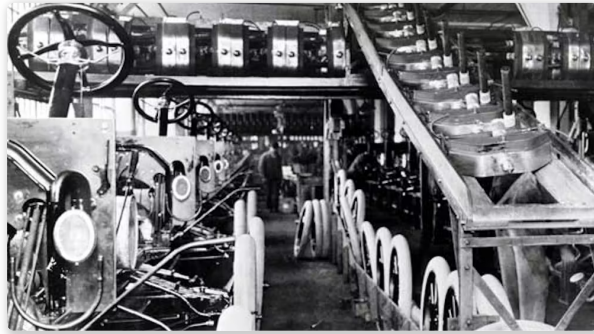


Introducing OOP

Procedural (aka structured) programming works well when applied to linear problems like processing the monthly payroll or sending out a set of utility bills. You feed a list of employees and their hours into one end of a program and get a pile of paychecks out the other. You organize your programs as **assembly lines which processes data**. This works very well.



But how do you apply the assembly line model to your Web browser? Where is the beginning? Where's the end?



When it comes to **interactive** software, a better method of organization is needed, and that's where **OOP** (Object-Oriented Programming) comes in. In an object-oriented program, the basic "building-block" is not the function, but the **object**. OOP programs look **more like communities** than assembly lines. Each object has its own attributes and behavior, and your program "runs" as the objects interact with one another.



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