Pg. 148 to 164 --- Classes (OOP) ….have a loop…….

Pg. ---155, 165

Classes you might use in web development might include pages, user interface components, shopping carts, error handling, product categories or customers.

Objects in your code can also represent the specific instances of the previous mentioned classes, for example, the homepage, a particular button, or a shopping cart in use by Fred Smith at particular time.

Creating pages from a script requires more computer processor effort than simply loading a static HTML page from disc and sending it to the browser. On a busy site this will be important, and you should make an effort to use either static html pages, or cache the output of your scripts where possible to reduce the load on server.