Object-Oriented Programming

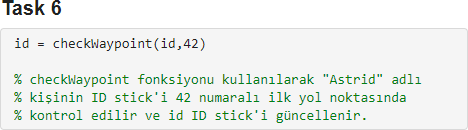
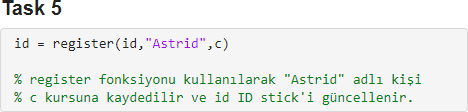
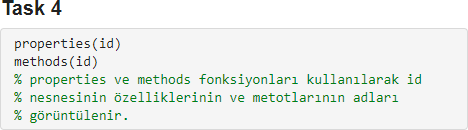
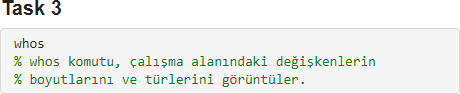
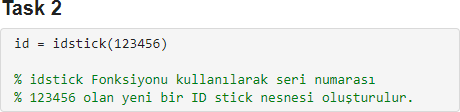
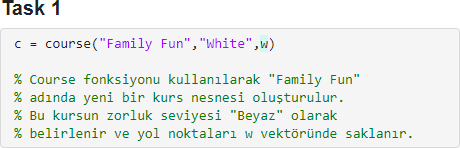
Onramp Matlab Course Raporu

Mehdi Karaçor

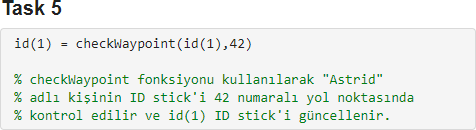
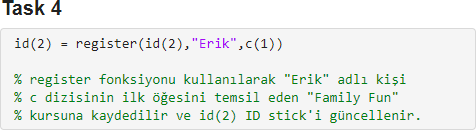
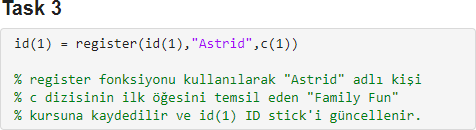
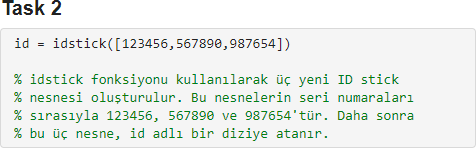
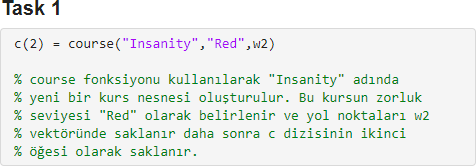
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Nesne Tabanlı Programlama

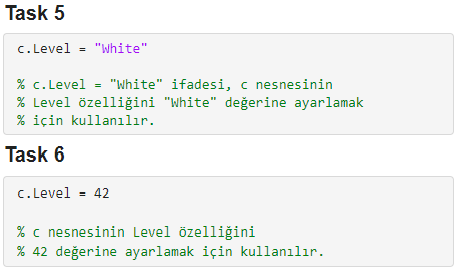
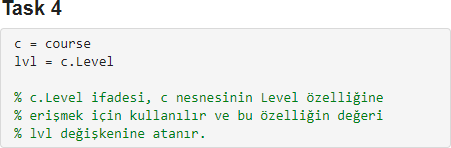
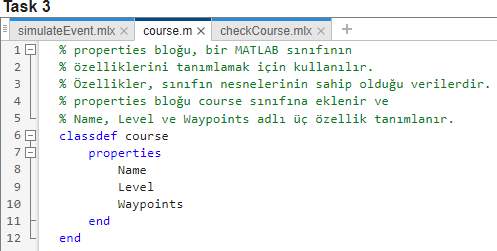
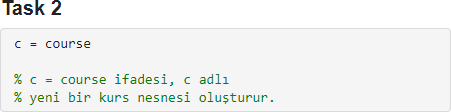
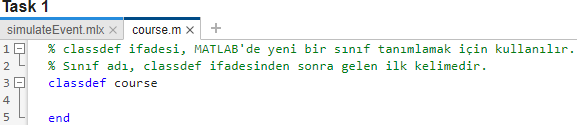
Konu: Using Custom Objects to Simulate an Orienteering Event



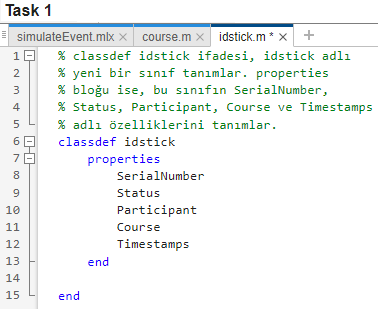
Konu: Vectors of Custom Objects

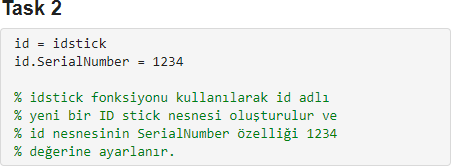


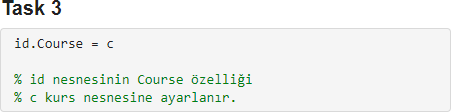
Konu: Creating a Class Definition

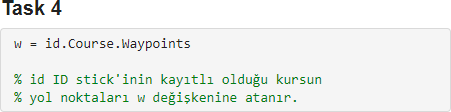


Konu: Creating a Class that Contains Another Class

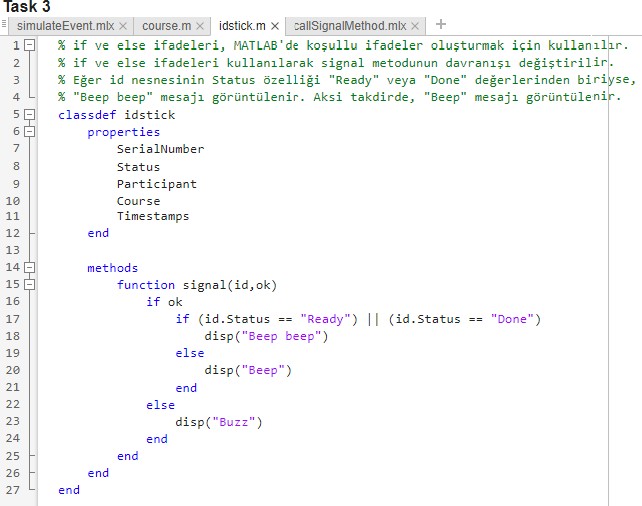
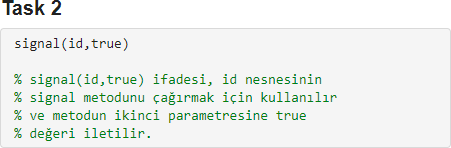
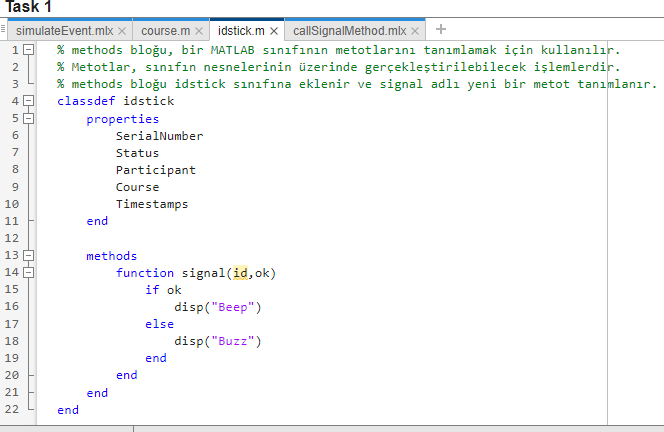




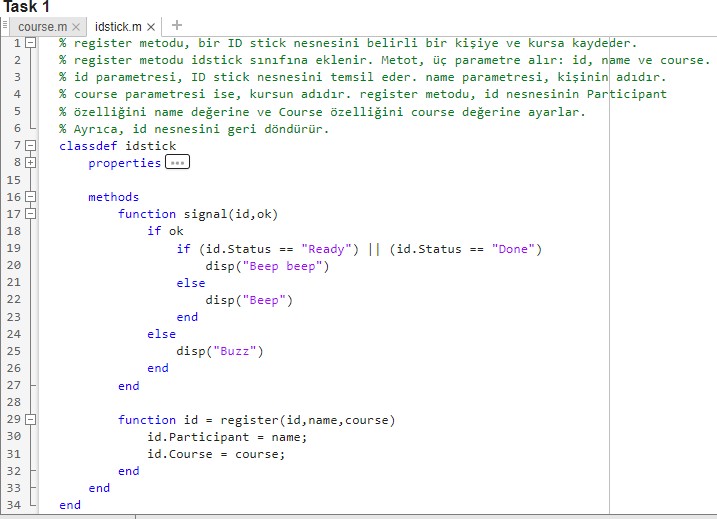


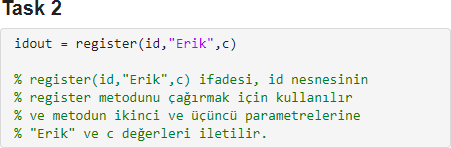


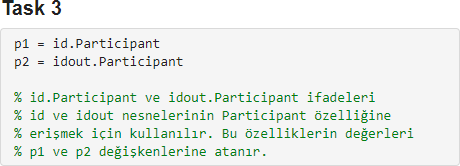
Konu: Adding a Method to a Class

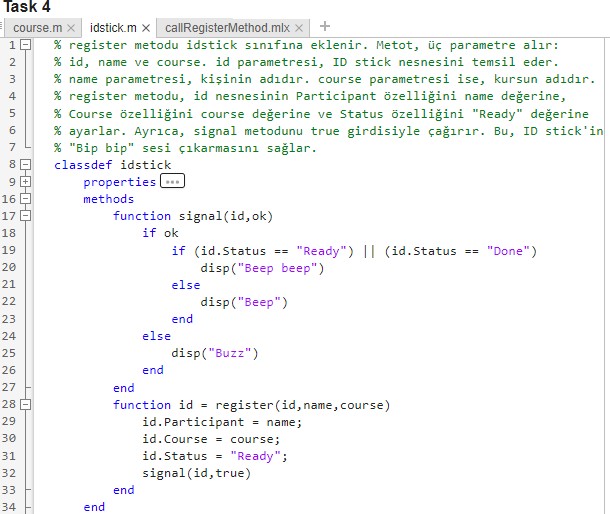


Konu: Adding More Methods

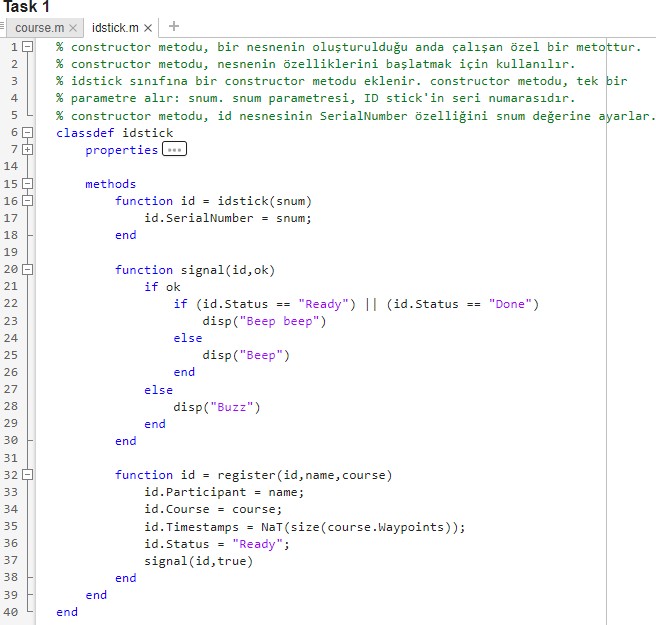


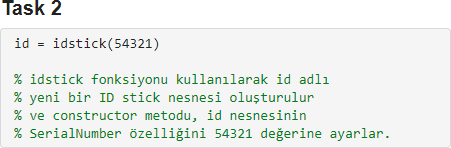


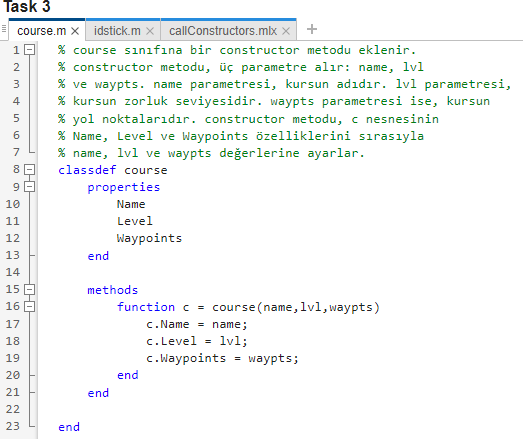


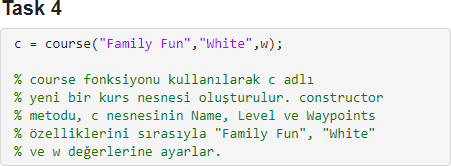


Konu: Adding Constructor Methods

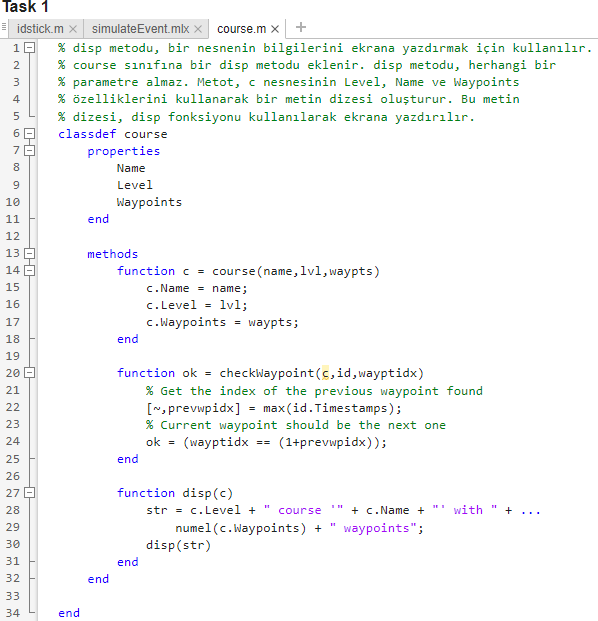




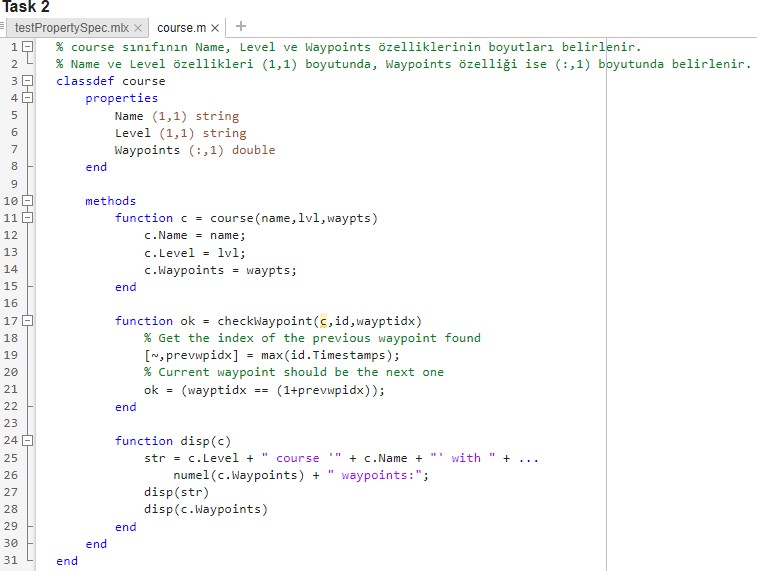
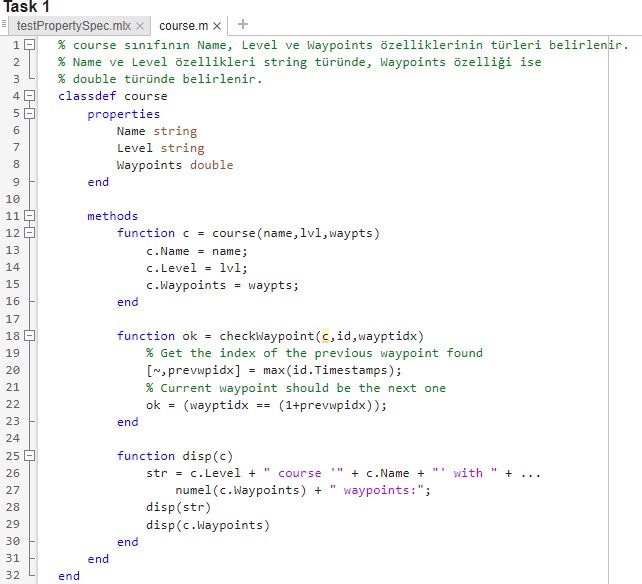


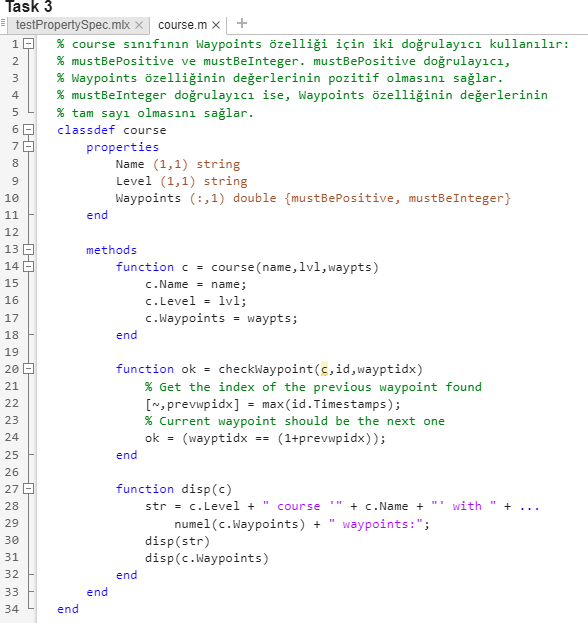


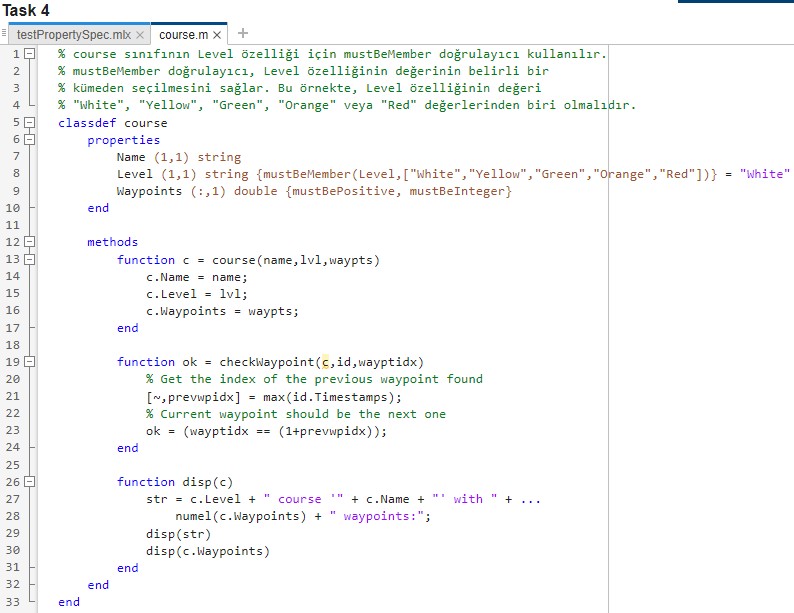
Konu: Adding a Custom Display



Konu: Storing Name, Level, and Waypoints



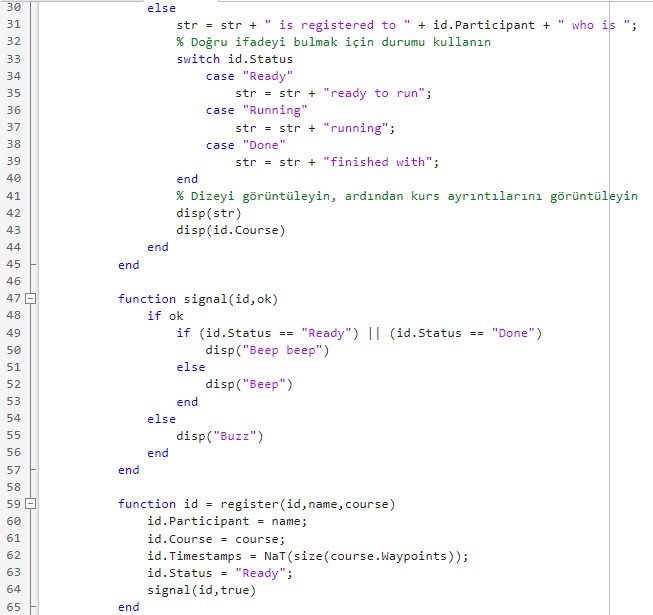


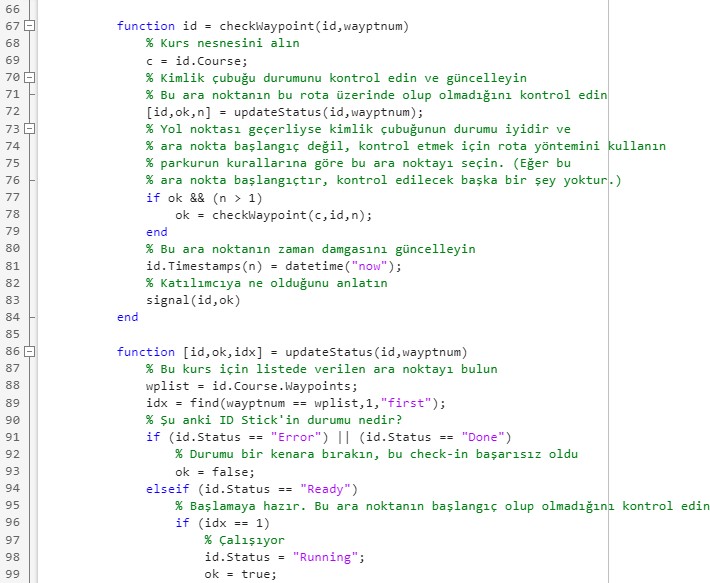


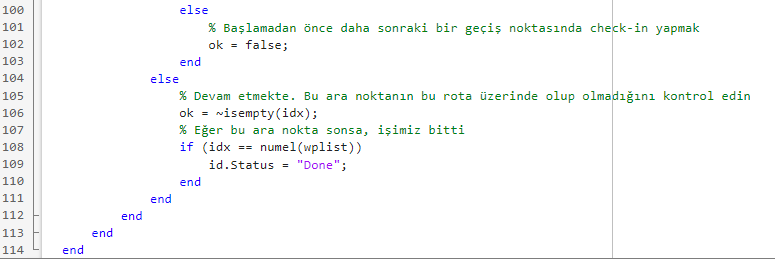
Konu: Strict Checking of Numbers and Text

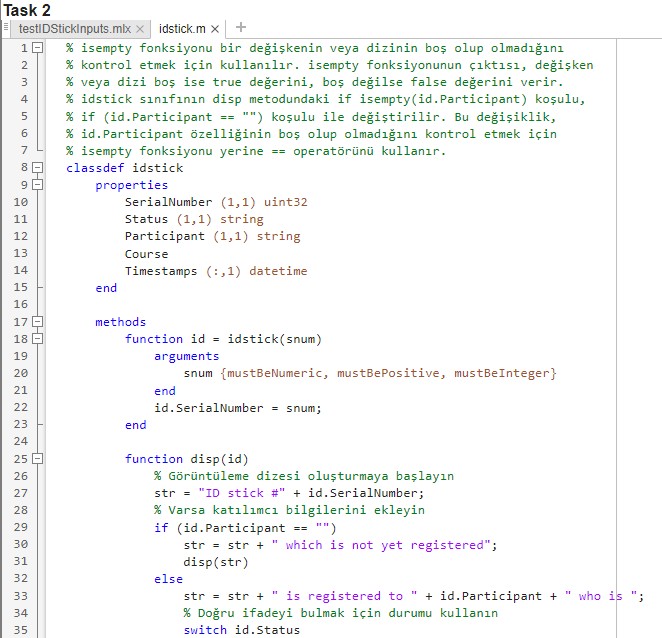


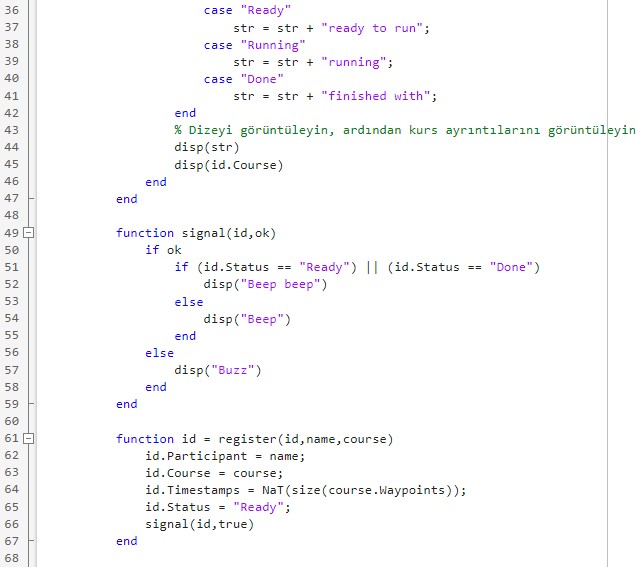
Konu: Specifying the Properties for the ID Stick

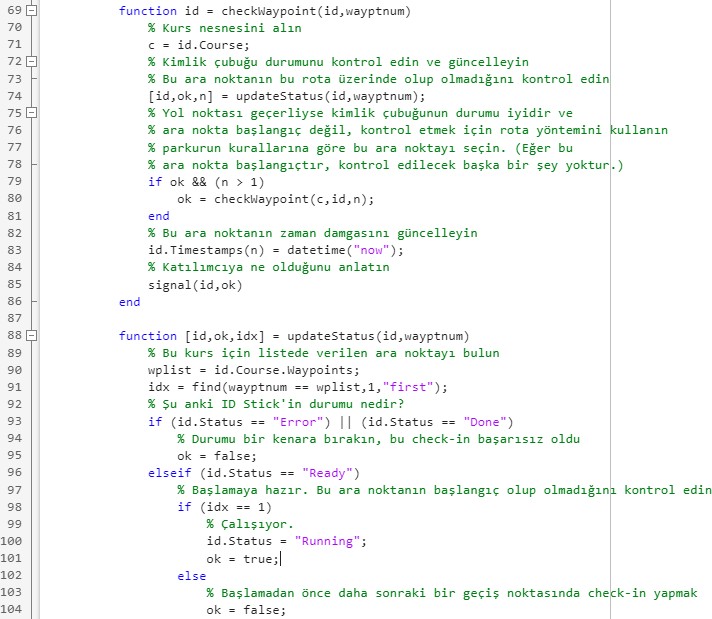


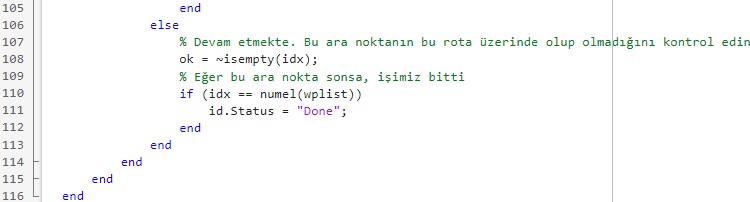


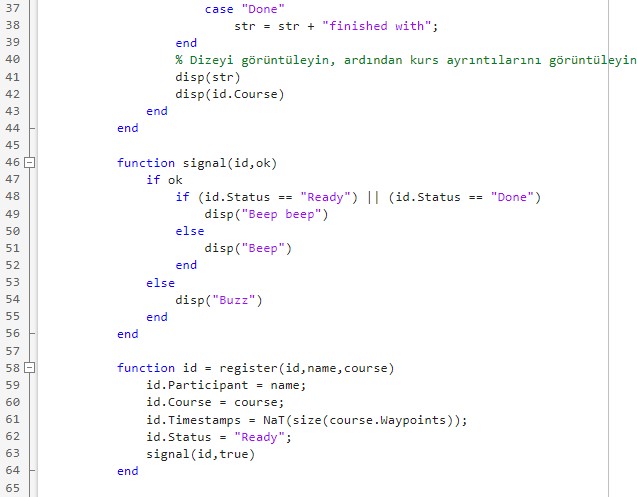
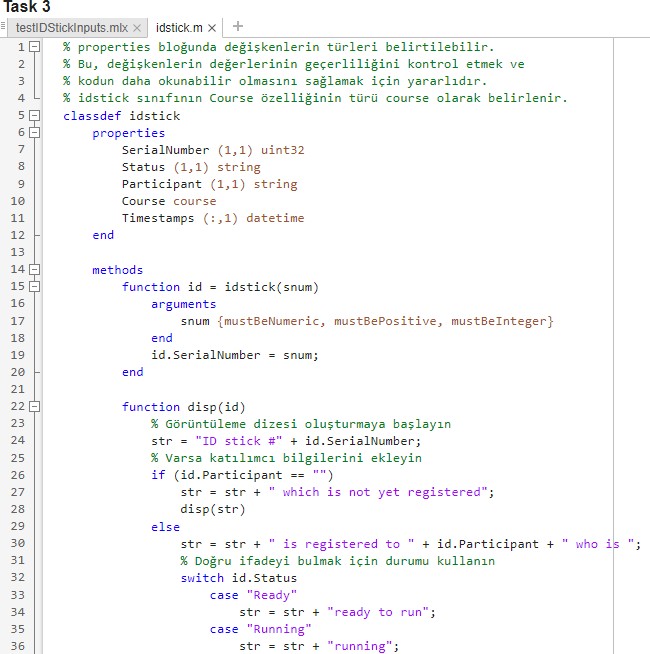


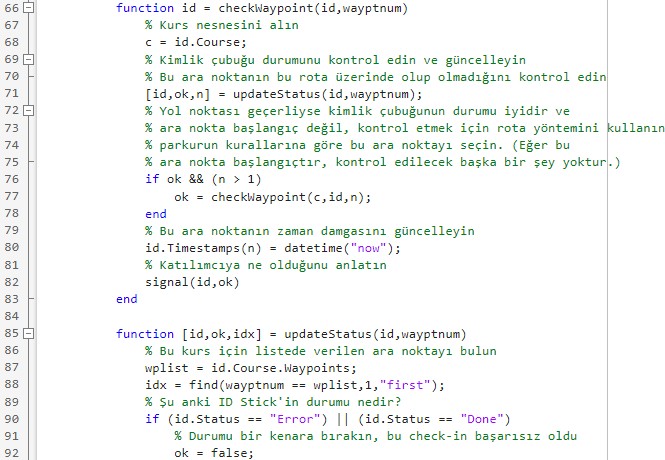


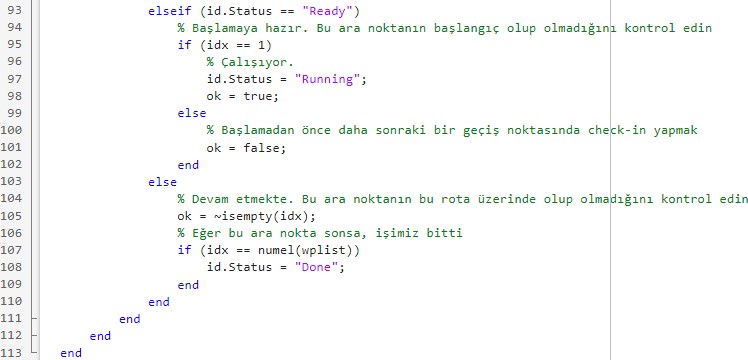




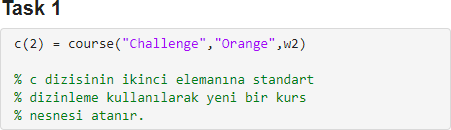




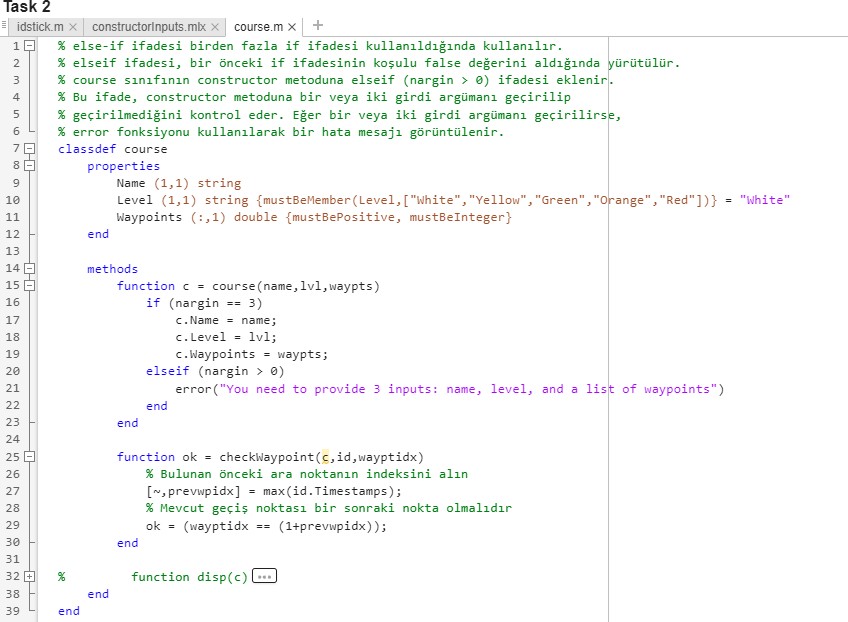




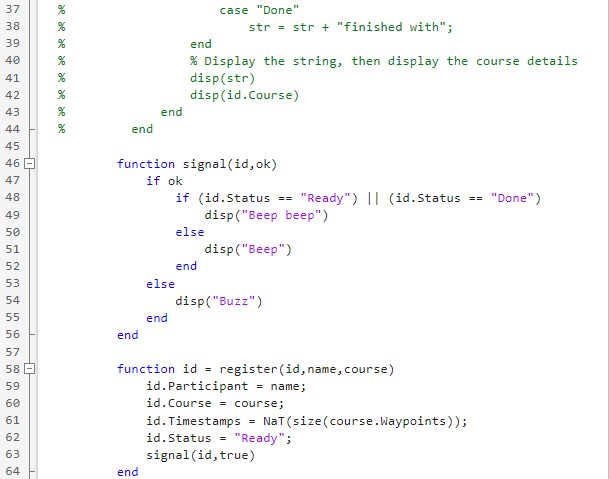
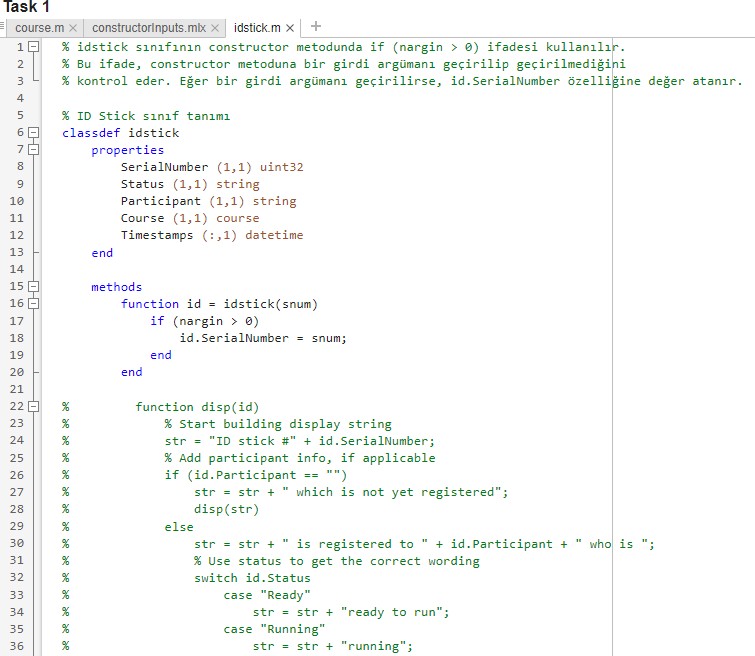
Konu: Creating a Vector of Courses

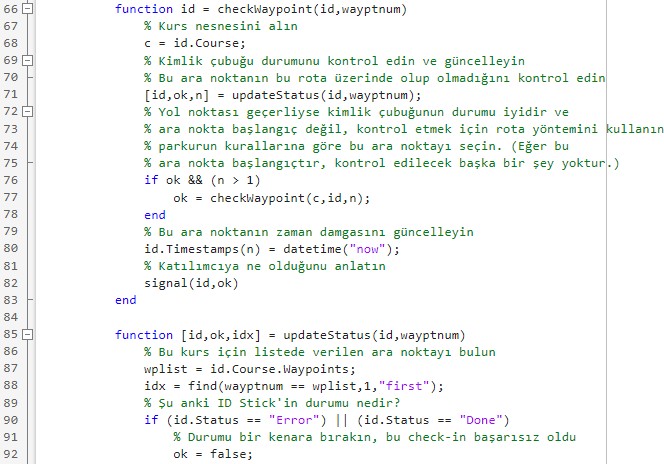


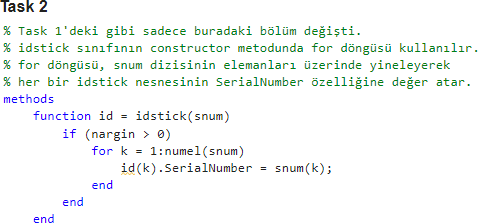
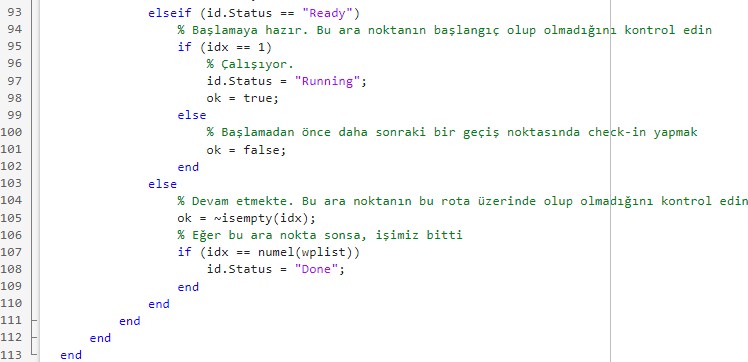
Konu: Fixing the Course Constructor



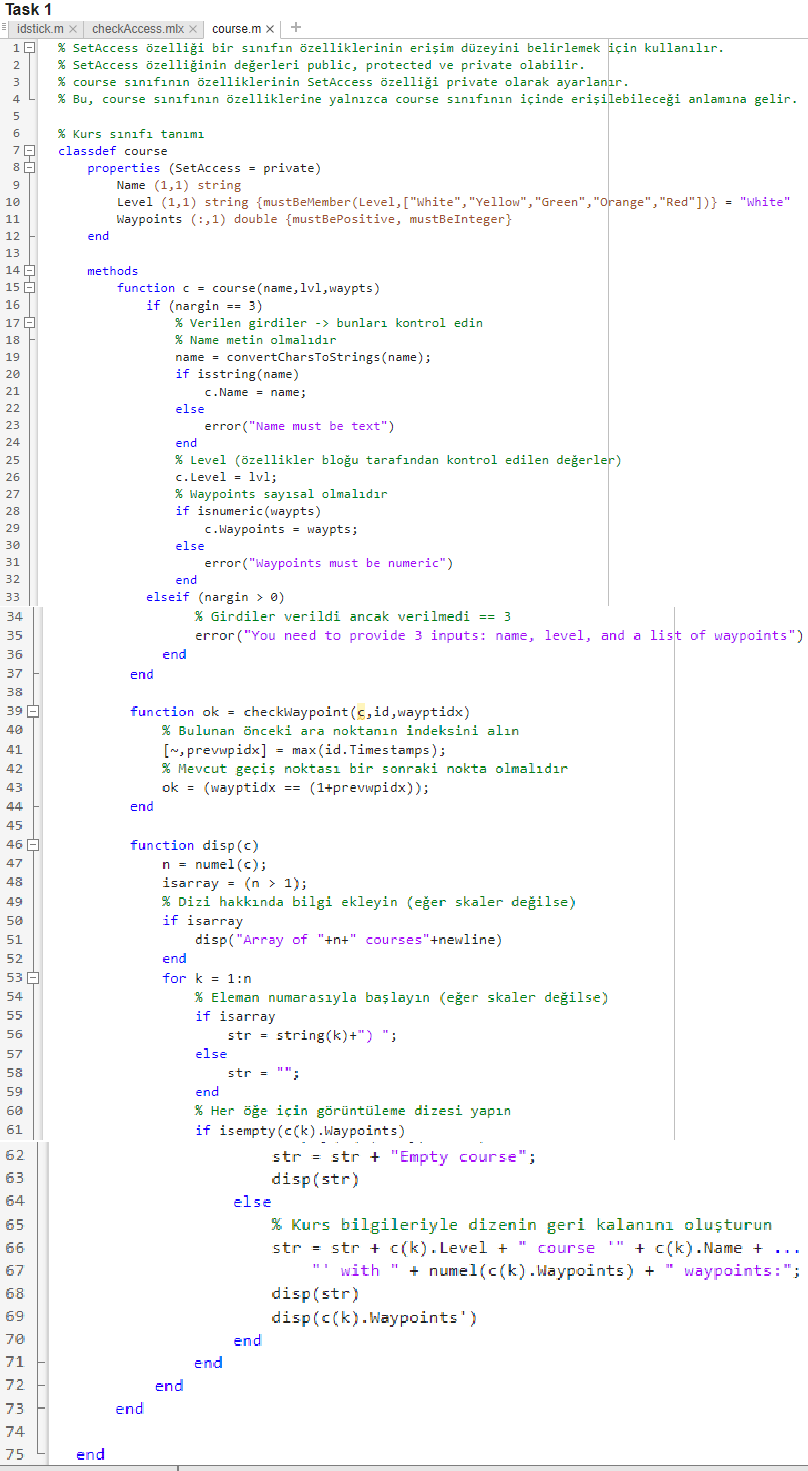
Konu: Fixing the ID Stick Constructor

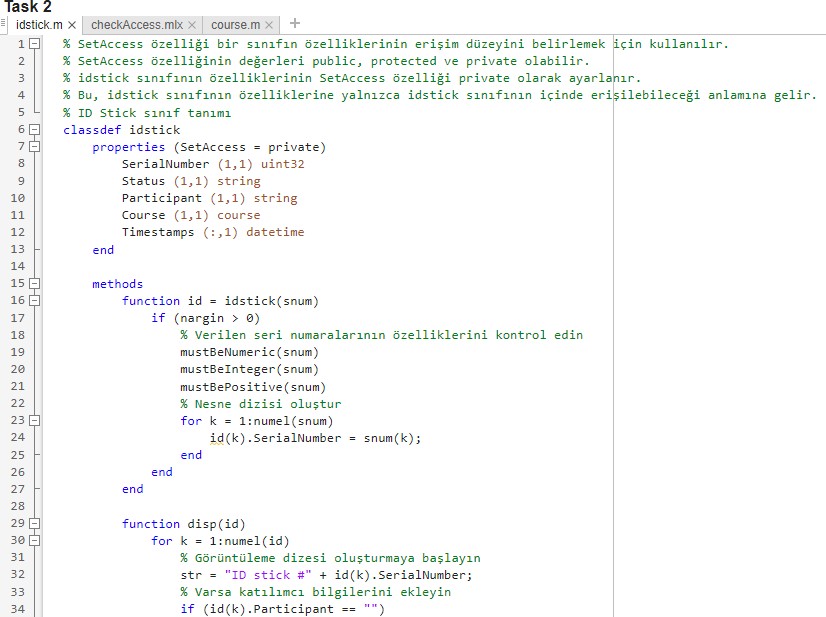


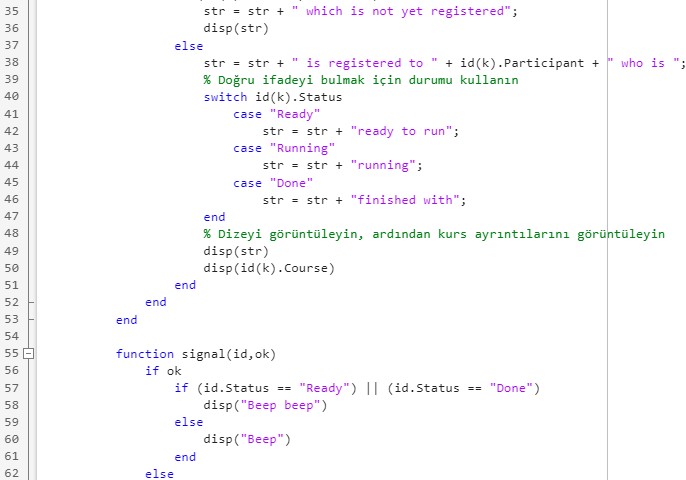


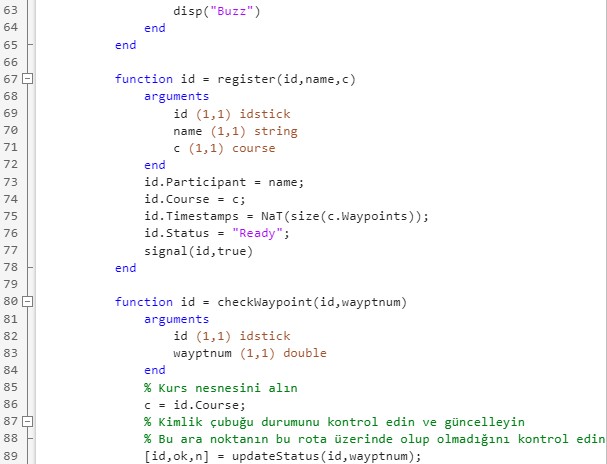


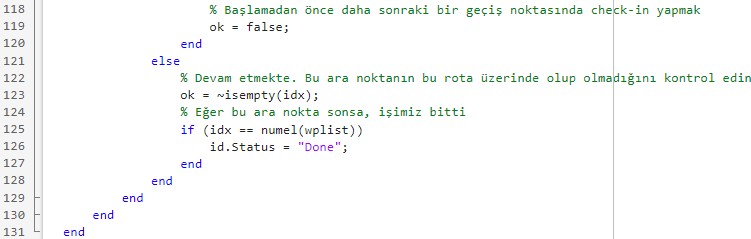
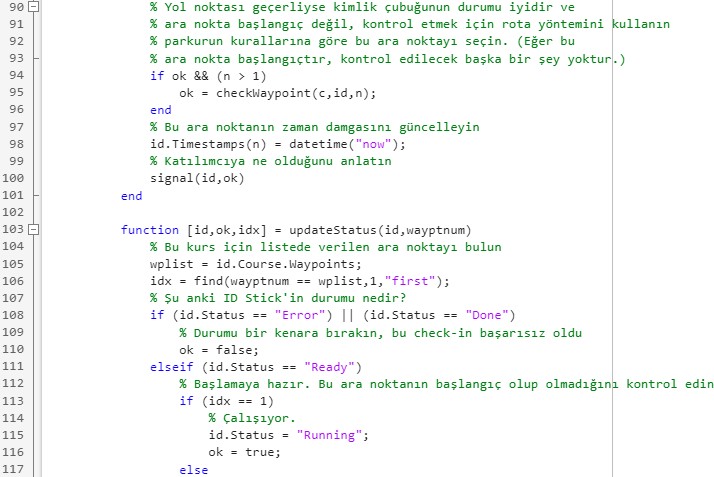
Konu: Restricting Access to Properties and Methods

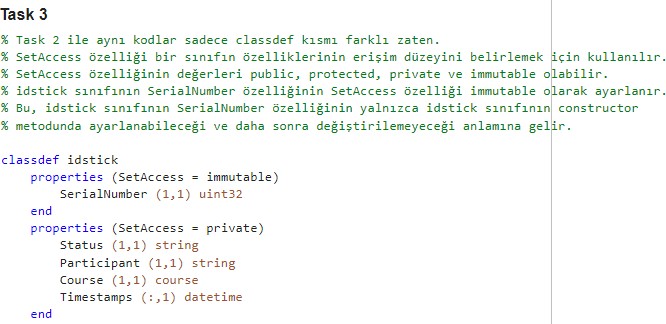


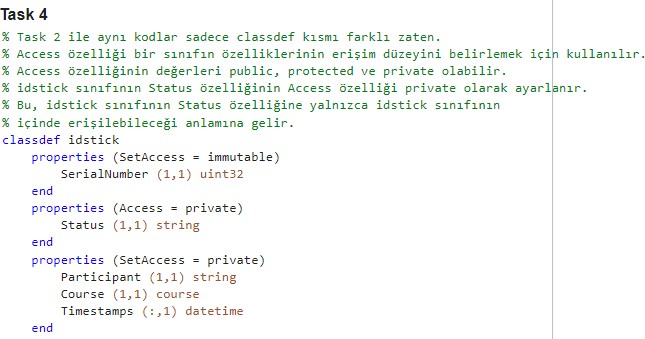


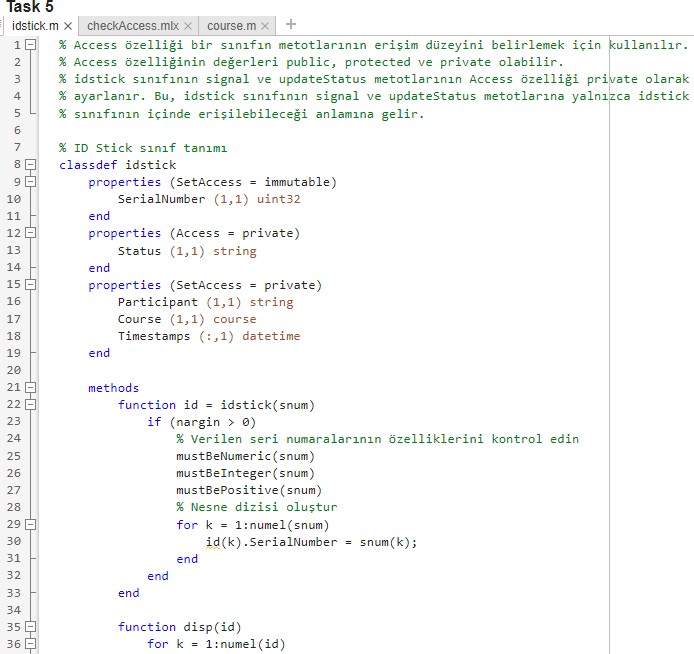


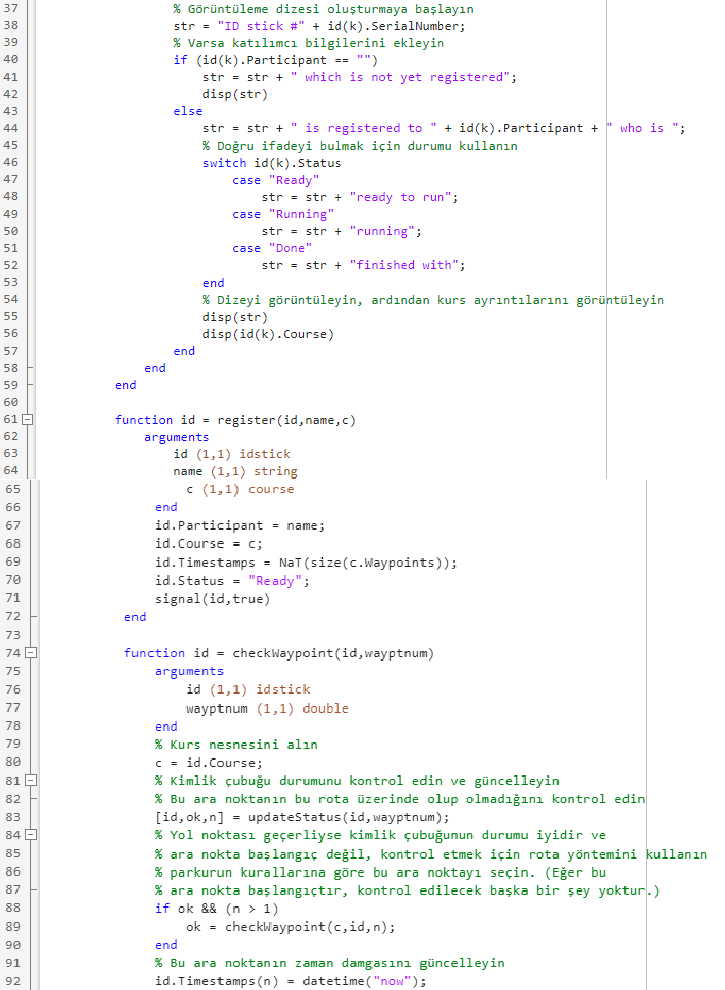




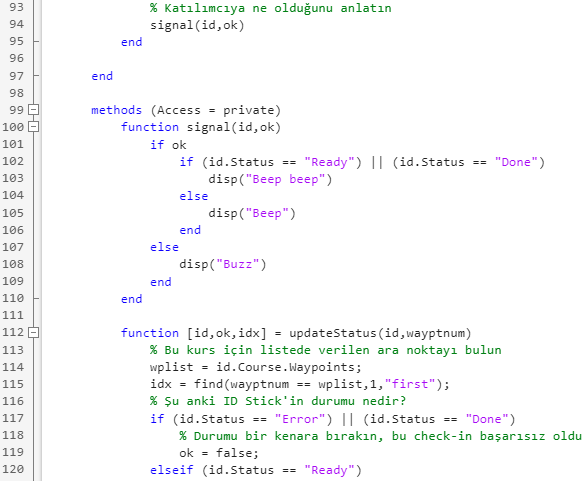


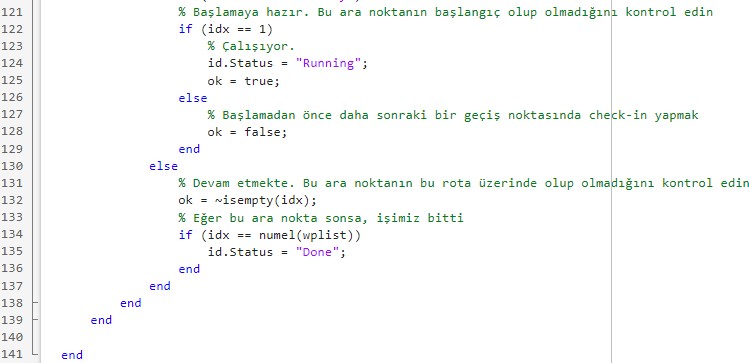






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