

1. BERORIENTASI OBJEK



Back in Larry's cube

The rotate procedure would still work; the code used a lookup table to match a shapeNum to an actual shape graphic. But *playSound would have to change*. And what the heck is a .hif file?

```
playSound(shapeNum) {  
    // if the shape is not an amoeba,  
    // use shapeNum to lookup which  
    // AIF sound to play, and play it  
    // else  
    // play amoeba .hif sound  
}
```

It turned out not to be such a big deal, but *it still made him queasy to touch previously-tested code*. Of all people, *he* should know that no matter what the project manager says, *the spec always changes*.

At Brad's laptop at the beach

Brad smiled, sipped his margarita, and *wrote one new class*. Sometimes the thing he loved most about OO was that he didn't have to touch code he'd already tested and delivered. "Flexibility, extensibility,..." he mused, reflecting on the benefits of OO.

Amoeba
<pre>rotate() { // code to rotate an amoeba } playSound() { // code to play the new // .hif file for an amoeba }</pre>

APA ITU OO (OBJECT ORIENTED)?

Suatu paradigma yang menggunakan objek dengan identitas yang membungkus properties dan operasi, melewati pesan dan inheritance untuk menyelesaikan domain permasalahan

Object Oriented Programming (OOP) / Pemrograman Berbasis Objek(PBO) :

adalah konsep pemrograman yang menerapkan konsep objek, dimana objek terdiri dari atribut (informasi-informasi mengenai objek) dan method (prosedur/proses) yang bisa dilakukan oleh objek tersebut.