

Object-oriented Programming

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ခေါက်ဆွဲခြောက် စက်ရုံ

ရေနွေးအိုး စက်ရုံ

City Express ဆိုင်

စော်ရှိတဲ့ ကျနော်

```
<?php

    $name = "John Doe";

    function message() {
        return "Hello World from John Doe";
    }

?>
```

oop-01.php

```
<?php

    $name = "John Doe";

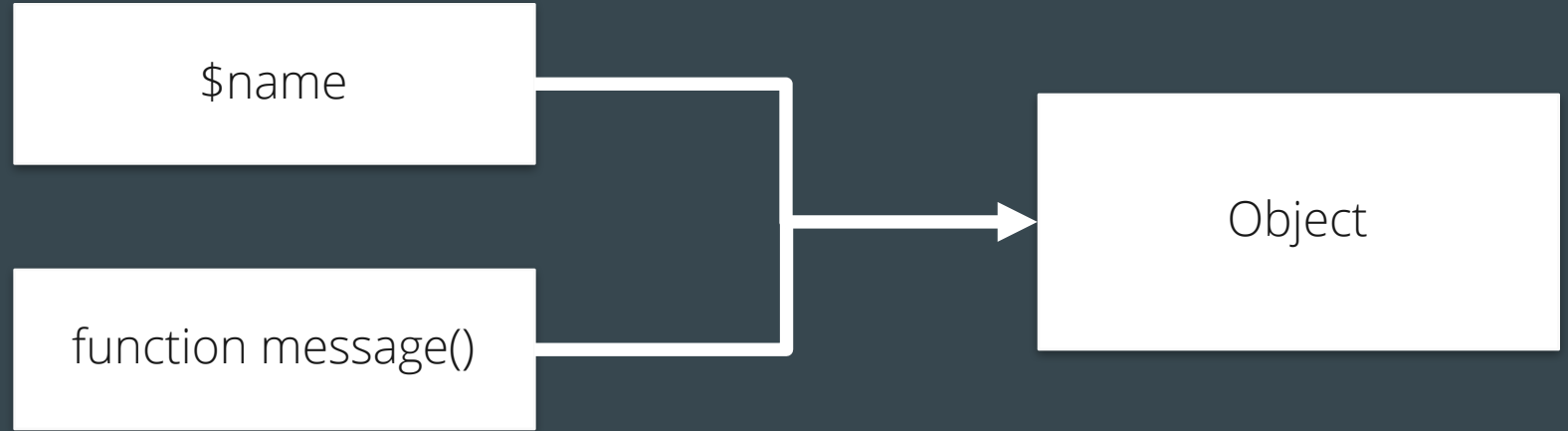
    function message() {
        return "Hello World from John Doe";
    }

    function message() {
        return "Hello World from Mary James";
    }

    $name = "Mary James";

?>
```

oop-02.php





- Class is The Blueprint of Object
- Variables, Arrays and Functions that declare in Class will be available to use in Object

```
<?php

    class John
    {
        public $name = "John Doe";

        public function message()
        {
            return "Hello World from John Doe";
        }
    }

?>
```

oop-03.php



Instantiation – Creation of an Object from a Class

oop-04.php

```
<?php

class John
{
    public $name = "John Doe";

    public function message()
    {
        return "Hello World from John Doe";
    }
}

// Create an Object from Class - Instantiation
$john = new John();

// Using Variable from Object
echo $john->name;

// Calling Function from Object
echo $john->message();

?>
```

OOP Vocabulary

- Class
- Object
- Instantiation
- Methods (Functions)
- Properties (Variables, Arrays)

`oop-05.php`

oop-06.php

```
<?php
```

```
    $name = "John Doe";
```

```
    function printfInfo() {  
        return $name;  
    }
```

```
    // Undefined Variable  
    echo printfInfo();
```

```
?>
```

oop-07.php

oop-08.php

\$this keyword

Pseudo Variable (PHP declare that for you)

Only Usable in Class

Reference an object of current class

oop-09.php

Constructor Method

Constructor Method is called automatically when an object is created

You can pass arguments to constructor method when you create an object

```
<?php
    class Test
    {
        public function __construct()
        {
            echo "Constructor Method is called";
        }
    }

    $test = new Test();
?>
```

oop-10.php

oop-1 1.php

4 Pillars of Object-oriented Programming

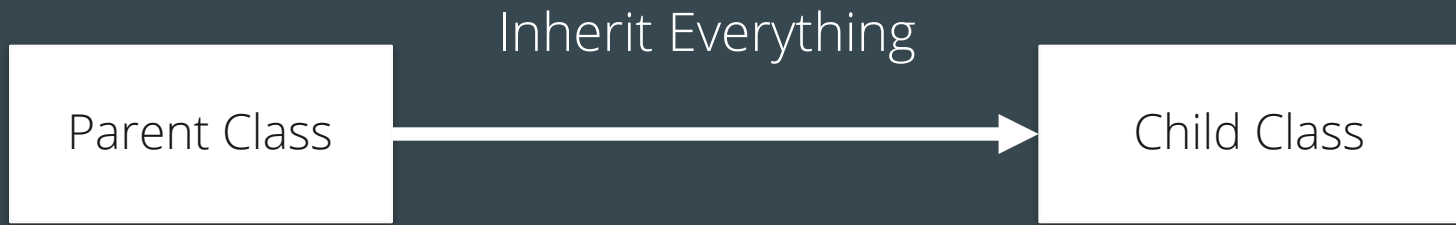
- Abstraction
- Encapsulation
- Inheritance
- Polymorphism

Abstraction

Hide the implementation detail

Inheritance

Code Reuse



`oop-12.php`

Encapsulation

Hide Data from Other Class

Encapsulation

Visibility Settings

- private
- protected
- public

- Getter and Setter Functions

oop-13.php

oop-14.php

Polymorphism

Many Form

oop-15.php

Why OOP?

If you use OOP, Your Code become

- Reusable
- Extensible
- Maintainable

Interface

Abstract Class

Abstract Function

Exception

Static Keyword

Self Keyword

Type Hinting