Object Oriented Programming:
An Introduction

CSCE 110
Procedural/Functional Programming

• Pascal is an example
• Focus is on the steps from beginning to end using
  – ________________
    (i.e. ________________
      & ________________
    )
• Data is something that gets __________
  & ________________

Object Oriented Programming

• A different ________________ on programming
• Focus on "__________" and their ____________

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Objects

- ______________
  - Dogs
    - Fur color
    - Weight
    - Age
    - ...

- ______________
  - Dogs
    - Bark
    - Sit
    - Fetch
    - ...

Described in a _____ by its ______________
  - Similar to ______________ in Pascal... think ___________

- ______________
  - Similar to ____________ in Pascal

- ______________
  - Similar to ____________ in Pascal

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## Modeling

<table>
<thead>
<tr>
<th>Dog</th>
</tr>
</thead>
<tbody>
<tr>
<td>furColor : String</td>
</tr>
<tr>
<td>age : int</td>
</tr>
<tr>
<td>weight : int</td>
</tr>
<tr>
<td>bark() : void</td>
</tr>
<tr>
<td>sit() : void</td>
</tr>
<tr>
<td>fetch() : void</td>
</tr>
</tbody>
</table>

Class Name
• _______ the details of how an object is implemented.
  – Similar to _____________________ in Pascal
• Keeps most of the code related to an object ________________.
• Control _________ by setting _________ to members as
  ____________, ____________, and ____________
• Subclasses have ____________________ defined in the parent class.
• Subclasses can ___________________ of parent class, i.e. _____________ behavior.
• Subclasses can _____________________ members.
Modeling
• Treat __________ classes as instances of the __________ class.