31st October 2017

Object oriented programming

Sets Properties and Actions for individual objects (that can be repeated throughout code when reused)

Class/constructor is a cookie cutter (definition for objects), but object is a cookie (the actual instance)

Code skeleton:

Var myObject;

function setup(){

myObject = new MyClass(); ← start a ClassName with the first letter is capitalised

}

function myClass(){

    \*set properties and actions\*

}; ← ends with a semicolon!!!!

Code Example:

var myShape;

function setup(){

   createCanvas(500,500);

//to create an instance of the object, and pass the arguments that are intended

   // should create the instance in the setup, but can display in the draw function instead

   myShape = new Shape(50, 120, 5);

}

function draw(){

   background(255);

   myShape.display();

   myShape.animate();

}

//create class with arguments that can be passed through the class

function Shape(\_x, \_y, \_vel){

// uses this notation to declare variables inside a class!!

   this.x = \_x;

   this.y = \_y;

   this.vel = \_vel;

   this.size = 15;

// declaring functions inside the class

   //to draw, make a function called display/show/render

   this.display = function(){

      ellipse(this.x, this.y, this.size, this.size);

   }

//create an animate function

   this.animate = function(){

      this.x += this.vel;

   }

};