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CIS 5

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30 MAY 2017

Lecture Notes

**CHAPTER 13 – Procedural and Object-Oriented Programming**

**Section 13.1 – Procedural and Object-Oriented Programming**

Procedural programming – focuses on the process/actions that occur in a program

Object-Oriented programming – based on the data and the functions that operate on it. Objects are instances of ADTs that represent the data and its functions

Class – like a struct (allows bundling of related variables), but variables and functions in the class can have different properties than in a struct

Object – an instance of a class

**More on Objects**

Data hiding – restricting access to certain members of an object

Public interface – members of an object that are available outside of the object. This allows the object to provide access to some data and functions without sharing its internal details and design, and provides some protection from data corruption