

# Lecture 2

# Object Oriented Programming

# IEEE Spectrum

[The Top Programming Languages 2016](#)

# What we want:

- robustness

- adaptability

- reusability

# C Structure

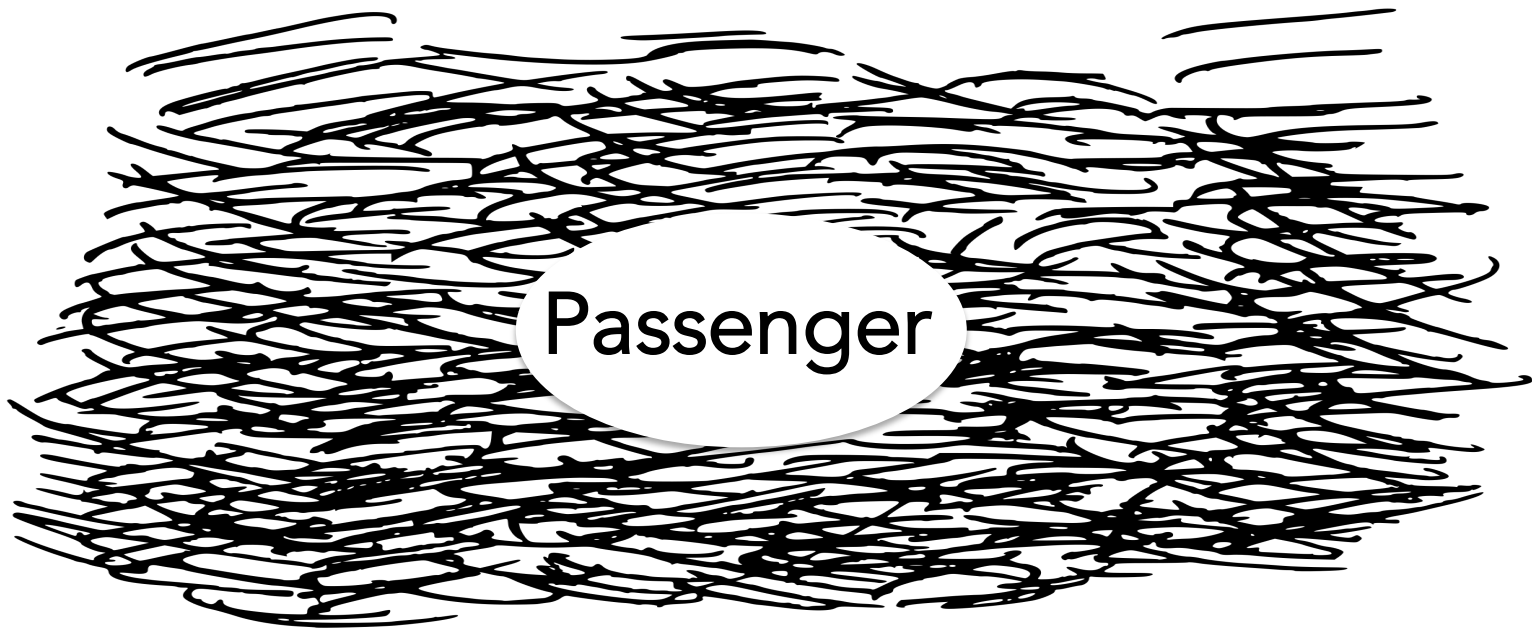
```
struct Passenger {  
    string name;  
    int dob[];  
    int air_miles;  
    struct flights[];  
    struct routes[];  
};
```

```
struct Passenger Ram;  
//Some code  
flight L =longestFlight(Ram.flights);  
  
route E =mostEconomic(Ram.routes);
```

**Class allows data and  
functions at one place!**

```
class Passenger {  
    //data  
    ...  
    //functions  
    ...  
};
```

# We want protection from outside code!





private, and public

```
class Passenger {  
    private:  
        string name;  
        int dob[];  
        int air_miles;  
        flight longestFlight(flight[]);  
        route mostEconomic(routes[]);  
    public:  
        getDetails();  
        getName();  
        addFlight();  
};
```

# Abstraction and Encapsulation

Only essential information is provided to the outside world, details are hidden!

```
class Passenger {  
    private:  
        string name;  
        int dob[];  
        int air_miles;  
        flight longestFlight(flight[]);  
        route mostEconomic(routes[]);  
    public:  
        void getDetails();  
        void getName();  
        void addFlight();  
};
```

# Function definition

1. in class

2. outside class

**void** Passenger::getDetails

# Constructors and Destructor

```
class Passenger {  
    //other stuff  
    Passenger{string name, int age, int miles}  
    //other stuff  
    ~Passenger();  
};
```

**We want easy re-use  
of the code!**

**Silver, Gold, and  
Platinum members!**



```
class GoldP: public Passenger{  
    private int gold_points;  
    ...  
    ...  
}
```

**Inheritance facilitates  
code reuse!**

Interesting: a  
Passenger pointer  
can hold Silver, Gold,  
and Platinum

# Static Binding

# Virtual functions

# Dynamic Binding

**Protected!**

**Inheritance for  
specialization or  
extension!**

Encapsulation  
Abstraction  
Inheritance



**Class variables are  
called objects!**

# Class Examples

```
class students{  
    ...  
    private int i,j,k;  
    public int COMP(i,j){  
        //Compare rank  
    }  
    ...  
}
```

```
class books{  
    ...  
    private int i,j,k;  
    public int COMP(i,j){  
        //Compare price  
    }  
    ...  
}
```

# Object Examples

```
Students st_ref = new Students();
```

```
Books bk_ref = new Books();
```

Don't just get things  
done, try to find  
rationale behind  
anything you do!