BEWD 13

LESSON 6

3 LEARNING GOALS

OBJECT ORIENTED PROGRAMMING

- CLASS - THE BASICS

- METHODS - INSTANCE VS CLASS METHODS

- VARIABLES - INSTANCE VS LOCAL

GIT TIME

GIT TIME

YOU SHOULD KNOW HOW TO

- CREATE A REMOTE BRANCH

- PULL FROM THE UPSTREAM REPO

- PUSH THE CODE TO YOUR FORKED MASTER BRANCH

CLASS

CLASS : LEARNING GOAL REVIEW

1 - DEFINE A CLASS

2 - SET ATTRIBUTES

3 - ADD READ & WRITE CAPABILITIES

4 - CONSTRUCTOR CREATION

5 - VOCABULARY

- VARIABLE TYPES

- METHOD TYPES

ANATOMY OF A CLASS

STATE

BEHAVIOR

IDENTITY

CODE ALONG

`<person.rb>`

```ruby
#Classes have state and behavior
#State & Object Factory: factory that creates and instiantes robots
#Behavior: Collection of class methods, instance methods, instance variable,
         #local variables, constants etc.,

require 'pry'
require 'pry-byebug'

class Person

#creates getter && setter methods for each attribute
attr_accessor :name, :age, :home_town

#instance_factory to support creating a new person using Person.new
  def initialize(name, age, home_town)
    @name = name
    @age = age
    @home = home
  end
end
```

CODE LAB

THERMOSTAT!

CREATE A THERMOSTAT USING..

- METHODS
- VARIABLES
- ARRAYS
- CONDITIONALS
- ENUMERATION

CODE ALONG

CODE LAB

< rise_of_robots.rb >

RISE OF THE ROBOTS!

CREATE A ROBOT FACTORY USING..

- METHODS
- VARIABLES
- ARRAYS
- CONDITIONALS
- ENUMERATION

KEYS TO SUCCESS

- ONE BRICK AT TIME

- DEBUG WITH PRY EVERY TIME

- CODE PROLIFICALLY