Philip Pesic

Week 3

February 6 2023

Week 3 Lecture 1 Notes

Procedural Programming

Procedural programming is a paradigm, or a way to organize code. Procedural programs are

those that follow a specific set of sequences in order to receive an output.

Ex: Assembling furniture: Attach legs > Install screws > Paint

OOP

Object oriented programming is a paradigm that focuses code around a thing or object. These

objects have properties, such as variables and functions, that alter the object that they are part of.

Ex: Dog: Variables: Age, breed, length Functions: Sit, play, sleep

Classes

Classes are self-made datatypes, much like concepts, that group together multiple individual

parts to create a larger object.

Ex: class thing {private: int x = 1; public:int func() {x++;}; };

DOT

A dot notation is a dot that connects a public function to a class to call it.

Ex: thing.func(x);

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Class Categories

Public -

Mutator - Sets a function

Inspector - Returns a function

Private -

Variables

Utility function - Smaller functions used by public ones