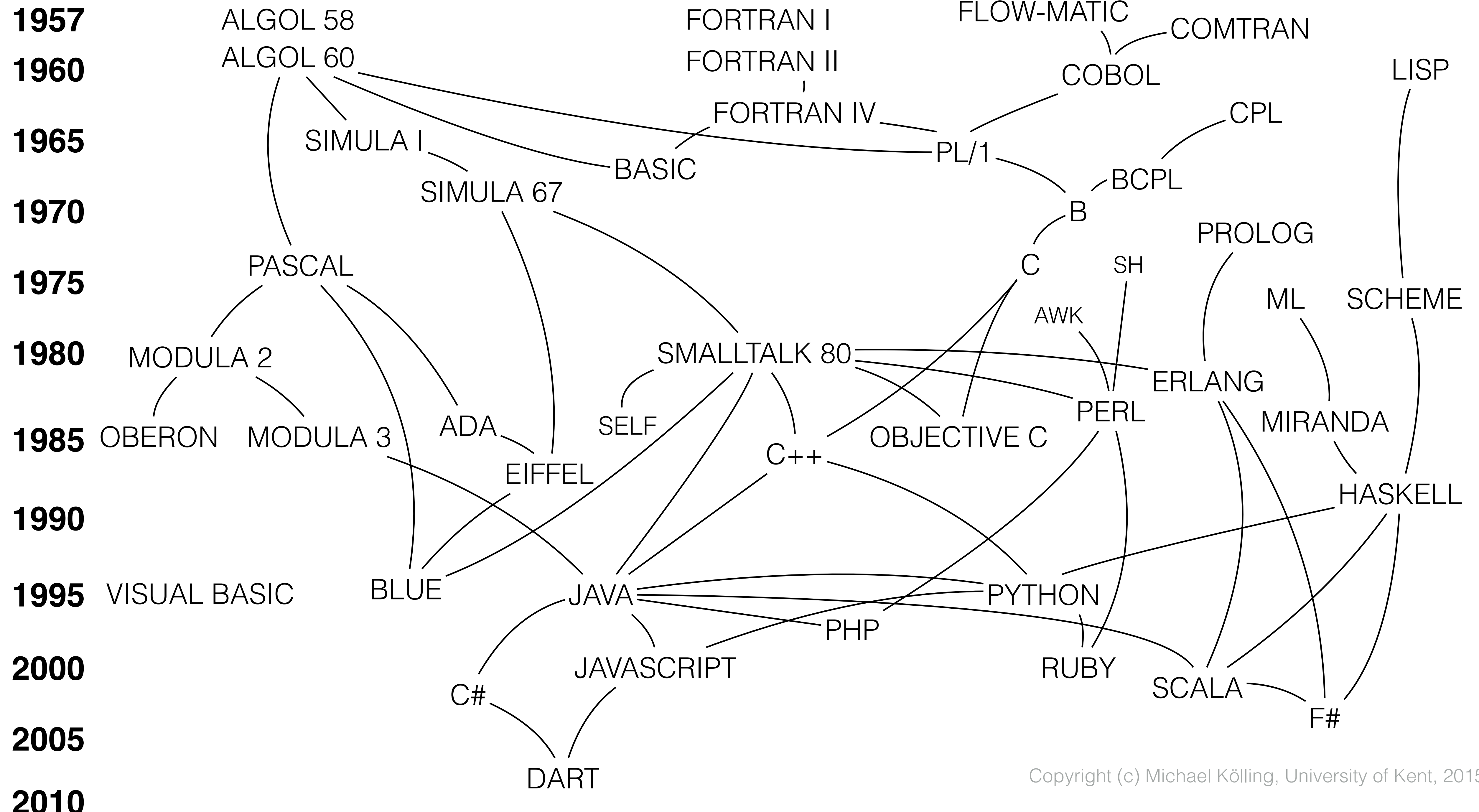
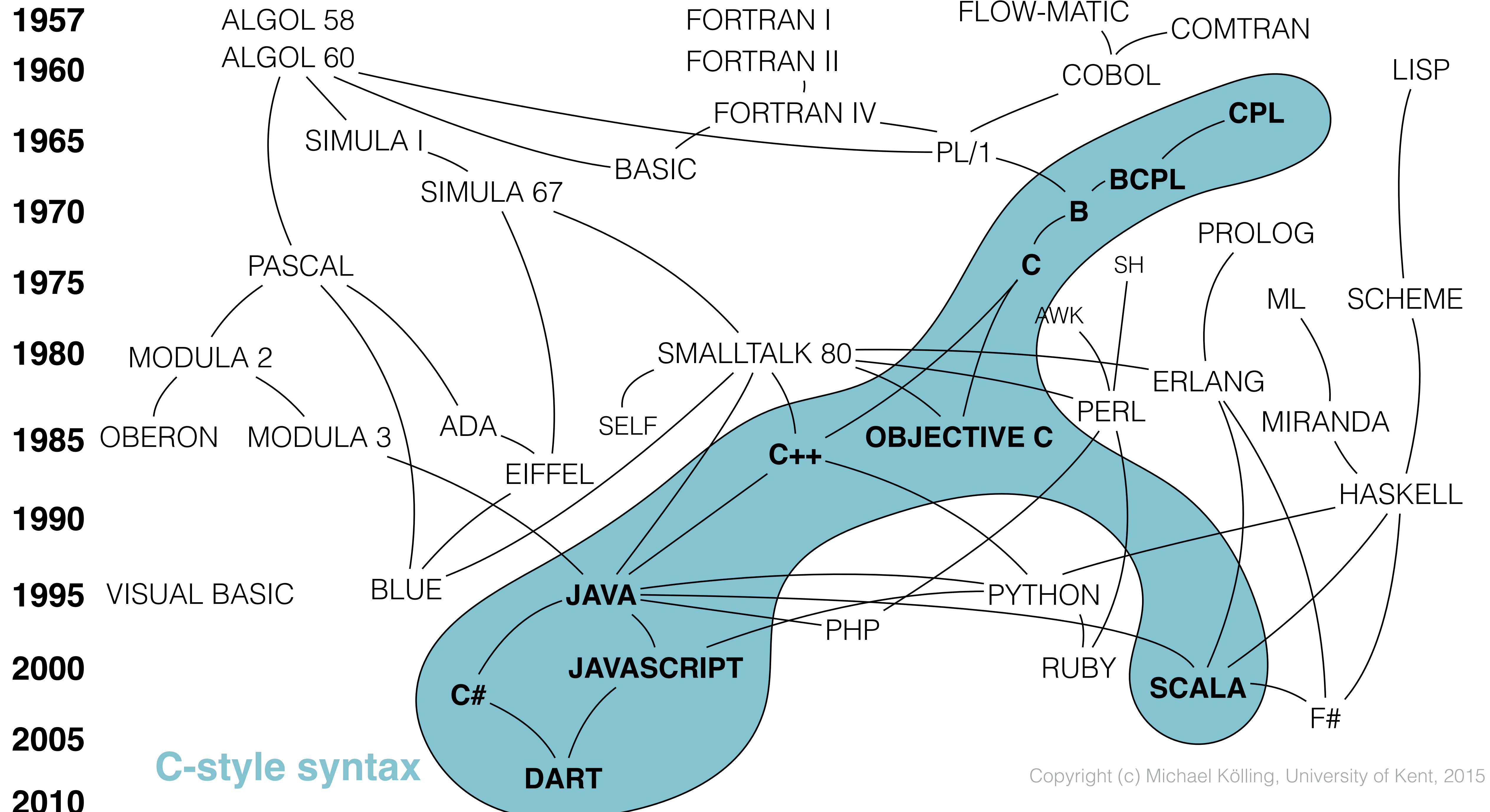


What is OOP (and why does it matter?)

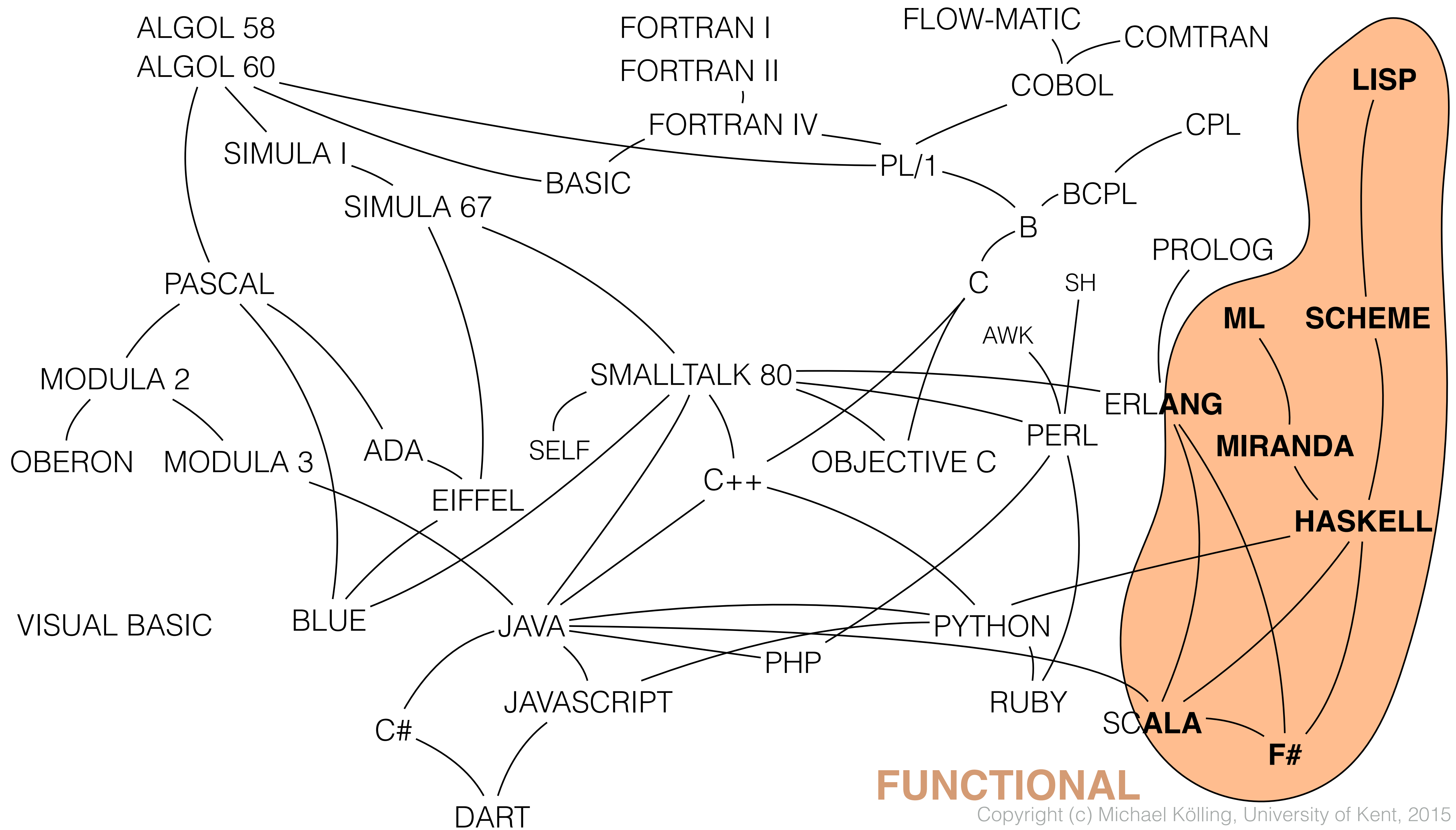
CAS conference 2015

Michael Kölling
University of Kent

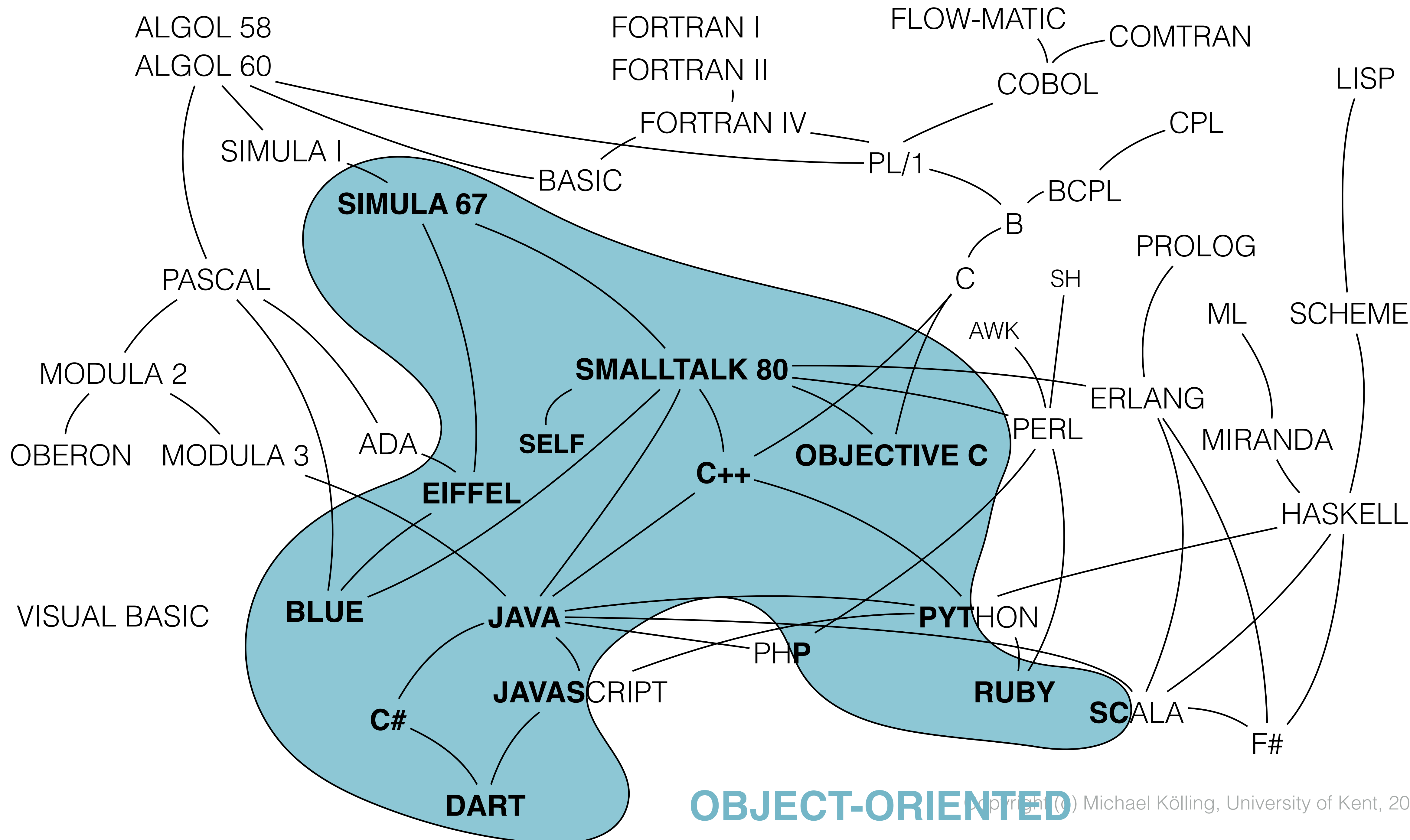




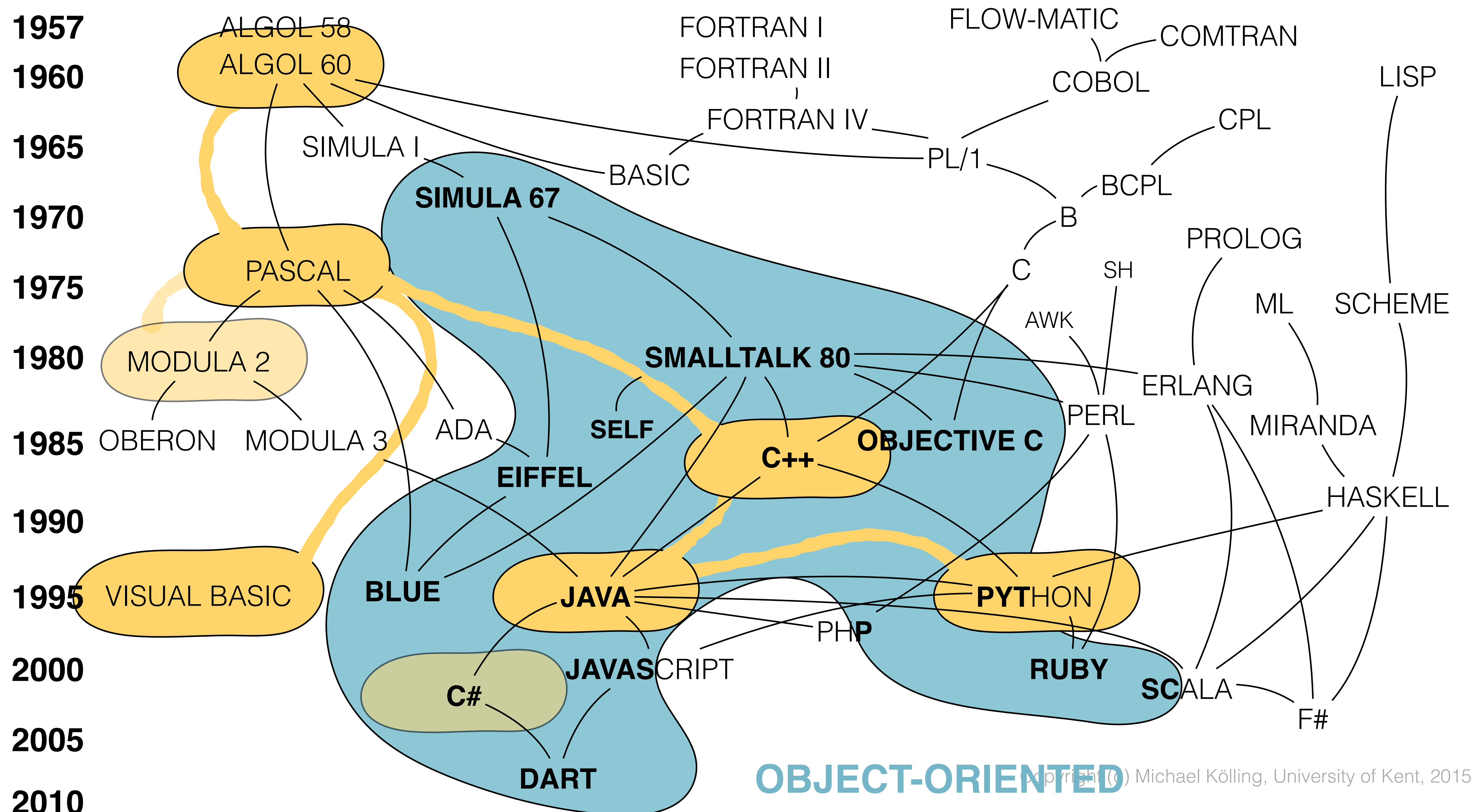
1957
1960
1965
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1975
1980
1985
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1995
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2010



1957
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2005
2010



OBJECT-ORIENTED



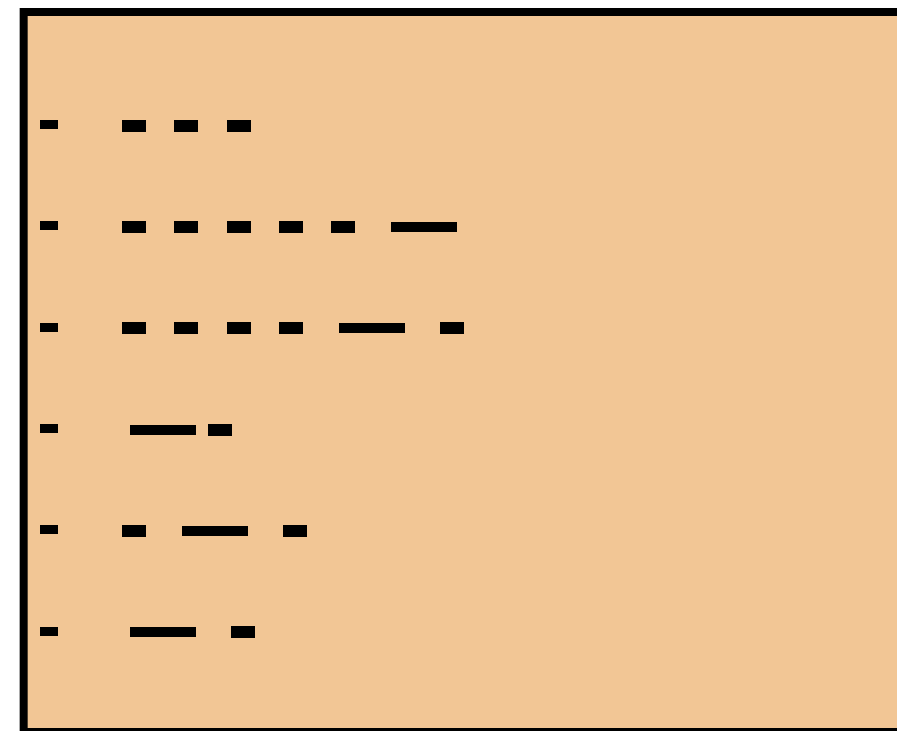
Machine code

01
F5
E9
FF
03
A2
2B
33
65
92
6F
C0

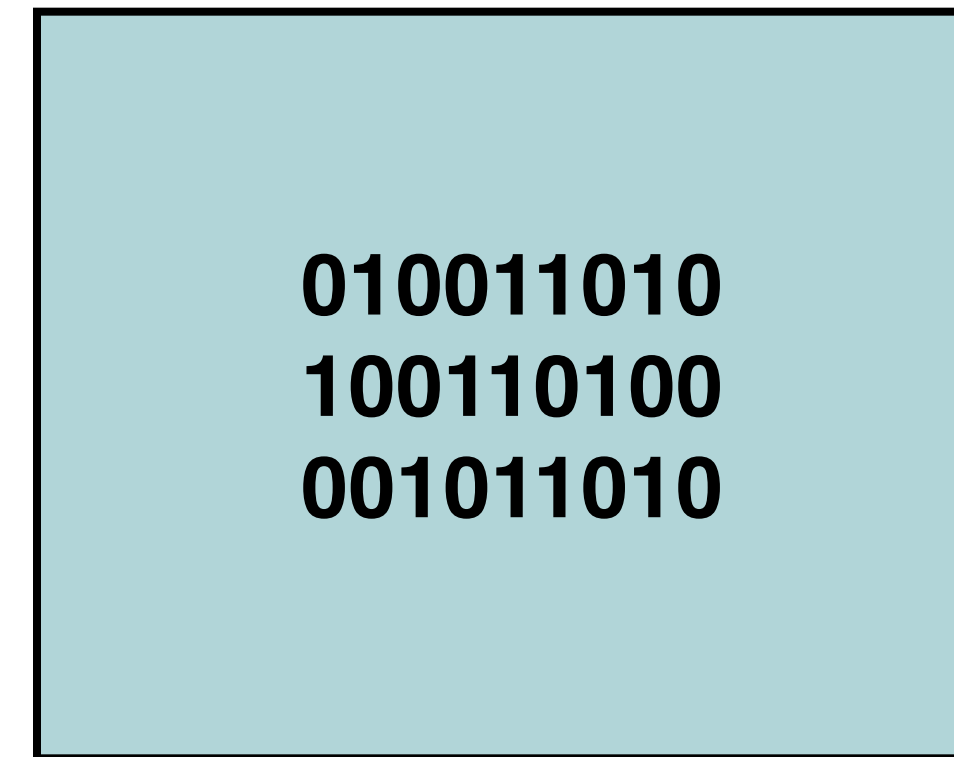
Assembler

LDA	01
STY	F5
ADD	E9
JMP	FF
03	03
162	A2
43	2B
51	33
'A'	65
'b'	92
'G'	6F
'z'	C0

Higher level programming

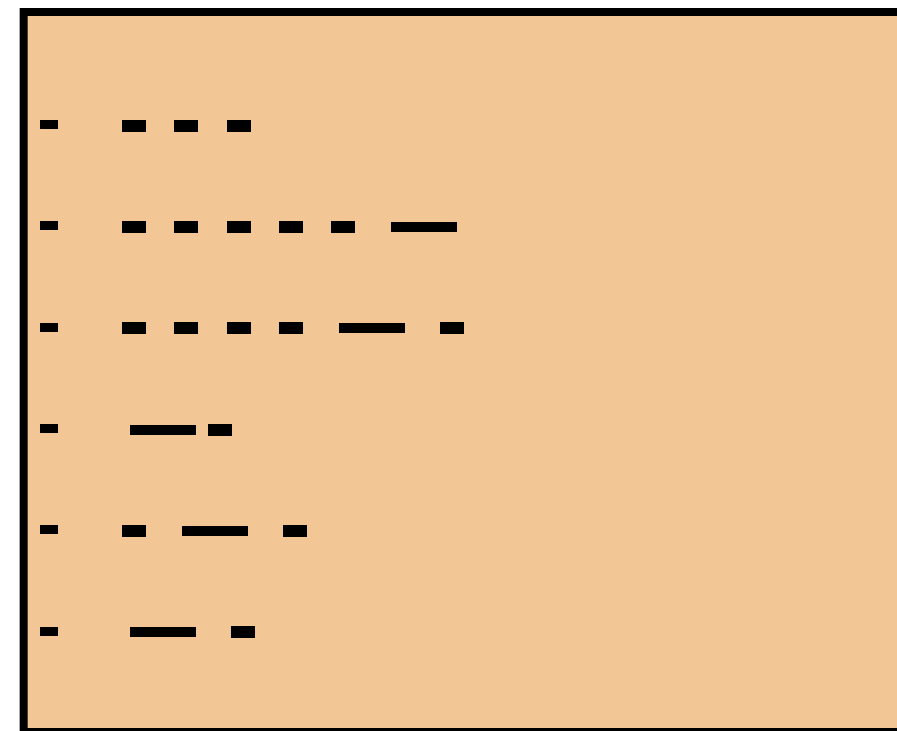


code



data

Higher level programming – with types

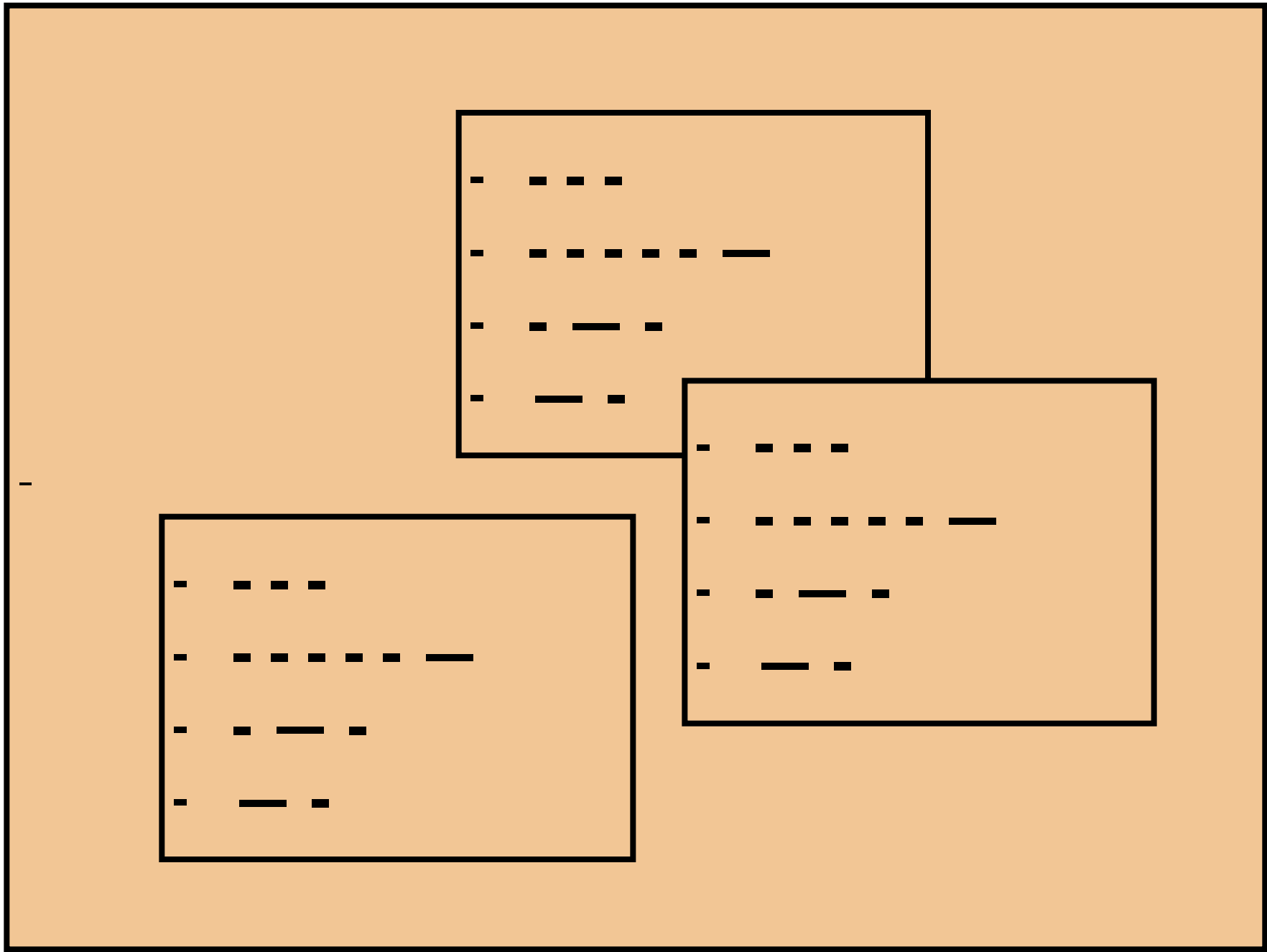


code

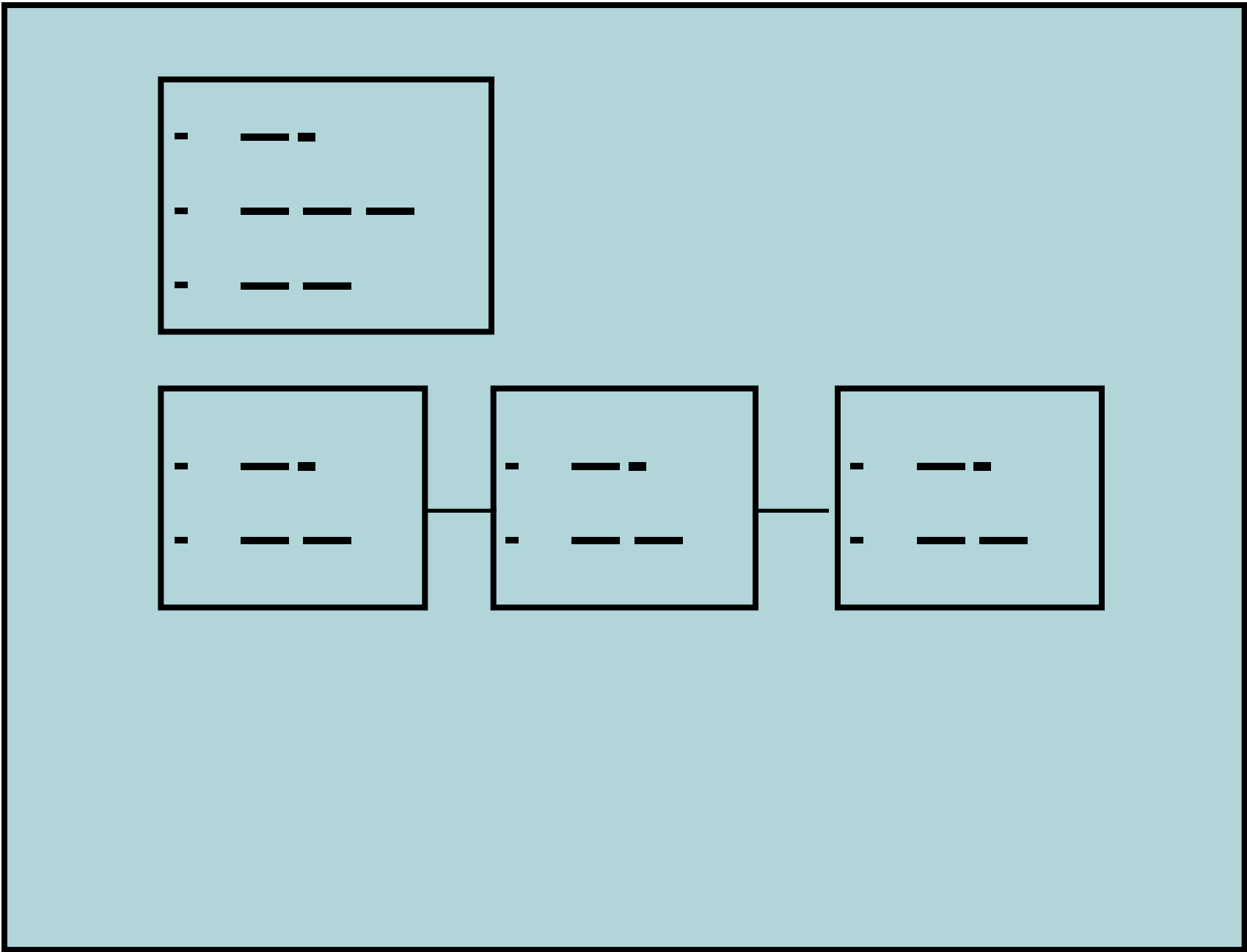


data

Structured programming

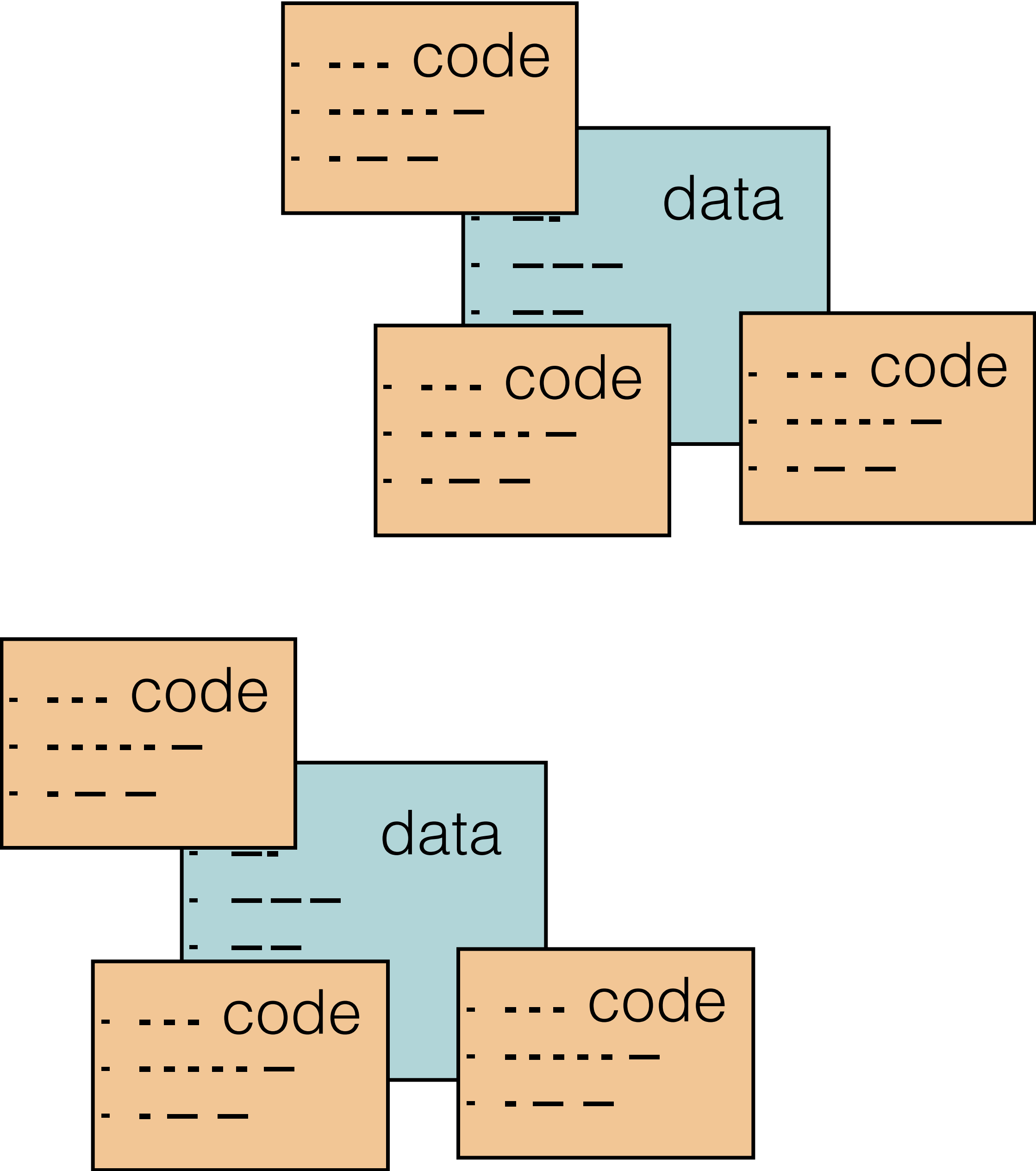
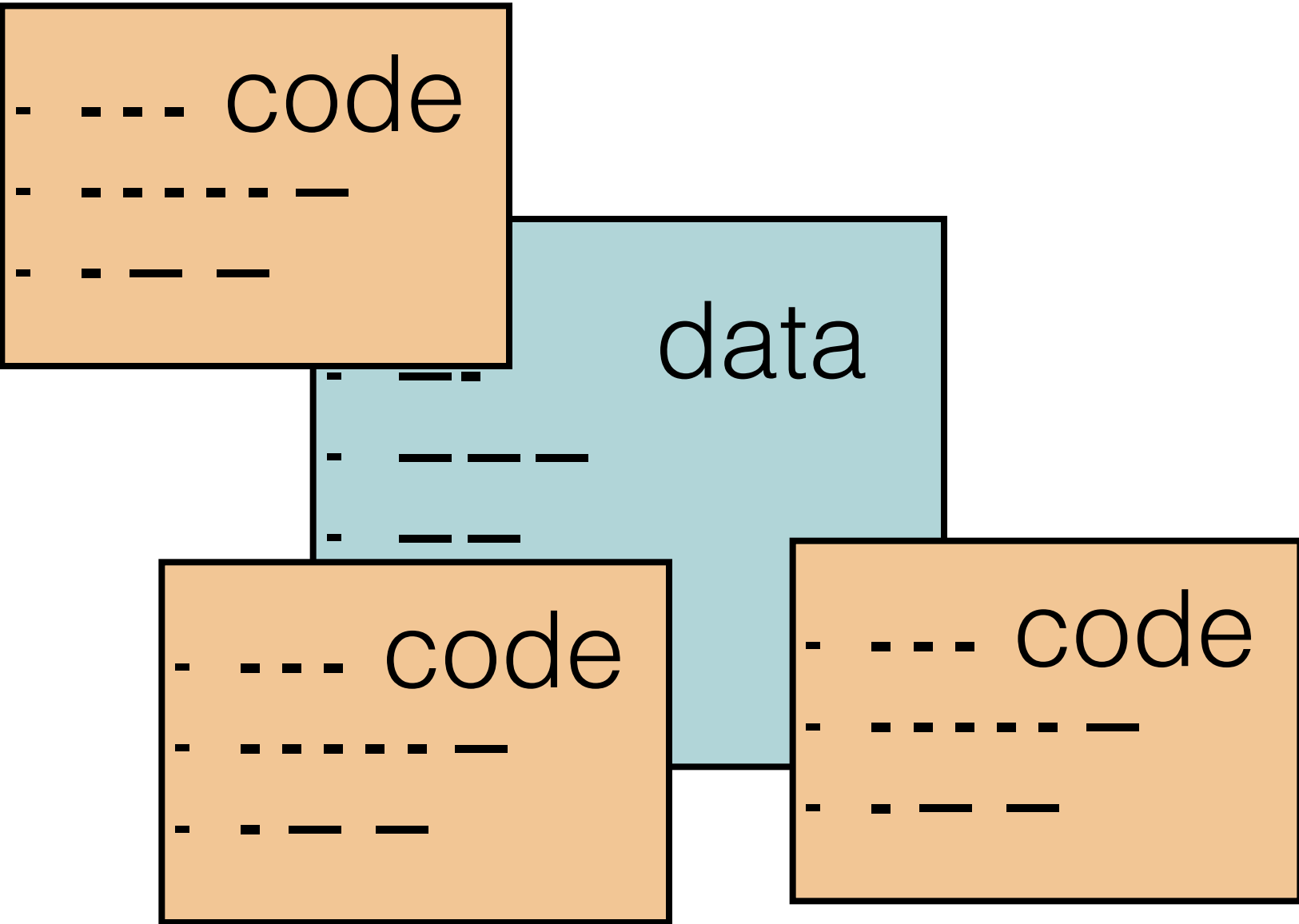


code

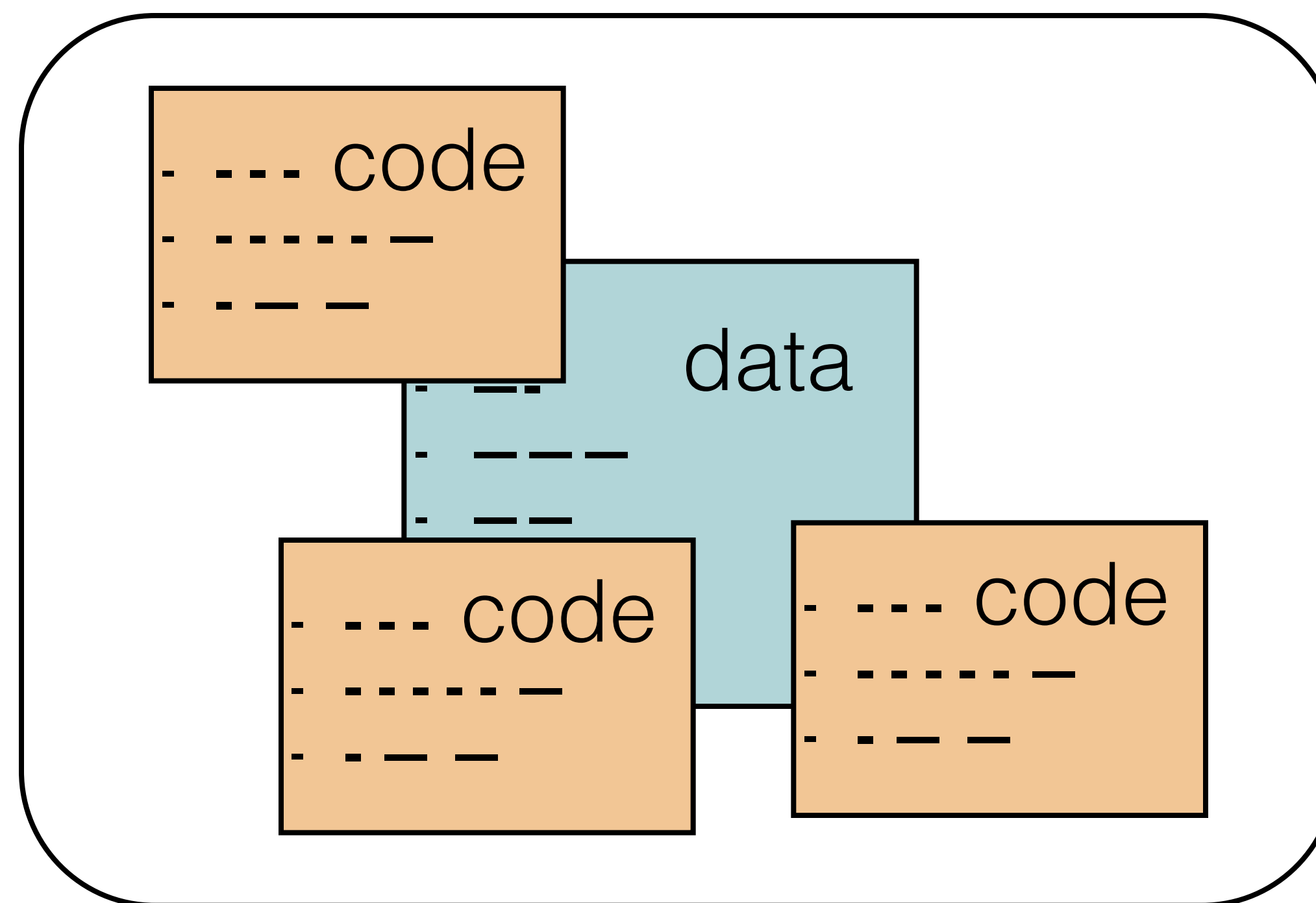


data

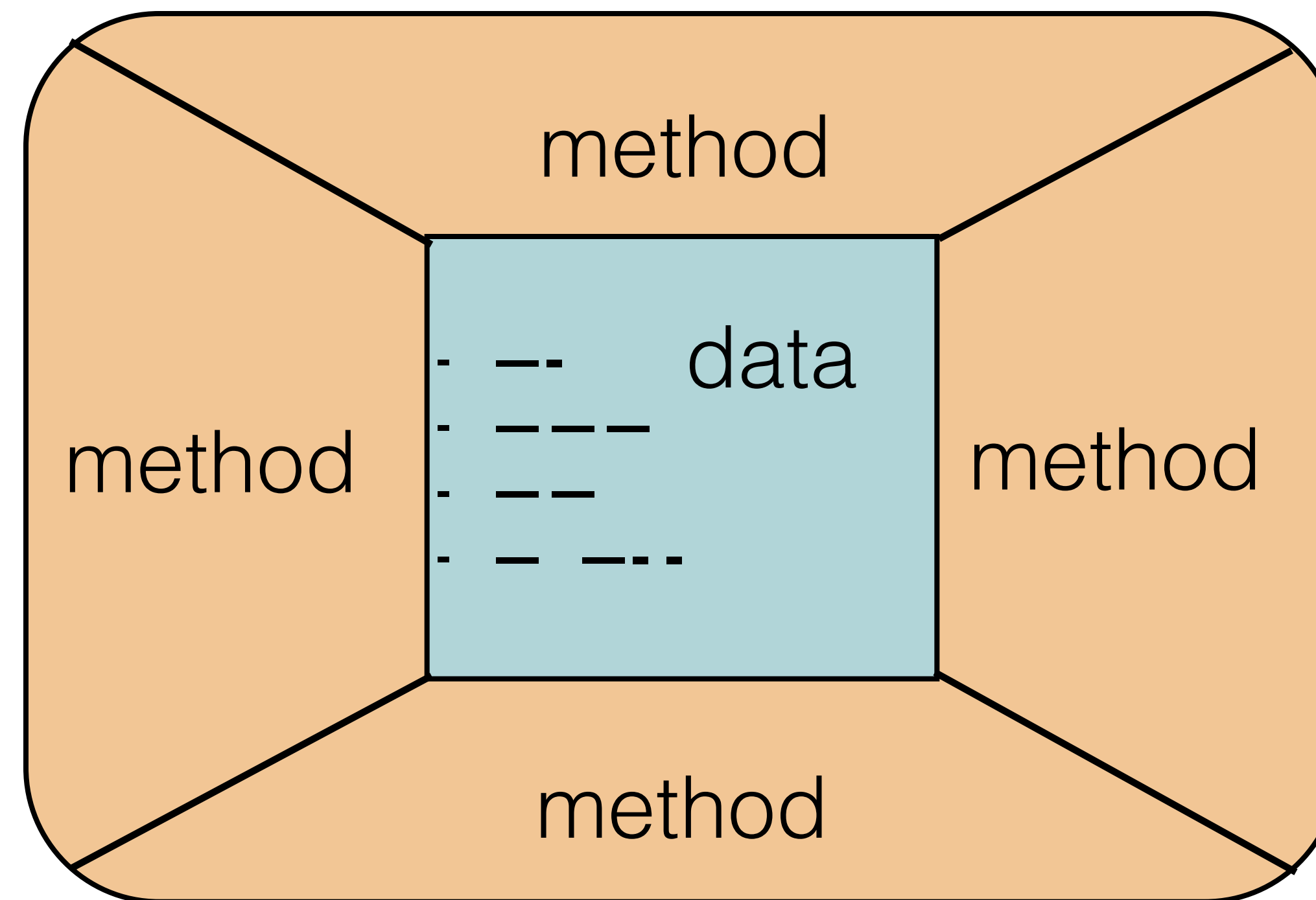
Object-oriented programming



Object-oriented programming

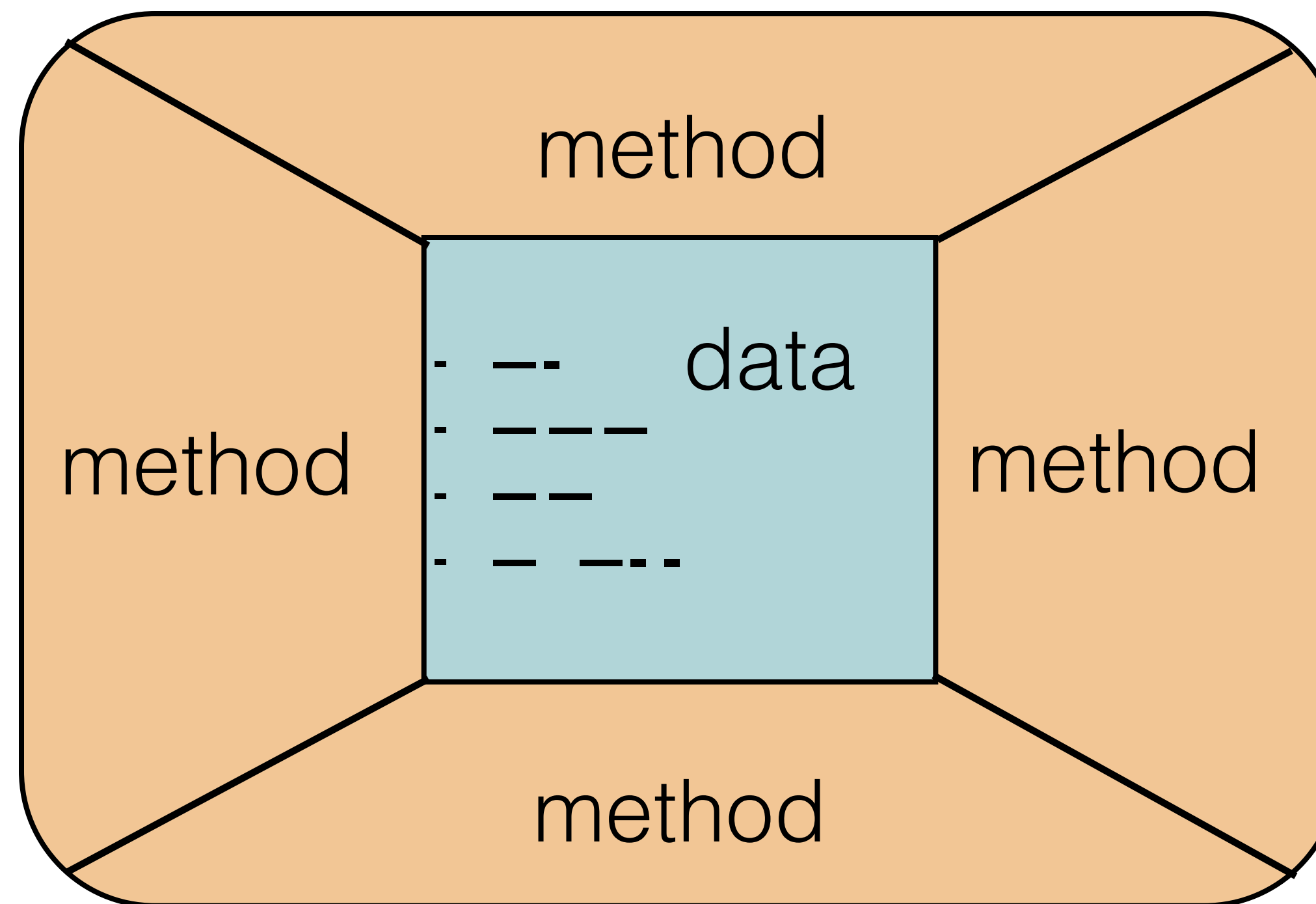


Object-oriented programming



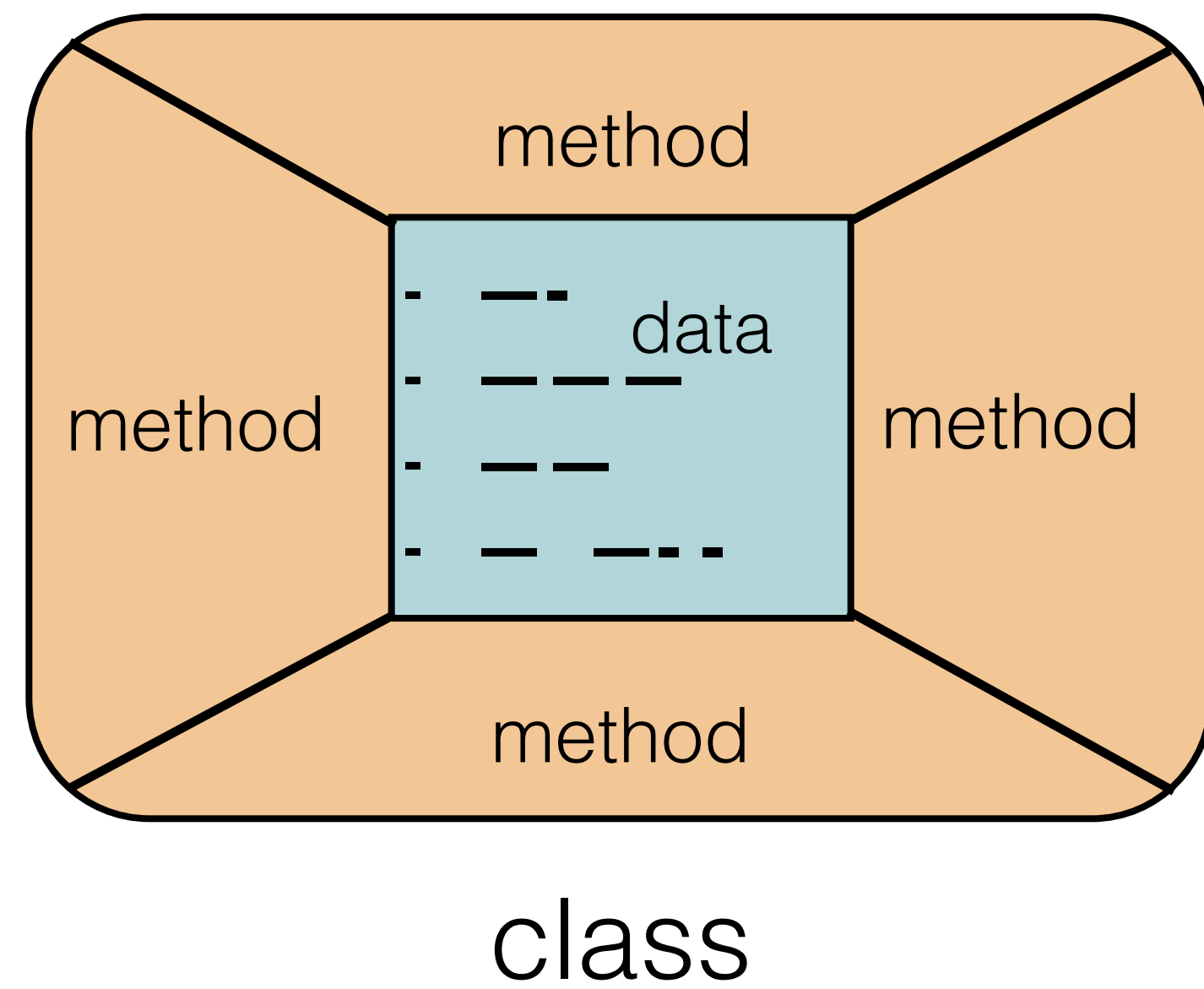
Encapsulation
(Information hiding)

Object-oriented programming

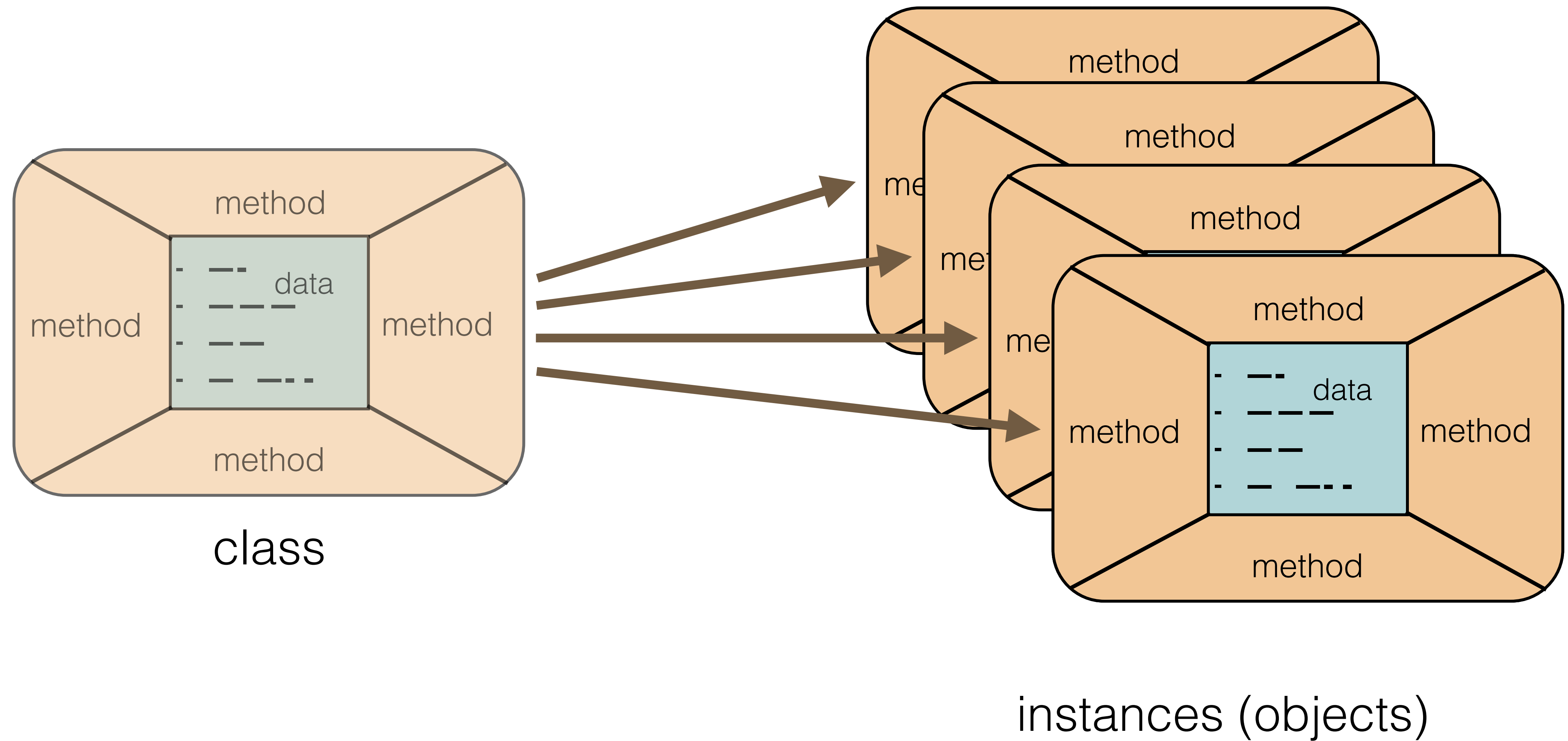


**Encapsulation
(Information hiding)**

Object-oriented programming

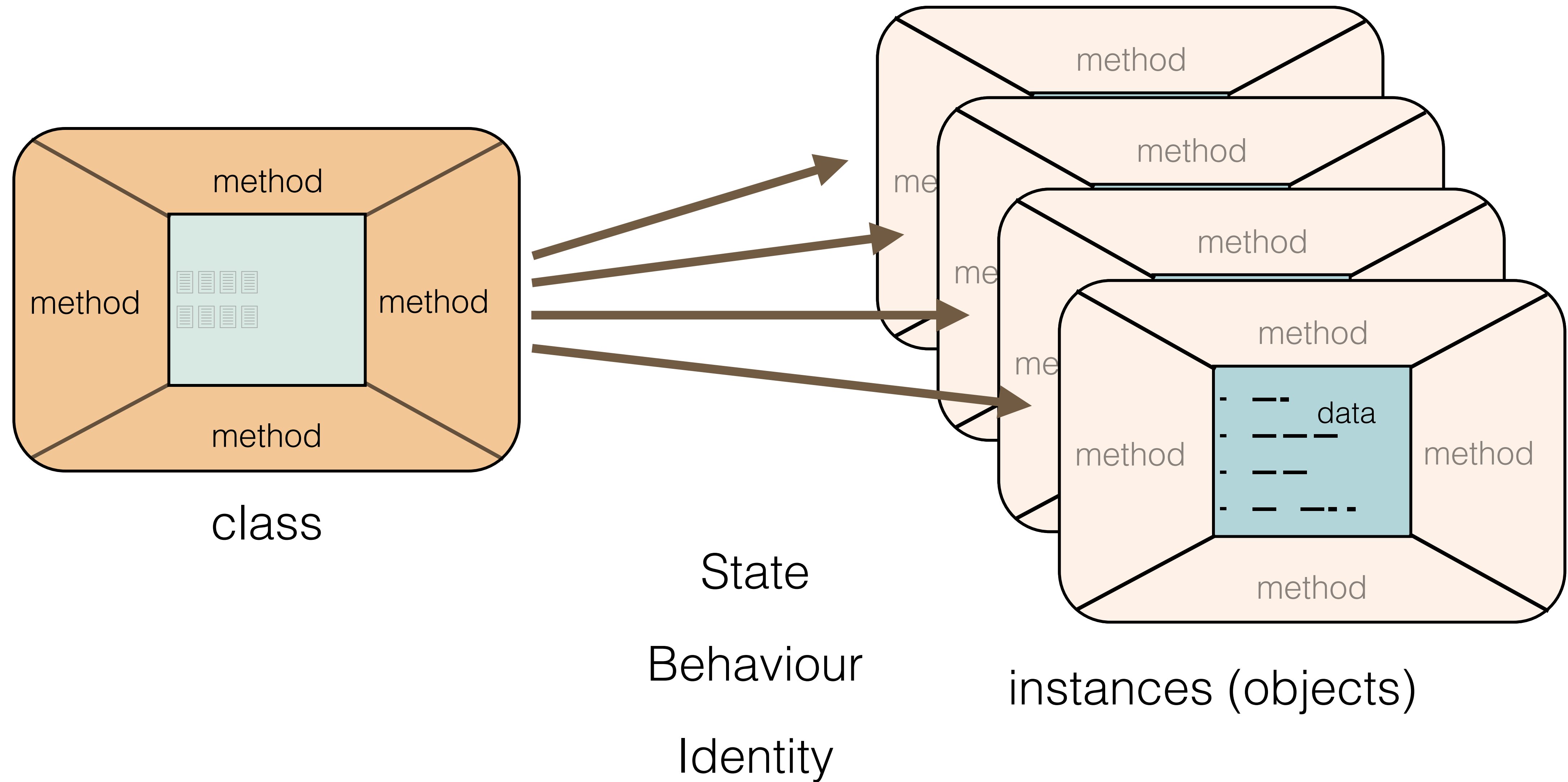


Object-oriented programming

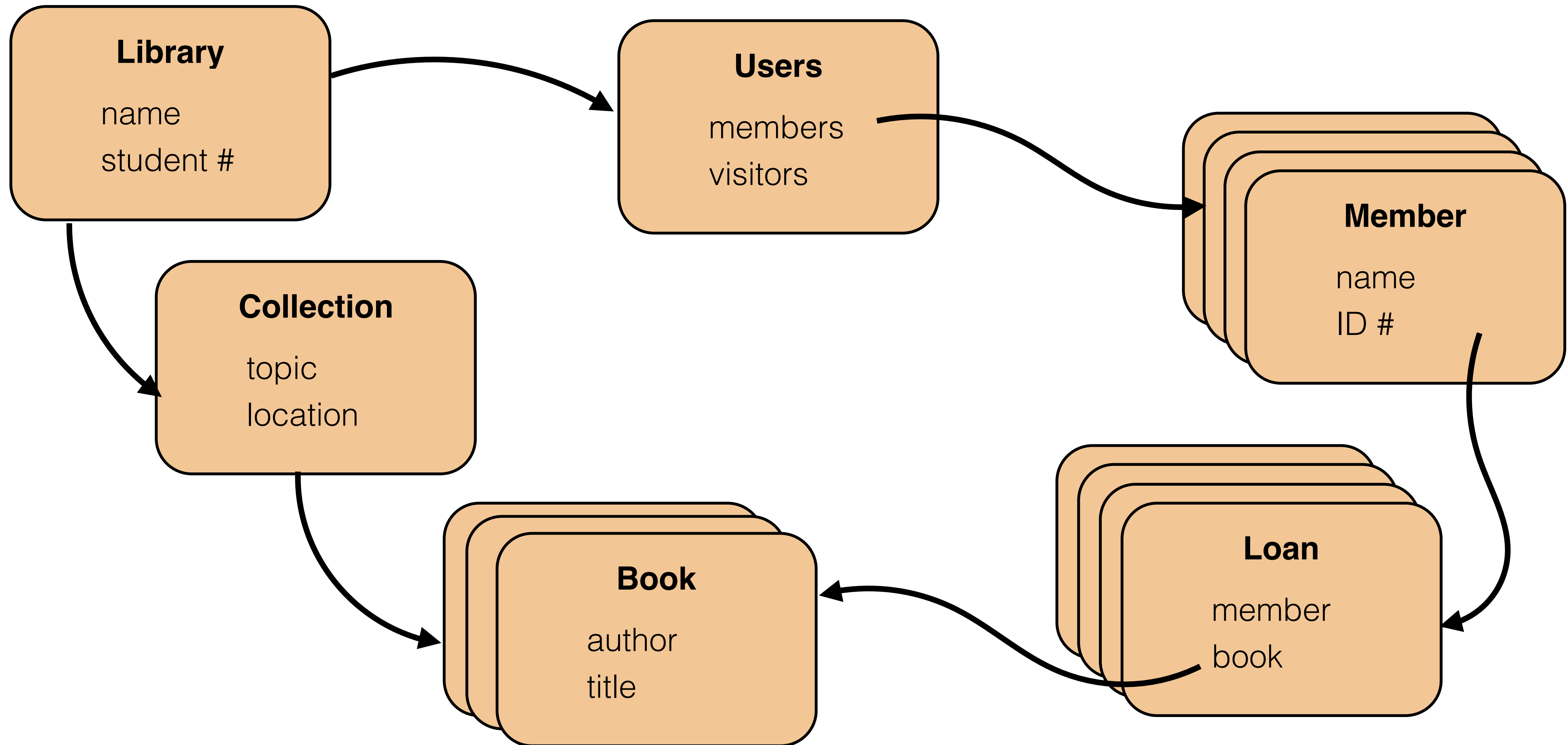


Instantiation

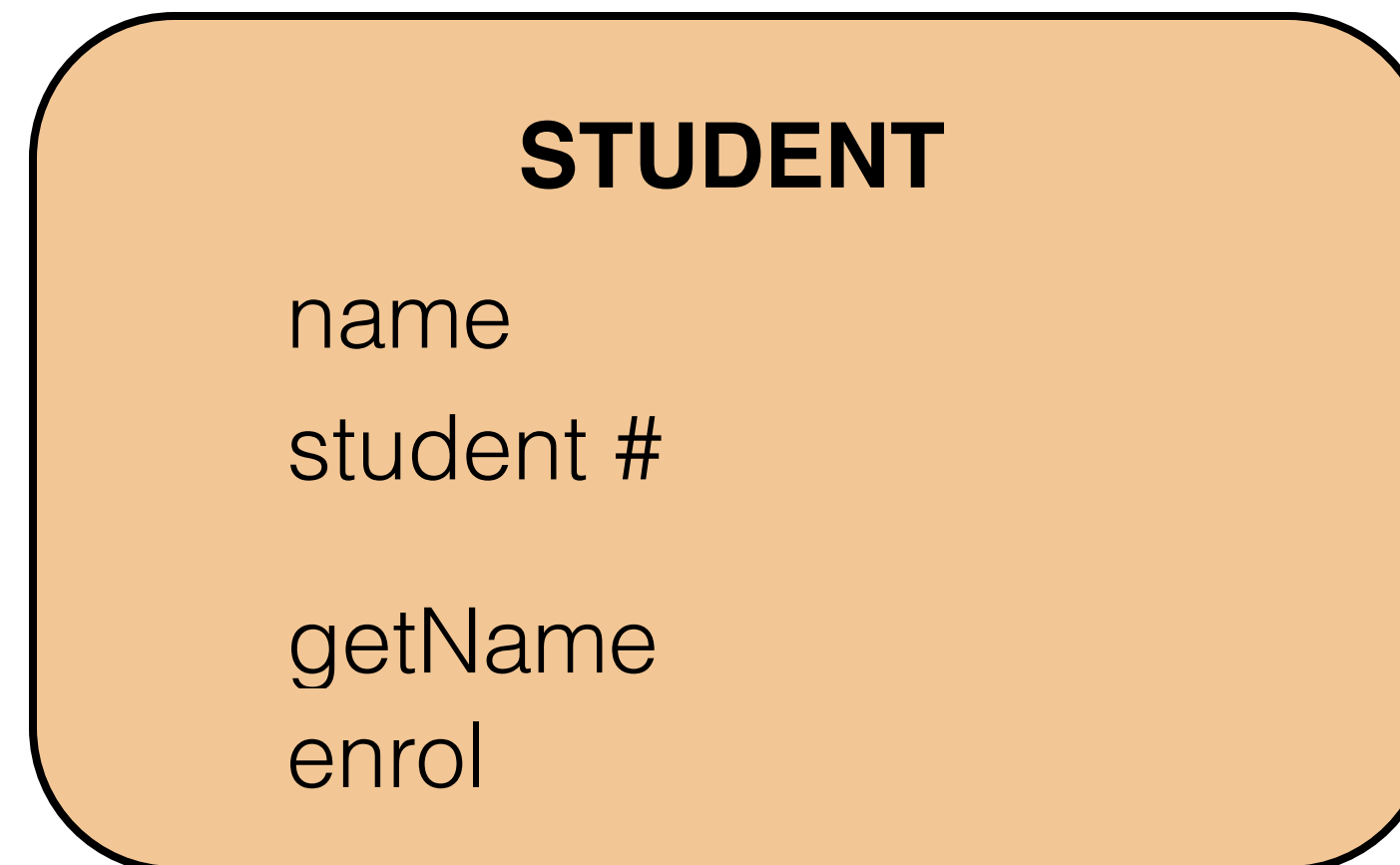
Object-oriented programming



Object-oriented programming



Object-oriented programming



Object-oriented programming

STUDENT

name
student #

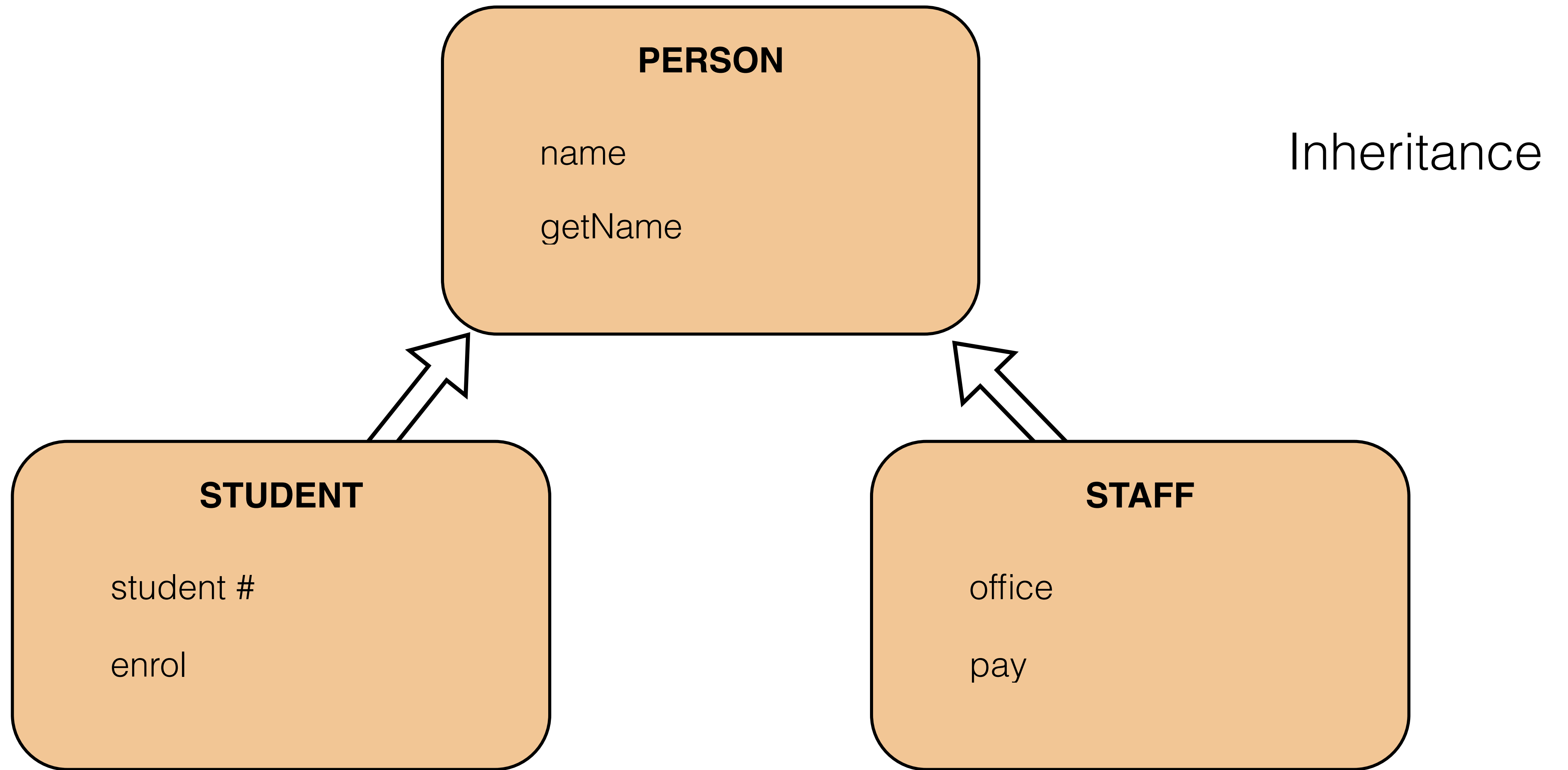
getName
enrol

STAFF

name
office

getName
pay

Object-oriented programming



Modularisation

Readability

Maintainability

Extendability

Correctness

Modelling

PRO:

Modularisation

Readability

Maintainability

Extendability

Correctness

Modelling

CON:

Boilerplate code

Strictness / inflexibility

And now: How do I teach this?