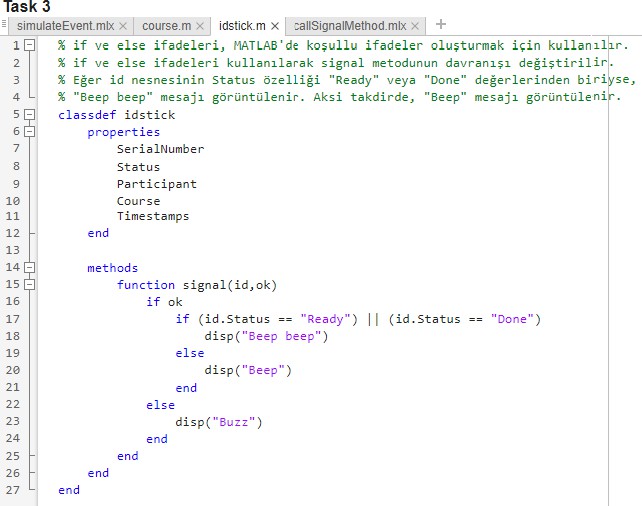
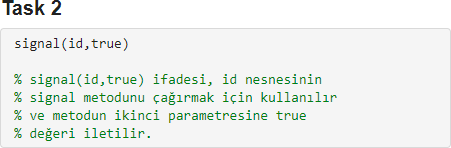
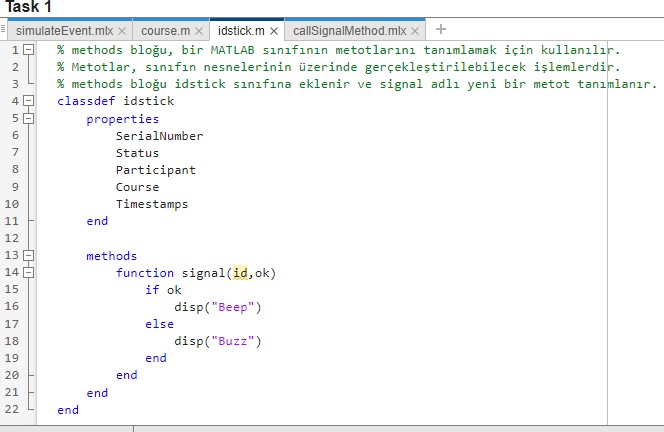




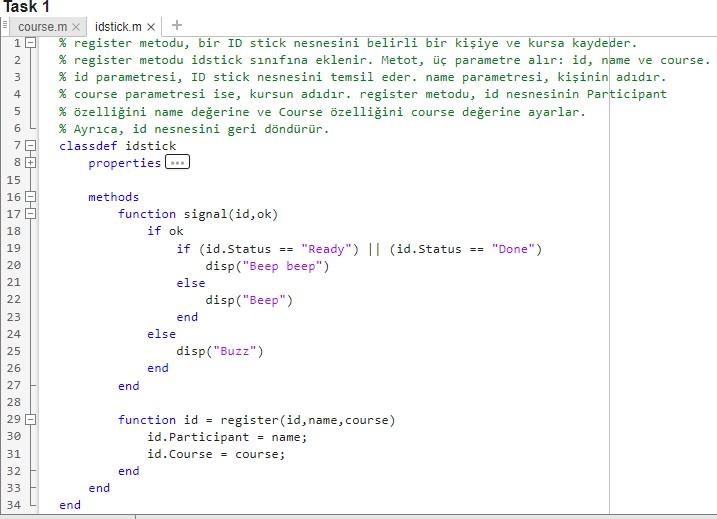


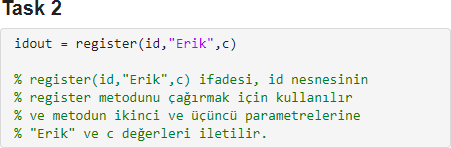


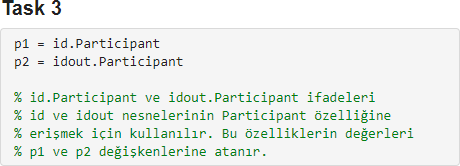
Konu: Adding a Method to a Class

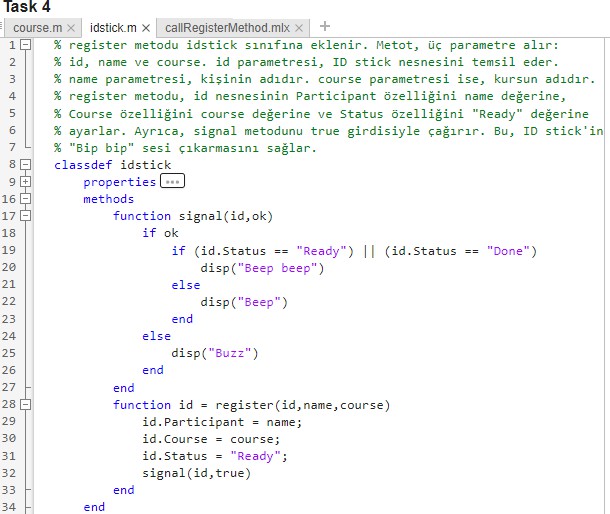


Konu: Adding More Methods

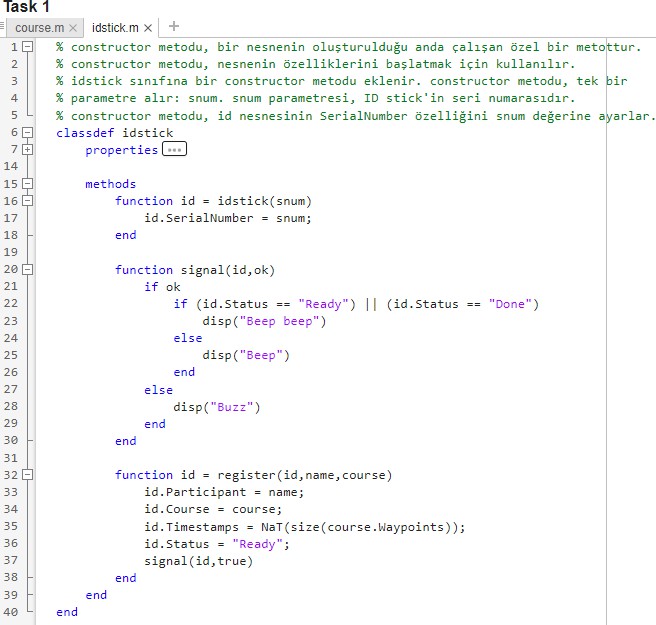


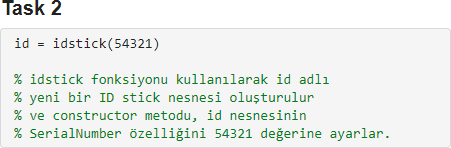


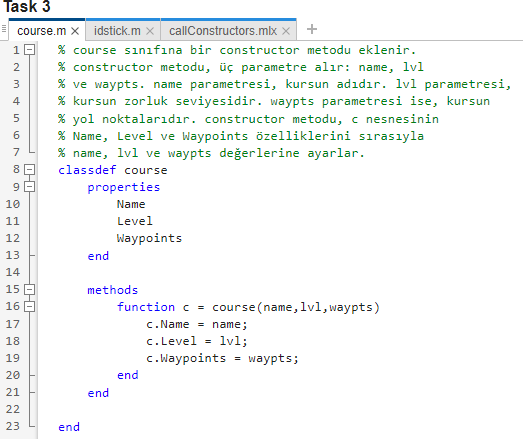


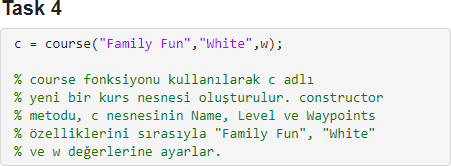


Konu: Adding Constructor Methods

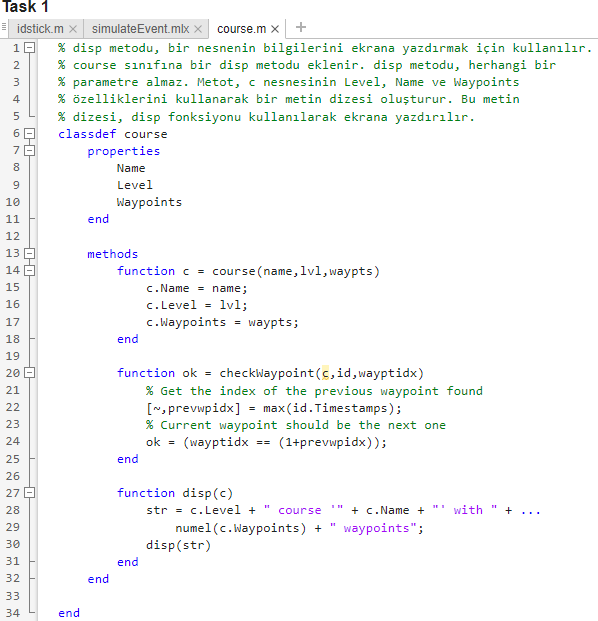




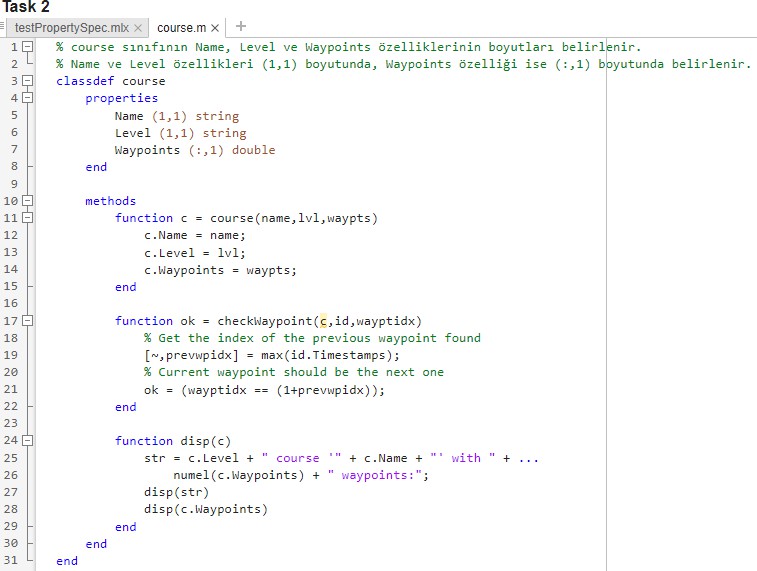
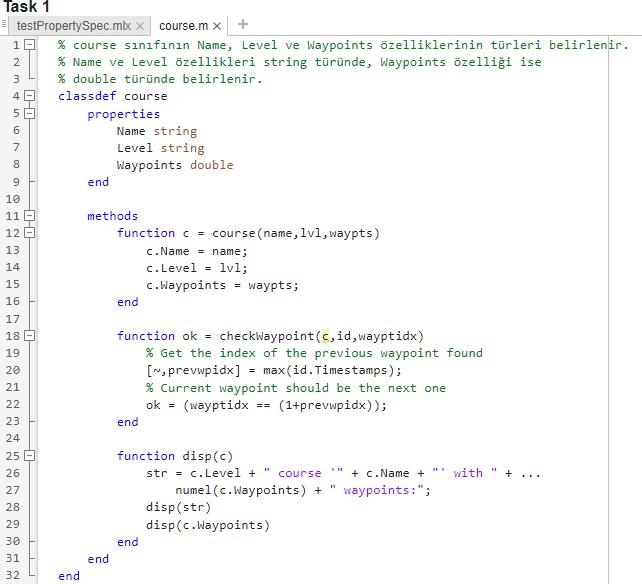


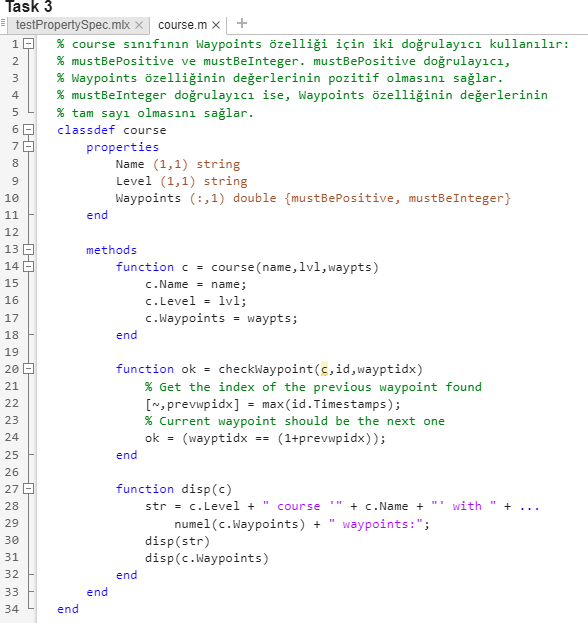


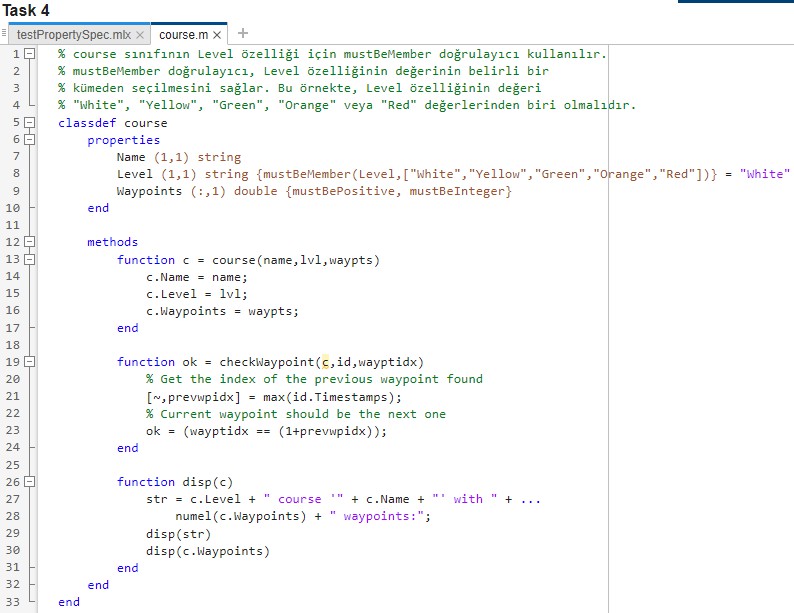
Konu: Adding a Custom Display



Konu: Storing Name, Level, and Waypoints



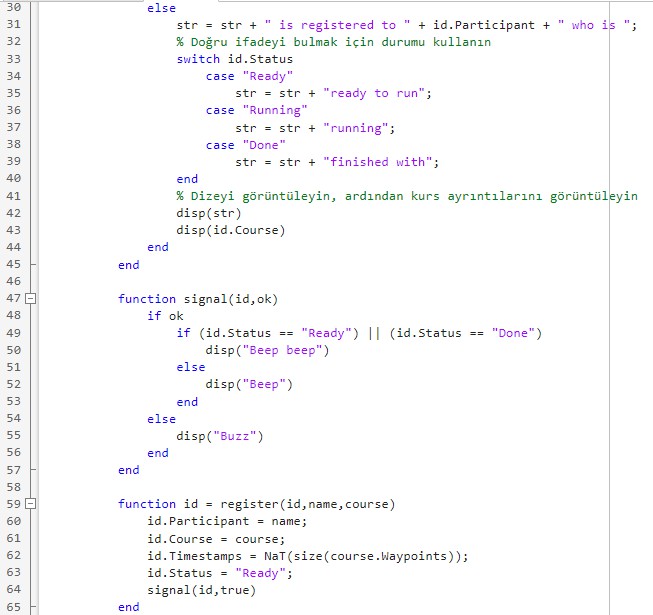
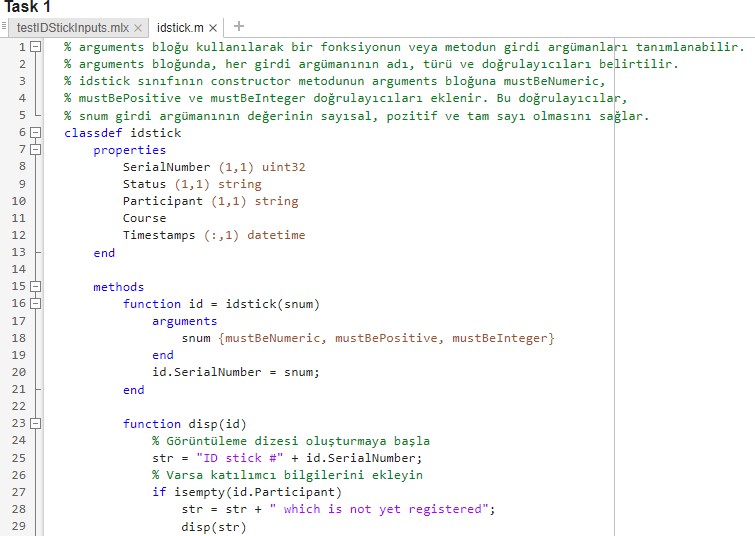


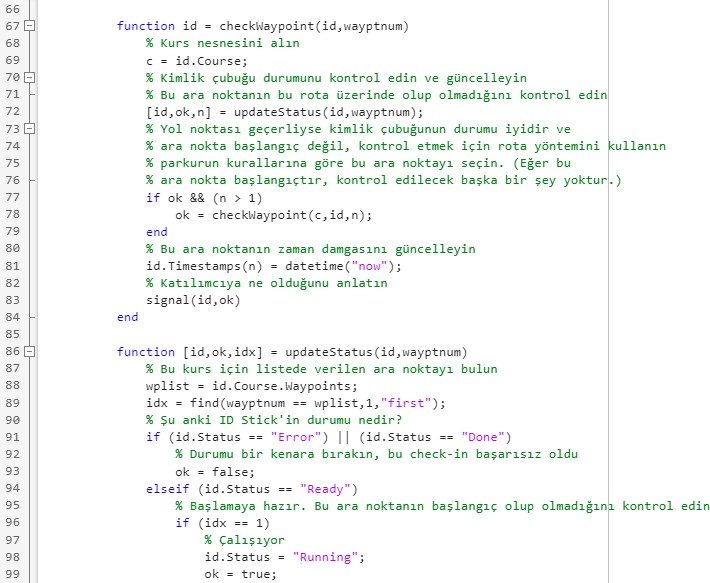


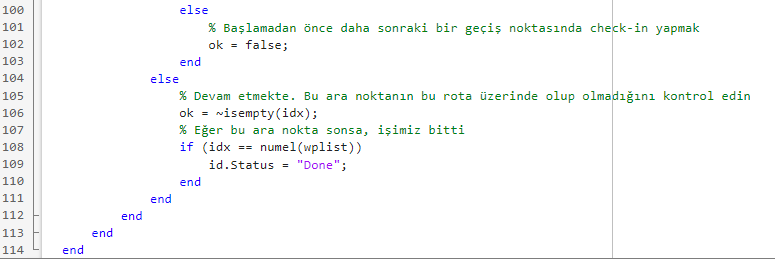
Konu: Strict Checking of Numbers and Text

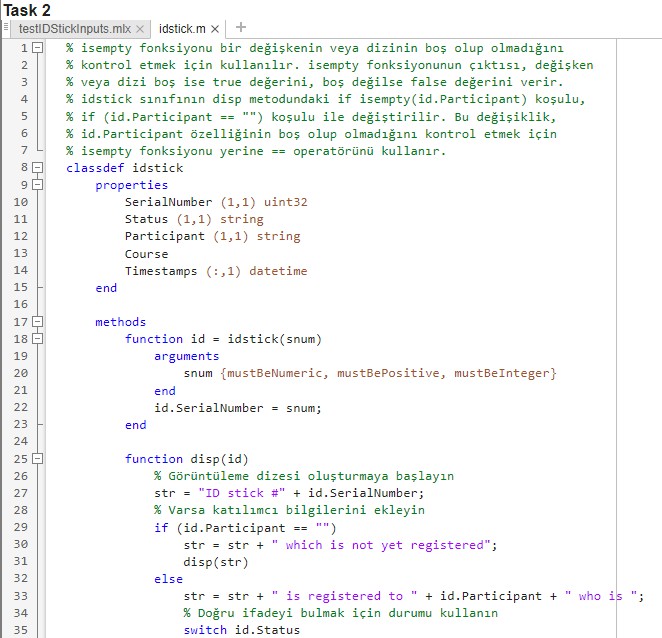


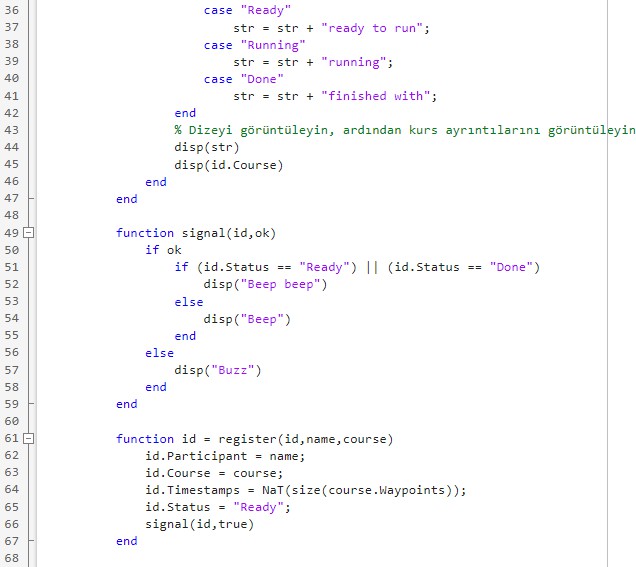
Konu: Specifying the Properties for the ID Stick

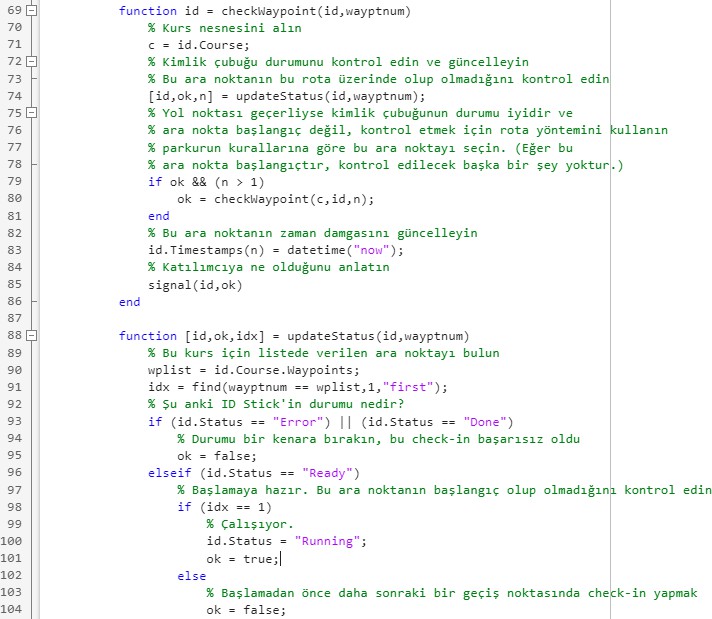


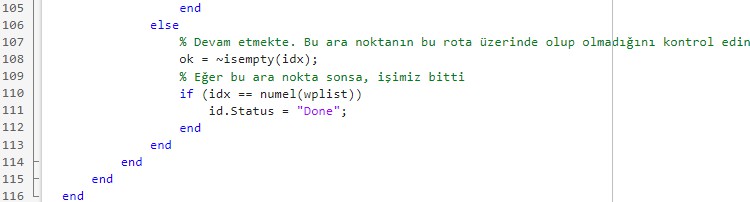


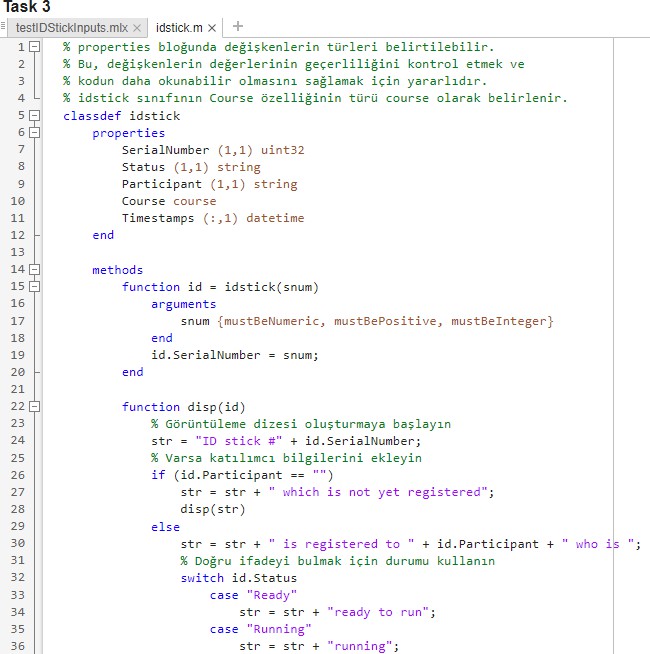


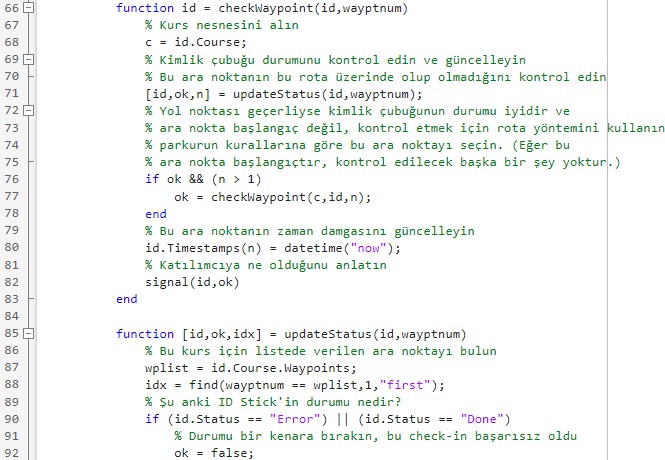


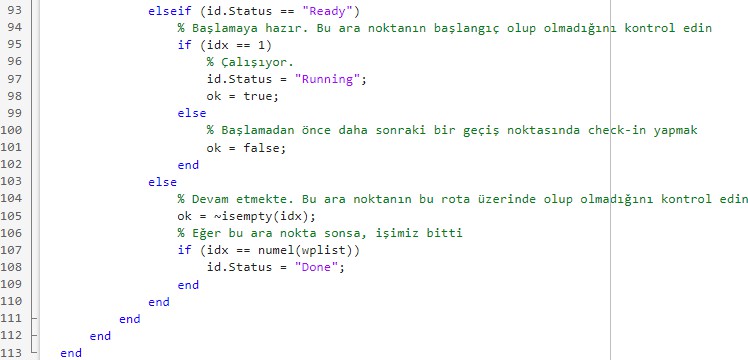




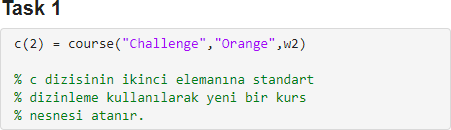




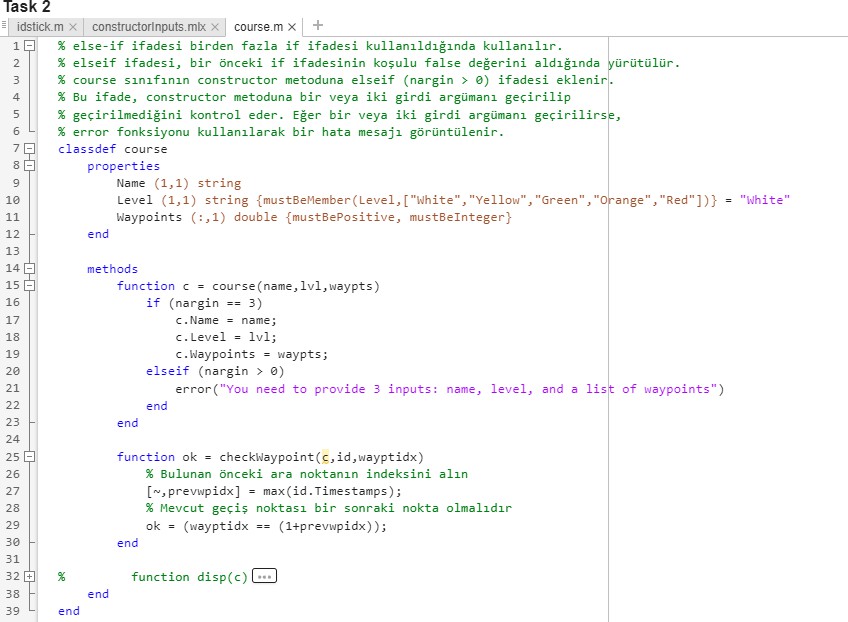




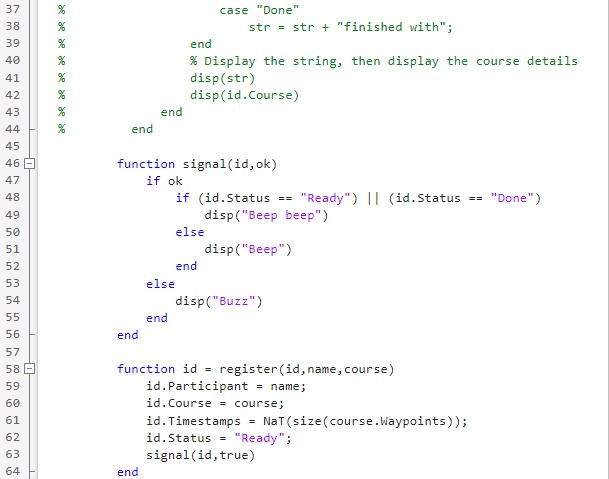
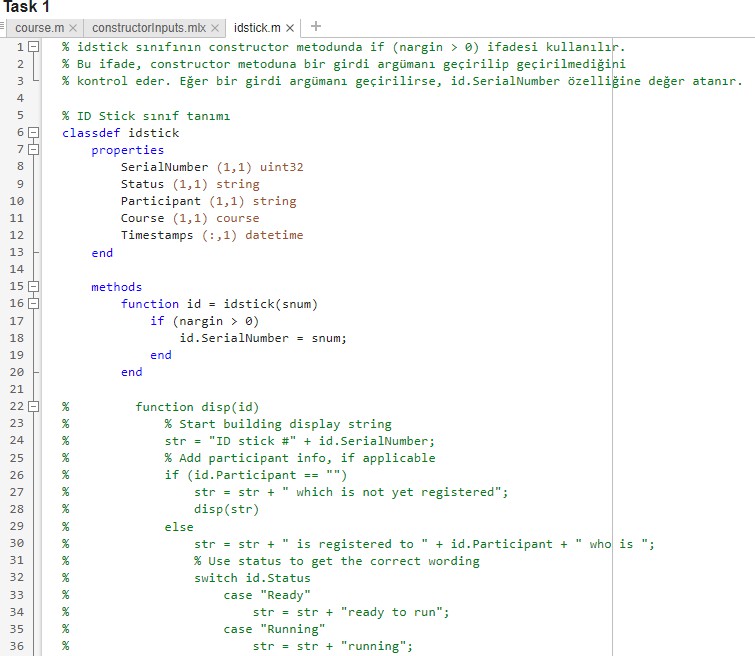
Konu: Creating a Vector of Courses

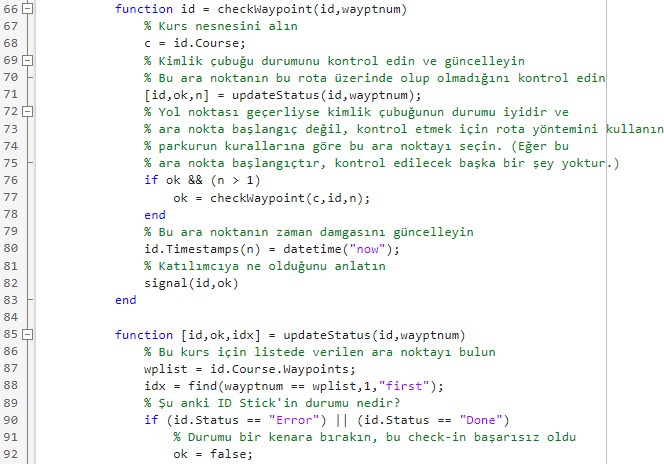


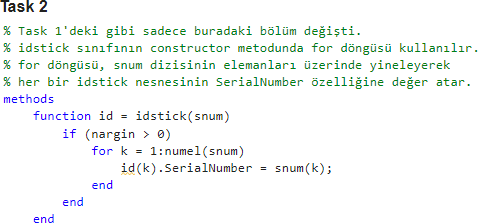
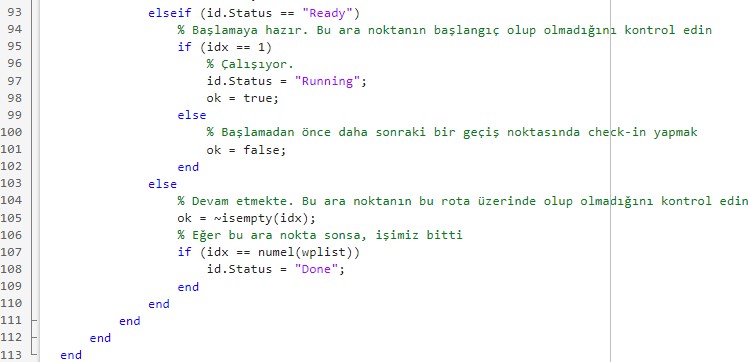
Konu: Fixing the Course Constructor



Konu: Fixing the ID Stick Constructor







Konu: Restricting Access to Properties and Methods

