

Web Technology II (BIT301)



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Objects



```
<?php  
class SayHello{  
    function hello(){  
        echo "Hello World";  
    }  
}  
$obj=new SayHello;  
$obj->hello();  
?>
```

Objects



- An object is an instance (or occurrence) of a class.
- In this case, it's an actual user data structure with attached code.
- Objects and classes are a bit like values and data types.
- There's only one integer data type, but there are many possible integers.
- Similarly, your program defines only one user class but can create many different (or identical) users from it.
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Objects



- The data associated with an object are called its properties.
- The functions associated with an object are called its methods.
- When you define a class, you define the names of its properties and give the code for its methods.

Objects



- Syntax

To declare an object of a class we need to use new statement

```
<?php
```

```
class Class_name
```

```
{
```

```
..
```

```
}
```

```
$obj=new Class_name;
```

```
?>
```

Objects



- A class is a template for objects, and an object is an instance of class.
- A class is defined by using the class keyword, followed by the name of the class and a pair of curly braces ({}).
- All its properties and methods go inside the braces:

```
<?php  
class Fruit {  
    // code goes here...  
}  
?>
```

Objects



```
<?php
class Fruit {
    // Properties
    public $name;
    public $color;
```

```
// Methods
    function set_name($name) {
        $this->name = $name;
    }
    function get_name() {
        return $this->name;
    }
}
?>
```

Objects



```
<?php
class Fruit {
    // Properties
    public $name;
    public $color;
    // Methods
    function set_name($name) {
        $this->name = $name;
    }
    function get_name() {
        return $this->name;
    }
}
```

```
$apple = new Fruit();
$banana = new Fruit();
$apple->set_name('Apple');
$banana->set_name('Banana');

echo $apple->get_name();
echo $banana->get_name();
?>
```


PHP - The \$this Keyword



The \$this keyword refers to the current object, and is only available inside methods.

```
<?php
class Student {
    public $name;
}
$apple = new Student();
?>
```

- So, where can we change the value of the \$name property?
- There are two ways:
 - Inside the class (by adding a set_name() method and
 - use \$this):



PHP - The \$this Keyword

```
<?php
class Student {
    public $name;
    function set_name($name) {
        $this->name = $name;
    }
}

$s1 = new Student();
$s1->set_name("Ram");

echo $s1->name;

?>
```

```
<?php
class Student {
    public $name;
}

$s1 = new Student();
$s1->name = "RAM";

echo $s1->name;

?>
```

we can use the **instanceof** keyword to check if an object belongs to a specific class:



```
<?php
class CTC{

}
$mango_tree = new CTC();
var_dump($mango_tree instanceof CTC);
?>
```



Anonymous Class

- In PHP, you can create anonymous classes using the class keyword without specifying a class name.
 - Anonymous classes are useful when you need to create a small, one-time-use class without giving it a name.
 - They are often used for creating objects with specific behavior or overriding methods on the fly.
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Anonymous Class

```
$object = new class {
```

```
// Properties and methods go here
```

```
};
```



Anonymous Class

```
<?php
$object = new class {
    public $property = 'Hello, World!';

    public function greet() {
        echo $this->property;
    }
};

$object->greet(); // Outputs: Hello, World!

?>
```

```
<?php
```

```
class Animal {  
    public $name;  
    public function __construct($name) {  
        $this->name = $name;  
    }  
    public function speak() {  
        echo "{$this->name} speaks\n";  
    }  
}  
  
class Dog extends Animal {  
    public function speak() {  
        echo "{$this->name} barks\n";  
    }  
}  
  
class Cat extends Animal {  
    public function speak() {  
        echo "{$this->name} meows\n";  
    }  
}
```

Inheritance



// Creating objects

\$dog = new Dog("Dog");

\$cat = new Cat("Cat");

*\$obj = new Animal("This is
parent class");*

// Calling methods

\$dog->speak();

\$cat->speak();

\$obj->speak();

?>

Strings and Arrays



References

- Kevin Tatroe , Peter MacIntyre, Programming PHP: Creating Dynamic Web Pages, O'Reilly, 2021