

# Programación orientada a objetos

## CI-0112 Programación 1

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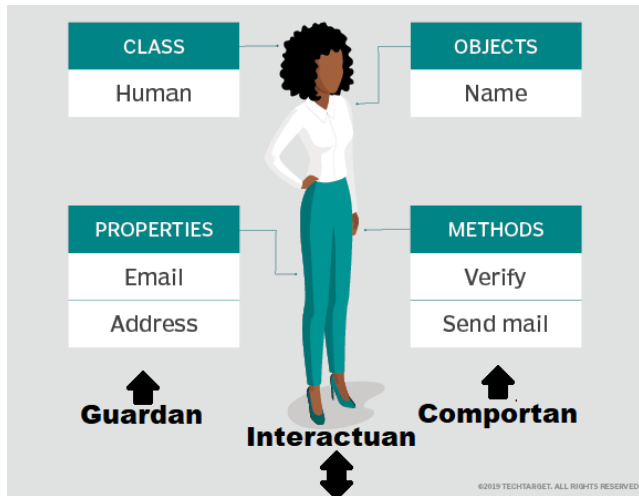
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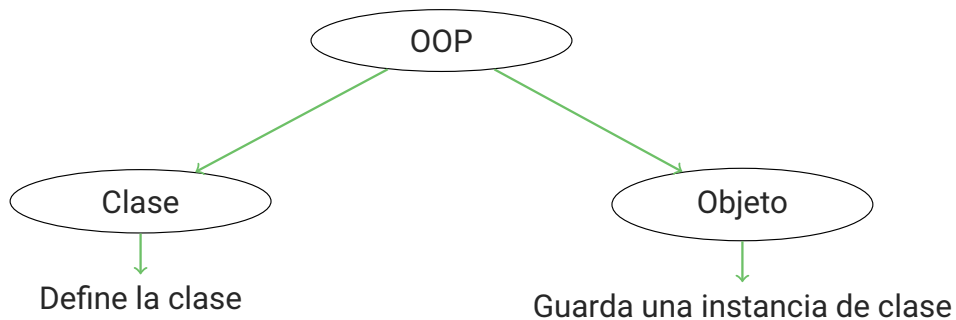


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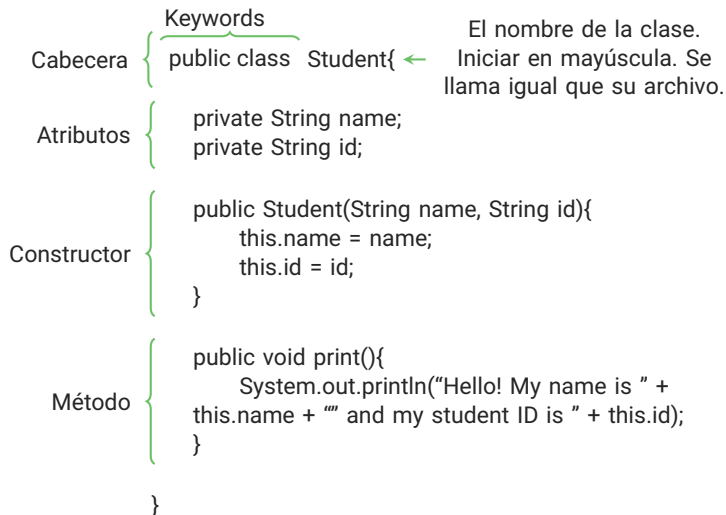
# Programación orientada a objetos (OOP) nos enfocamos en los objetos...



## Existen dos definiciones sumamente importantes...



# Una clase es una plantilla de como definir objetos



Los atributos (a.k.a. propiedades, variables de instancia o campos) son las características del objeto

class Student

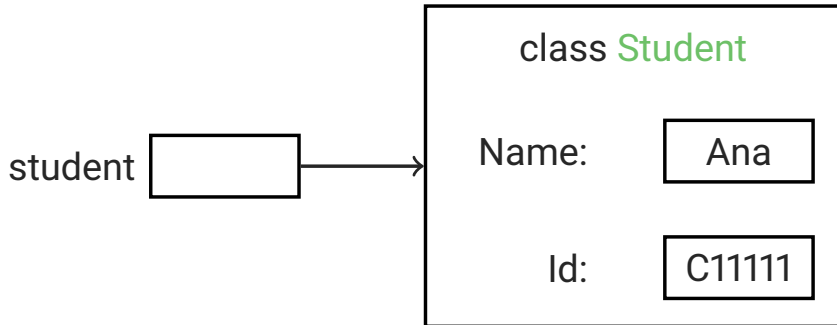
Name:

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## Nota

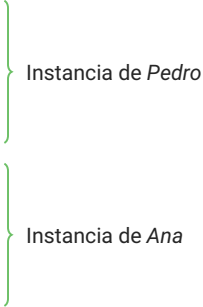
Generalmente se guardan los atributos en privado

**El constructor es un método especial (sin una variable de retorno) que inializa un objeto**



# Un objeto es una instancia de una clase

```
public class School{  
    public static void main (String []  
        args){  
  
        //Create Student Pedro  
        Student pedro = new Student();  
        pedro.name = "Pedro";  
        pedro.id = "D10010";  
        pedro.print();  
  
        //Create Student Ana  
        Student ana = new Student();  
        ana.name = "Ana";  
        ana.id = "M10010";  
        ana.print();  
  
    }  
}
```



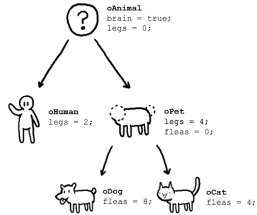
Instancia de *Pedro*

Instancia de *Ana*

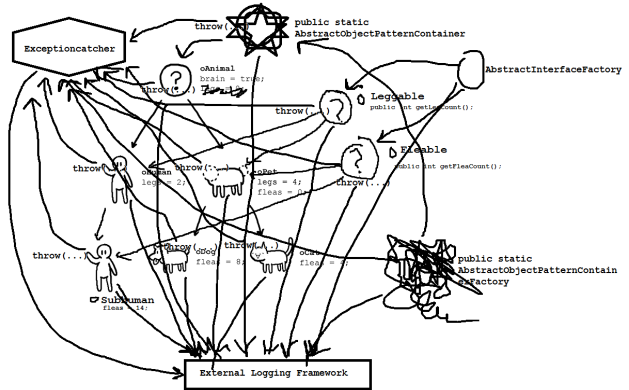
Vamos a crear nuestras propias  
clases en grupos



## What OOP users claim



## What actually happens



## Referencias I

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## Referencias II

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