

Day 3 Object Oriented Programming

[YouTube Link](#)

- What is a programming language?
 - A programming language is a system of statements used to manipulate a computer.
- What is required?
 - The ability to:
 - Accept input
 - Store data
 - Manipulate data
 - Produce output

Procedural Programming Language- Focuses on the data and the task required to produce a result. Everything is broken down into task, programming instructions are defined using subroutines and then logic is used to decide which instructions to follow.

Object Oriented Programming Language- Focuses on the objects involved in a calculation.

Example:

Object = Car

| Properties | Methods | Events |
|------------|---------|-----------|
| Make | Start | On_Start |
| Model | Drive | On_Parked |
| Color | Park | On_Brake |
| Year | | |
| Price | | |

The properties characteristics describes the car, the methods characteristics specify actions you can do with the car and the events characteristics enumerate things that can happen to the car. These three types of characteristics form the backbone of object oriented programming.

Properties- Descriptive Items

Methods- Actions you can perform with the object (described using verbs)

Events- Things that can happen to an object