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Python Programming

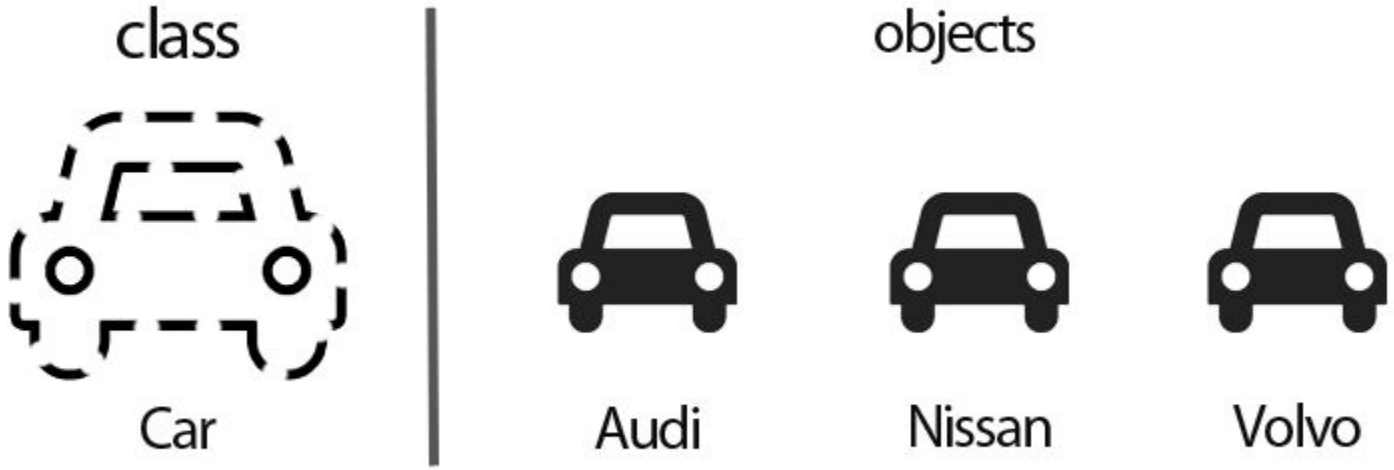
Cursul 3

28 iunie 2019

Object Oriented Programming

- Tehnica de programare
- Simplifica intelegerea
- Programul devine o colectie de obiecte
- Obiectele pot comunica intre ele prin agregare sau mostenire (ex. Un penar *are* mai multe rechizite; Omul *este* un mamifer)

OOP



Sursa: https://javatutorial.net/java-oop

Let’s build!

Pokemon
Name: Pikachu
Type: Electric
Health: 70
attack()
dodge()
evolve()

Fields

Methods

Class

```
 9  class Student:
10
11      species = 'human'
12
13      def __init__(self, name, age = 100):
14          self.name = name
15          self.age = age
16          self.species = 'robot'
17          self.is_tired = True
```

__init__(self) = Constructorul clasei

OOP Principles

- Abstractizarea
- Incapsularea
- Polimorfismul
- Mostenirea

Keywords

- clasa
- obiect (instanta)
- atribute (clasa vs instanta)
- constructor (__init__)
- __str__ vs __repr__
- metode
- agregare
- mostenire
- clasa parinte vs clasa copil
- suprascriere

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Întrebări?