Object Oriented Programming Foundations:

Welcome to the course!

Object-oriented programming (OOP) is a computer programming model that organizes software design around data, or objects, rather than functions and logic. An object can be defined as a data field that has unique attributes and behavior.

OOP focuses on the objects that developers want to manipulate rather than the logic required to manipulate them. This approach to programming is well-suited for programs that are large, complex and actively updated or maintained.

Module 1

Intro to OOP
• OOP Basics
• Fields and Properties and Access Modifiers with Encapsulation
• Methods and Constructors

Module 2

Classes and Association
• Classes Static/Abstract with Abstraction
• Association and relationship between classes – (Intro to Inheritance and Polymorphism)

Module 3

Mini Project
• Todo list
• Library Management System

Module 4

Conclusion