

A decorative graphic on the left side of the slide, consisting of a network of white lines and small circles on a blue gradient background, resembling a circuit board or a neural network.

CLASSES

AN INTRODUCTION TO OBJECT ORIENTED PROGRAMMING (OOP)

WHAT IS A CLASS ?

- A class is a blueprint or template for creating objects in object-oriented programming.
- It defines the properties (data/variables) and methods (functions/behaviors) that its objects will have.
- Instead of writing the same code many times, a programmer can define a class once and then create multiple objects (instances) from it.
- This makes code more organized, reusable, and easier to maintain.

SYNTAX EXAMPLE OF A CLASS

- JavaScript Example:
- `class Car {`
- `constructor(brand, model) {`
- `this.brand = brand;`
- `this.model = model;`
- `}`
- Here, Car is the name of the class.
- The constructor method is special: it runs automatically when a new object is created.
- The variables brand and model are the attributes of the Car class.

METHODS IN A CLASS

- `class Car {`
- `constructor(brand) {`
- `this.brand = brand; }`
- `drive() {`
- `return `${this.brand} is driving...`;`
- `}}`
- *A method is a function that belongs to a class.*
- *In this example, `drive()` is a method that returns a message.*
- *By grouping data (like `brand`) and actions (like `drive`) together, classes model real-world objects more clearly.*
- *This helps programmers follow the principle of encapsulation (bundling related code together).*

INHERITANCE IN CLASSES

- `class ElectricCar extends Car {`
- `constructor(brand, battery) {`
- `super(brand);`
- `this.battery = battery;`
- `} }`
- Inheritance means a class can reuse and extend the properties and methods of another class.
- The `extends` keyword allows one class to “inherit” from another.
- The `super()` function calls the parent class’s constructor.
- This reduces code repetition and creates a clear hierarchy of classes (e.g., `Car → ElectricCar`).
- Conclusion: Classes are the foundation of OOP, helping developers create well-structured, reusable, and scalable programs.

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