Análisis OOP

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General terms object-oriented programming

It is a programming paradigm, dividing everything into classes, objects, entities, allows us to realize a structured and organized program, it comes to innovate the way to obtain results. Objects manipulate input data for obtaining specific output data, where each object offers special functionality.

Classes

Classes are used to represent entities or concepts, such as nouns in the language. Each class is a model that defines a set of variables - the state, and appropriate methods for operating on that data - the behavior. Each object created from the class is called an instance of the class.

Objects

An object is an object-oriented computer program thing that consists of a state and behavior, which in turn consist of stored data and tasks that can be performed at run time respectively.

Instancia

It is an object created from a class

Properties

They are like 'variables' that can take a single or multiple value and can be of a different type or

Methods

It is a set of statements associated with a class, which perform a certain task and can be invoked by a name

Encapsulacion

It is the process of storing data as methods, in which you can manipulate or change this data.

It consists of separating the external aspects of an object (can be accessed from other objects)

Abstract Classes

An abstraction focuses on the external vision of an object, separates the specific behavior of an object, this division that it performs is known as the barrier of abstraction, which is achieved by applying the principle of minimum commitment.

Inheritance

Inheritance makes it easy to create objects from existing ones and implies that a child subclass gets all the behavior of the methods of another parent class. You can inherit from another parent class

Polymorphism

It allows the same method name to render different code, as a result it can express many different behaviors.

Static class

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Overload

Php overload provides the means to dynamically create properties and methods. These dynamic entities are processed by magic methods that can be set in a class for various actions.

Override

It is a feature that allows a subclass or child class to provide a specific implementation of a method that is already provided by one of its parent classes or superclasses.

Thank you