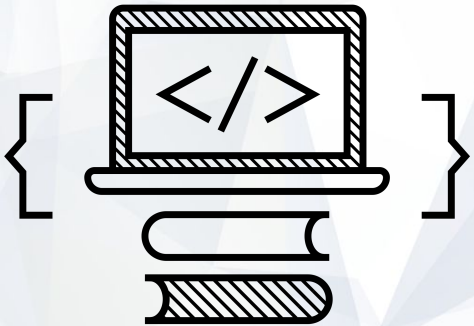
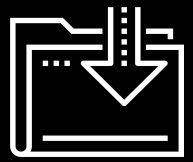


Object-Oriented Programming (OOP)

Coding Boot Camp

Module 10



Today's Goals

By the end of today's class, you should be able to:

01 Create new objects using constructor functions.

02 Add methods to objects using prototypical inheritance.

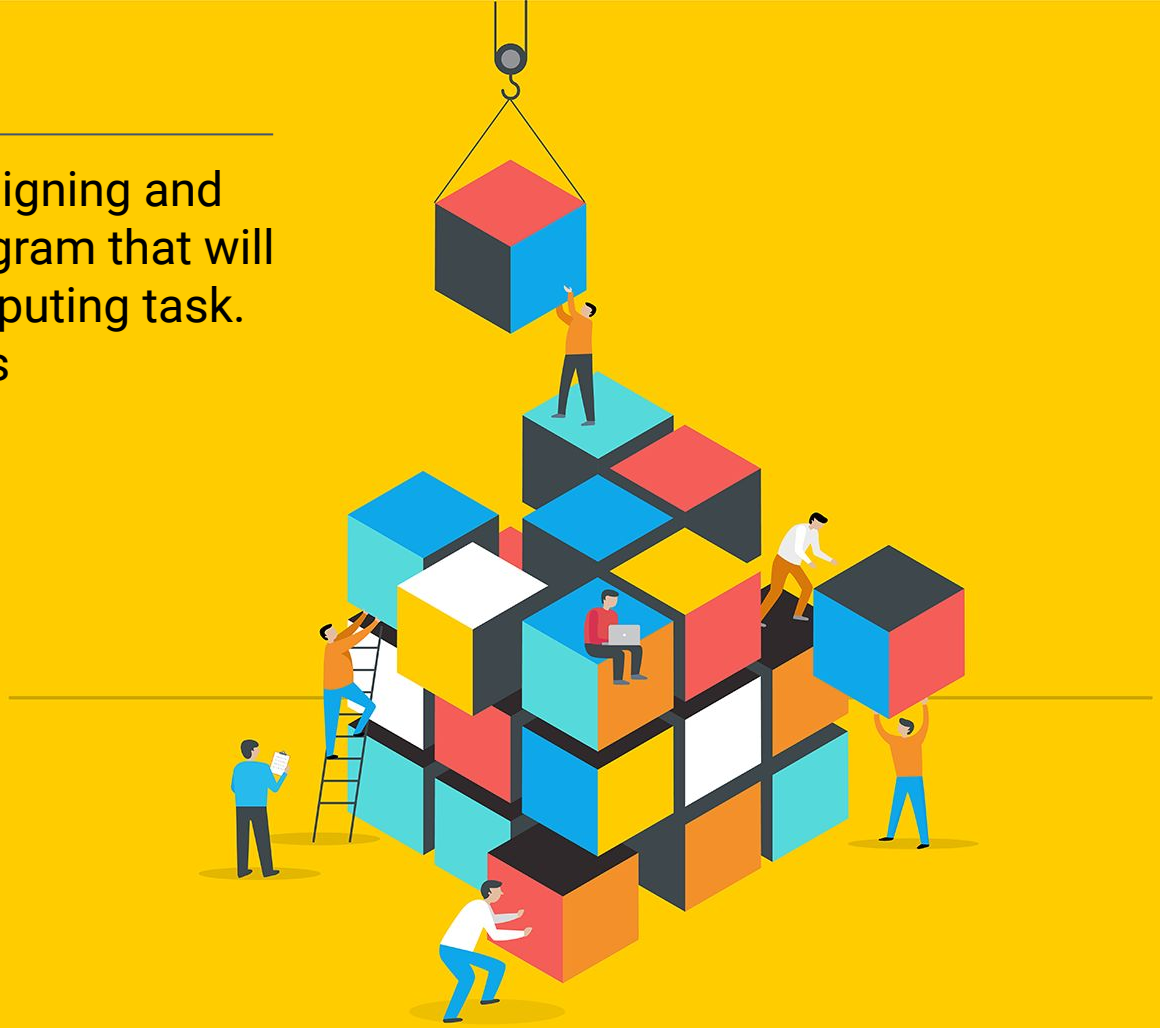
03 Implement classes to create new instances of objects.

04 Explain polymorphism through method overriding.

What is programming?

Programming

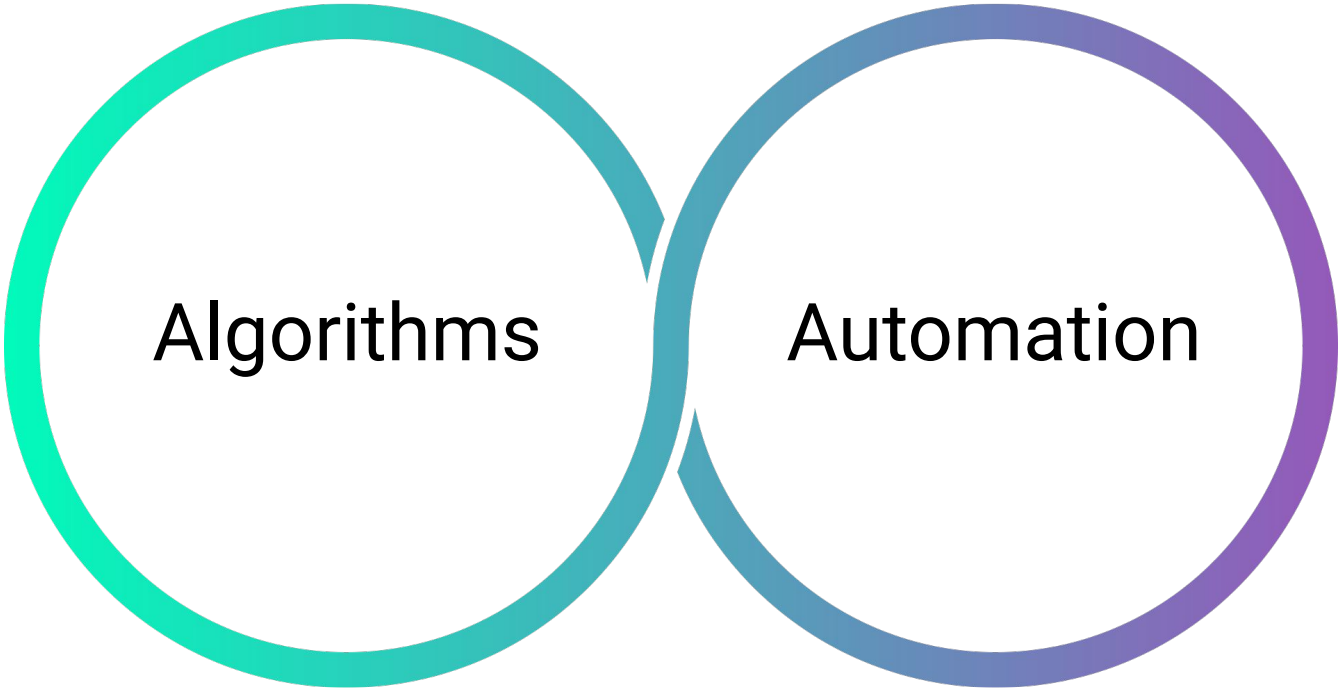
Programming refers to designing and building an executable program that will accomplish a specific computing task. Essentially, programming is problem-solving.



What problems do we solve?

Algorithms and Automation

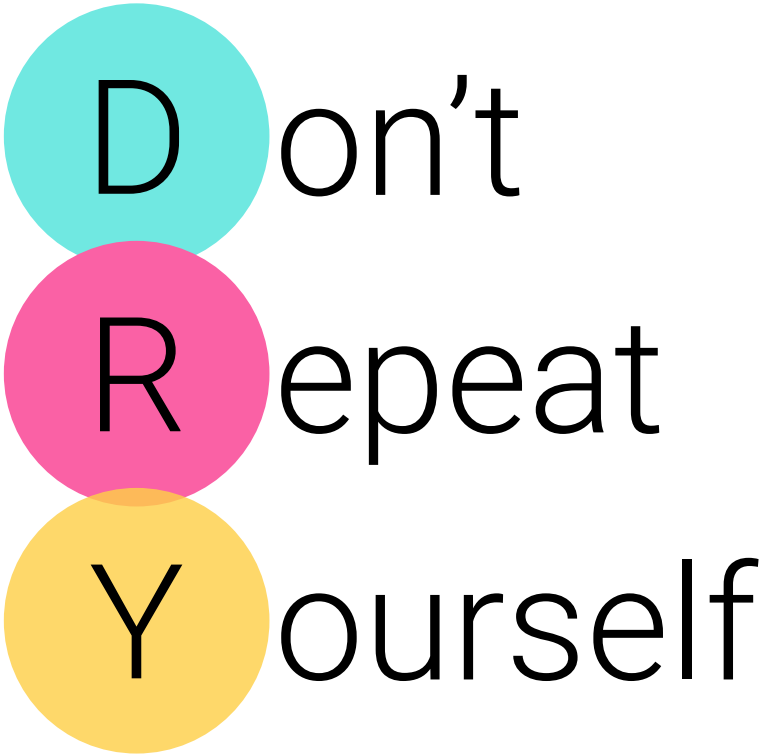
Programming enables us to solve almost any task or problem on a computer, usually in one of two primary categories: algorithms or automation.



What is DRY?

Don’t Repeat Yourself (DRY)

DRY, or **Don’t Repeat Yourself**, is a fundamental programming principle. Duplicate code wastes time and memory and can confuse readers or contributors to your project.



What is an object?

Objects

Objects in JavaScript are unordered collections of related data built on a key-value structure in which values can be any data type, including functions.

```
const person = {
 name: ['Bob', 'Smith'],
 age: 32,
 gender: 'male',
 interests: ['music', 'skiing'],
 bio() {
   alert(
     `${this.name[0]} ${this.name[1]} is ${this.age} years old.
      He likes ${this.interests[0]} and ${this.interests[1]}.`
   );
 },
 greeting() {
   alert(`Hi! I'm ${this.name[0]}.`);
 },
};
```

Why are objects important in JavaScript?

Because Everything in JavaScript *Is* an Object!

Well, except for primitive data types. Everything else is an object—essentially a list of key-value pairs.

Data types

Data types that are objects

- ✓ Arrays
- ✓ Dates
- ✓ Math
- ✓ Functions
- ✓ And more!

Primitive data types (NOT objects)

- ✗ Null
- ✗ Undefined
- ✗ Strings
- ✗ Numbers
- ✗ Symbols
- ✗ Booleans

How do we create objects?

Creating Objects

We can use **object literals**, which define and create an object in one statement.

```
const car = { name: 'honda', model: 'civic', year: 2008, color: 'black' };
```

We can use the `new` keyword, which defines and creates a single object.

```
const Honda = new Car()
```

Or we can use **constructors**, which create objects from a blueprint.

```
class Car {
 constructor(name, model, year, color) {
   this.name = name;
   this.model = model;
   this.year = year;
   this.color = color;
 }
}
```

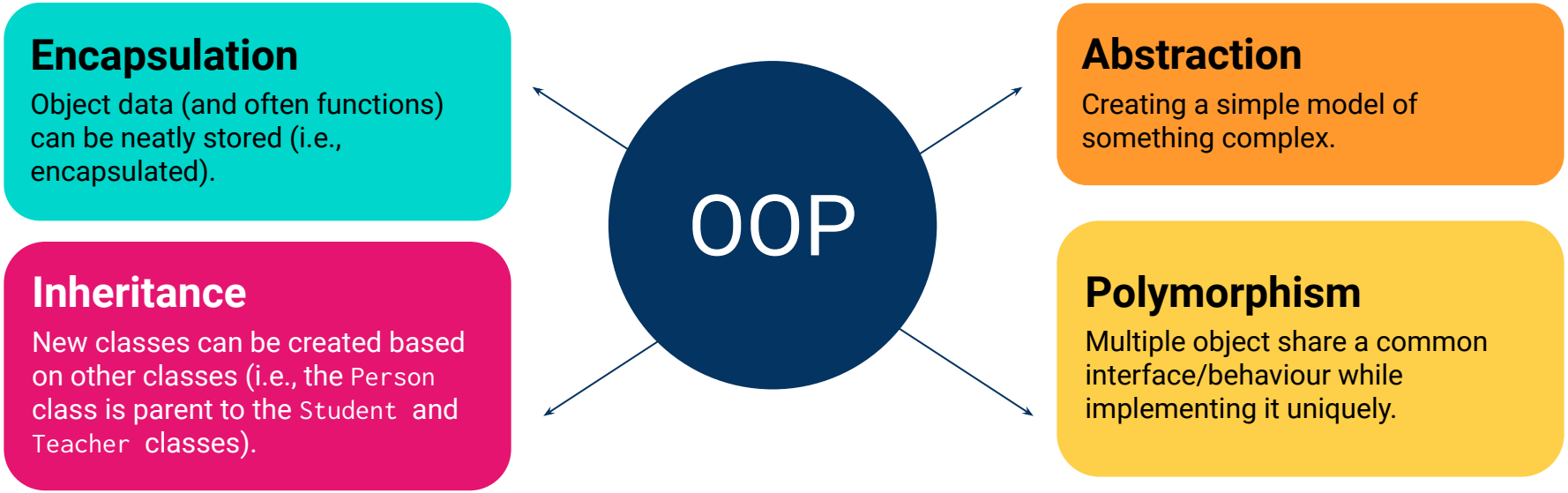
What is object-oriented programming?

Object-Oriented Programming (OOP) is a programming paradigm, or pattern, centered around objects.

In object-oriented programming, we solve problems by employing collections of objects that work together.

Object-Oriented Programming (OOP)

Their ability to communicate with each other makes objects particularly well-suited to address large, complex problems. OOP offers the following benefits:



How can we learn to use OOP?

OOP is a broad concept that is best learned through real-life examples.

We begin to see the value of OOP when we use objects to model real-world things in code and provide functionality that would otherwise be hard or impossible to achieve.

How to Learn OOP

Try some of the following techniques to learn OOP:

Read the docs and practice with the provided examples.

Reverse-engineer finished code to see how it was created.

Build something from scratch.

Debug a broken app using Chrome DevTools.

And most importantly, ask questions!

Instructor Demonstration

Mini-Project

Instructor Demonstration

Constructors

Your turn - Constructors

Follow the instructions in the Readme.md file of folder:
02-Stu_Constructors

Suggested Time:

15 minutes

Instructor Demonstration

Prototypes

Your turn - Prototypes

Follow the instructions in the Readme.md file of folder:
04-Stu_Prototypes

Suggested Time:

15 minutes

Instructor Demonstration

Classes

Your turn - Classes

Follow the instructions in the Readme.md file of folder:
06-Stu_Classes

Suggested Time:

15 minutes


15 Minute
Break

Instructor Demonstration

Inheritance

Your turn - Inheritance

Follow the instructions in the Readme.md file of folder:
08-Stu_Inheritance

Suggested Time:

15 minutes

Instructor Demonstration

Polymorphism

Your turn - Polymorphism

Follow the instructions in the Readme.md file of folder:
10-Stu_Polymorphism

Suggested Time:

15 minutes

Questions?


The End