

PHP: Hypertext Preprocessor

OBJET

INSTANCIATION

```
$water = new Drink();
$beer = new Booze("Chimay rouge",33, 9);
$whisky = new Booze("Caol ila", 4, 43);
```

UTILISATION

```
Affichage d'un objet
avec __toString :
echo $beer;

Appel de méthode static :
echo Booze::howMany() . " drinked!";

Utilisation de constante de classe :
echo Booze::MAX_TO_DRIVE;

Ajout d'attribut à la volée (bizarre):
$beer->color = "Brune";
```

AUTOLOAD

Utile pour remplacer les includes

```
function loadMyClass($className) {
          include_once $className.".php";
}
spl_autoload_register('loadMyClass');
```

METHODES MAGIQUES

Méthodes exécutées automatiquement lors d'accès à une instance

EXEMPLE

```
class Drink {
    private $ name = "Unknown";
    private $_volume = 0;
    public function construct($name="Water";
                                $volume=12.5) {
          $this-> name = $name;
          $this-> volume = $volume;
    }
    public function getName() {
          return $this->_name;
    public function setName($name) {
          $this->_name = $name;
    }
    public function getVolume() {
          return $this->_volume;
    public function setVolume($volume) {
          $this->_name = $volume;
class Booze extends Drink {
    const MAX TO DRIVE = 0.5;
    private $_degree;
    public static $_nb = 0;
    public function __construct($name, $volume,
                                        $degree) {
          parent:: construct($name,$volume);
          $this->_degree = $degree;
          self::$_nb++;
    }
    public function __toString() {
    return $this->getName().";
                $this->getVolume()."cl, ".
                $this->getDegree()."%";
    }
    public function getDegree() {
          return $this->_degree;
    public function setDegree($degree) {
          $this->_degree = $degree;
    }
    public static function howMany() {
          return self::$_nb;
}
```