

# Object Oriented Programming Through Java

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# Syllabus

OOPs concepts, POP and OOP, Benefits of OOP, Objects, Classes and Methods, Constructors, Operator and Function overloading, Inheritance and Polymorphism, Multithreading and Exception handling, Programming in Java – JAVA API, System package, Naming conventions, Creating and accessing packages, Threads in Java, Thread exception, Files in Java, String classes, Applet programming.

# Path way to OOP

- Mother tongue of computer is **Machine Language**
- Then came **Assembly language** :  
An Assembler converts the code to Machine language

```
101010011100110101010  
101001001100100101010  
111110001010101010101  
0111100000011111111
```

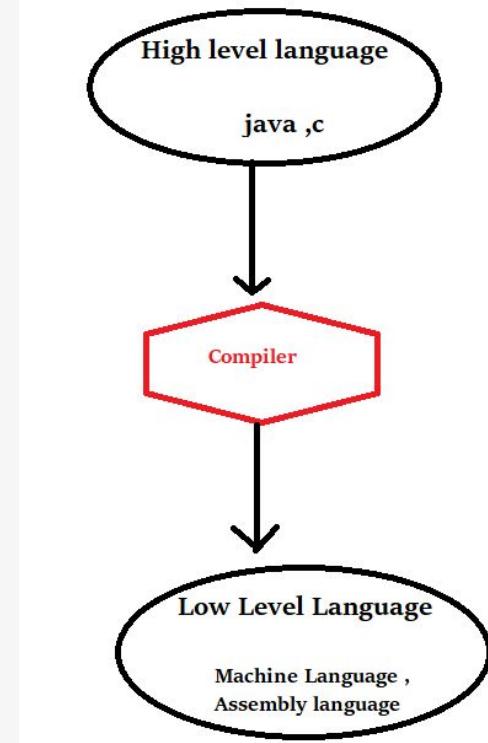
Assembly Language

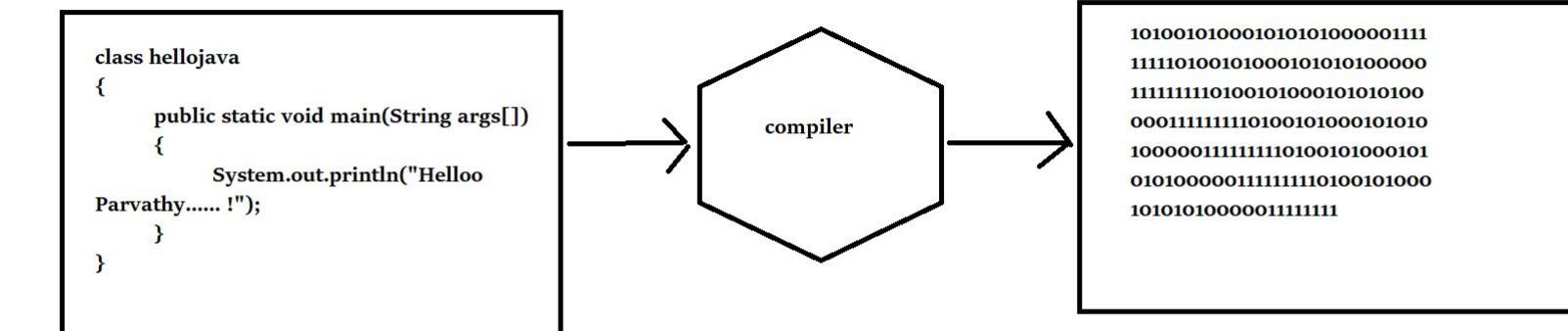
```
SUB AX,BX  
MOV CX,AX  
MOV DX,0
```

# High level Language

vs

# Low Level Language





**LOW LEVEL LANGUAGE**

**HIGH LEVEL LANGUAGE**

- **Go to** statement helps to jump from one line of code to other
- As the complexity of the program increases there arise a problem called **Spaghetti Code problem**

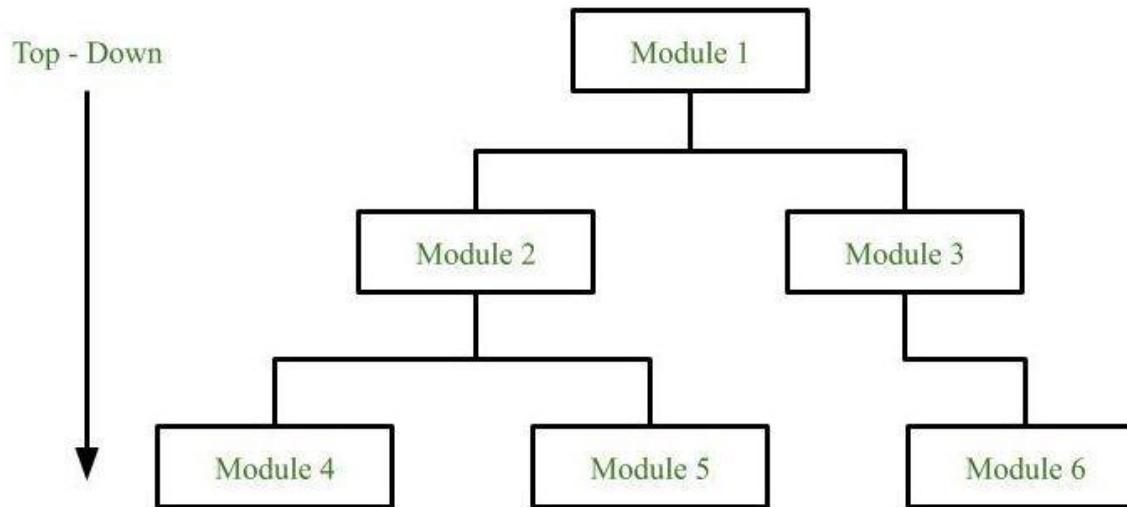
```
-L1
-L2
    if() goto L4
-L3
-L4
    if() goto L6
-L5
-L6
    if() goto L2
-L7
-L8
```



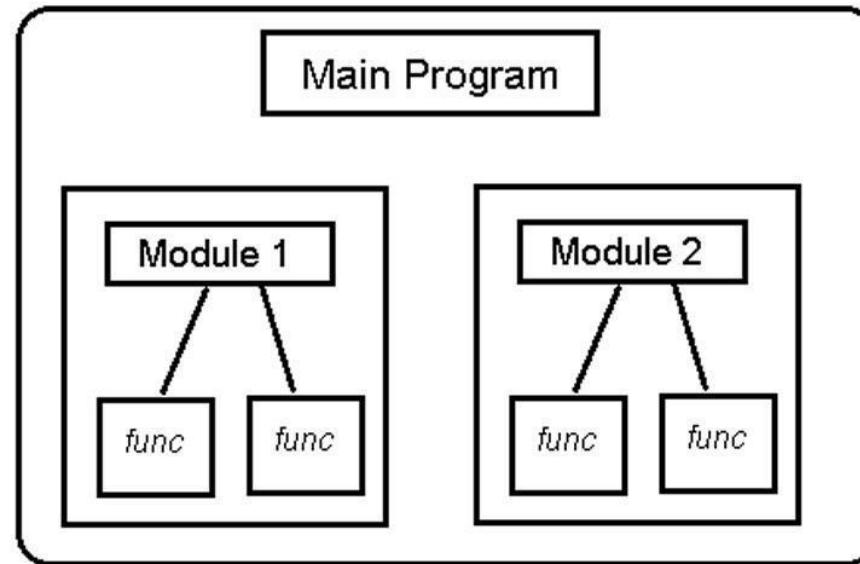
# Structured Programming

- Developed to remove the Spaghetti Code problem of goto statement
- It deals with
  - Top Down Analysis
  - Modular Programming
  - Structured Coding
    - Sequence
    - Repetition
    - Decision

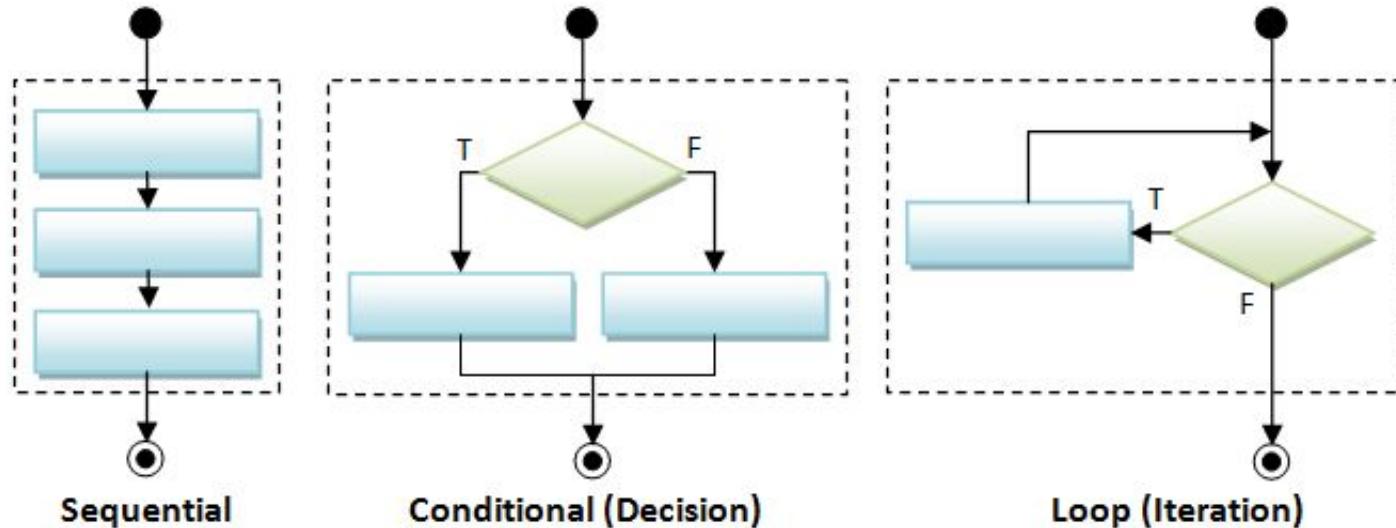
# Top Down Analysis



# Modular Programming

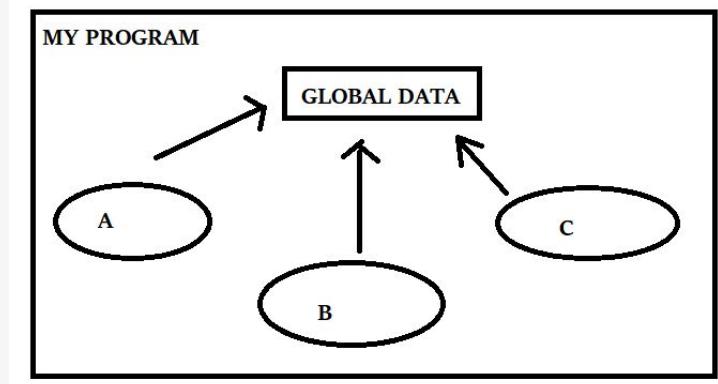


# Structured Coding



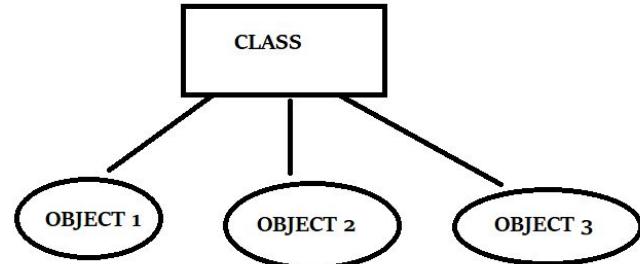
# Procedural Programming

- Supports structural programming.
- Order of the code matters
- Give importance to task not to data.
- Security issues can occur due to the usage of global variables.
- Functions are not reusable.



# Object Oriented Programming

- It can imitates real world problem
- Collection of Classes and its objects
- Give importance to data , hence the security is high.
- Reusable code structure



# POP vs OOP

	<b>PROCEDURAL PROGRAMMING</b>	<b>OBJECT ORIENTED PROGRAMMING</b>
<b>1</b>	Follows Top Down Approach	Follows Bottom Up Approach
<b>2</b>	Task Oriented programming	Data Oriented Programming
<b>3</b>	No Data hiding	Data hiding techniques are implemented
<b>4</b>	No Access Specifiers	Public ,Private & protected access Specifiers

	<b>PROCEDURAL PROGRAMMING</b>	<b>OBJECT ORIENTED PROGRAMMING</b>
5	Divided into functions	Divided on Object basis
6	Data and functions are separate	Data and function are encapsulated
7	Limited code reusability	Easy to reuse and modify the code
8	Interaction with program is via direct function calls.	Interaction with program is via functions defined in the class only.

	<b>PROCEDURAL PROGRAMMING</b>	<b>OBJECT ORIENTED PROGRAMMING</b>
9	No inheritance	Use inheritance
10	FORTRAN, C	C++ , Java

# Benefits of OOP

1. Reusability : Using class & object ,through inheritance
2. Modularity : Readjusting the code and polish it
3. Flexibility : Personalize the object by adding and removing features
4. Effective problem solving : Using Bottom up approach

# Thank You