

JAVA OOP – Module (Hard)

Java - What is OOP?

OOP stands for **Object-Oriented Programming**.

Procedural programming - is about writing procedures or methods that perform operations on the data.

Object-oriented programming - is about creating objects that contain both data and methods.

Object-oriented programming has several advantages over procedural programming:

- OOP is faster and easier to execute
- OOP provides a clear structure for the programs
- OOP helps to keep the Java code DRY "Don't Repeat Yourself", and makes the code easier to maintain, modify and debug
- OOP makes it possible to create full reusable applications with less code and shorter development time

DRY stands for "**Don't Repeat Yourself**".

The "Don't Repeat Yourself" (DRY) principle - is about reducing the repetition of code. You should extract out the codes that are common for the application, and place them at a single place and reuse them instead of repeating it.

Reference:

https://www.w3schools.com/java/java_oop.asp