

Learn Object Oriented Programming Oop In Php

Book Description This book explains Object Oriented Programming Properties with easy to understand examples and simple language. Level: Beginner to Intermediate Are you looking for learning object oriented programming properties with simple language and easy to understand examples? Have you just started to learn Object Oriented Programming in C# or you have some experience with it and want to learn some basic properties of object oriented programming? Are you a beginner programmer or intermediate level programmer who wants to gain strong hold on object oriented programming with C# language by being expertise with OOPs properties? Is your concept of Object Oriented Programming Properties is not yet clear? Then this is the perfect guide for you. What you will learn in this book? 1. What is OOP? 2. Classes and Objects 3. Inheritance 4. Polymorphism 5. Abstract Classes 6. Interface 7. Aggregation, Composition & Encapsulation Please note that this book is NOT the complete guide on Object Oriented Programming. The focus of this book is to explain the basic properties of Object Oriented Programming with C# language. So that programmers can have strong base for more complex OOP programming. This is a short book which will help you to understand the Object Oriented Programming Properties in C# very quickly. Download you copy today!

Are you stuck with early Python versions ? Don't have time for an in-depth course ? ??? Buy the Paperback version and get the Kindle Book versions for FREE ??? Object-oriented programming (OOP) is a design language, now popular, in which data can be manipulated with wisdom. It's easy to learn to program since all you need is the right version of the software, a good computer and operating system. You can learn to program from the comfort of your own home. New versions, precisely, are built regularly to improve the user experience. Python 3 Programming provide information on different aspects of the language and will help you learn more about the different structures and functions. You will learn several ways, tricks, good practices & tips to adapt your programming style ! Topics include: Using basic types such as Strings, Integers, and Floats How to define a class Python Data Structures Sets, Lists, Dictionaries and when to use each Best practices for using the interpreter during development Object-oriented Design Modules and Packages Testing, Debugging, and Exceptions Python 3 Programming, brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. You'll also learn some advanced language features that recently have become more common. Python is a programming language that lets you work more quickly and integrate your systems more effectively - you can see almost immediate gains in productivity. This my third book completely explains the classes, data encapsulation and exceptions with particular attention. Why wait any longer ? Python 3 Programming is for You ! Click the "Add to Cart" button now. ??? Buy the Paperback version and get the Kindle Book versions for FREE ???

"Writing large programs can be painful. Objects created for object-oriented programs can easily be reused in other programs, saving man hours of coding in the long run by writing code in a smarter way. This course teaches you object-oriented programming (OOP) in Java, in an engaging and interactive way. It will show you the object-oriented principles in Java and the best techniques. You'll start by building objects and classes. Then you'll learn about Constructors and Deconstructors to call and kill your objects. Further on, you'll find out about different types of Inheritance and how they are dependent on objects. After that, you'll learn Polymorphism to process objects differently based on their data types and Abstraction techniques to hide data from a user. Next you'll learn about exception methods and error handling for efficient coding. Finally, you'll also learn about Encapsulation with methods and variables to keep the data and the code safe from external interference."--Resource description page.

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

Essay from the year 2016 in the subject Computer Science - Didactics, , language: English, abstract: Assessing students in classrooms is important. Self-assessment is also another important part in teaching and learning. It helps both teachers and the students to understand where to improve in the school curriculum. Therefore in this paper we have talked on the different self-assessment screens which are available to teach computer programming. We proposed a new way of self-assessing novice learners to evaluate novice Object-Oriented Programming (OOP) learners theoretical and java coding skills. A previous work was published (Hosanee, 2015) where the requirements of a novice OOP tool were identified. An OOP novice learning tool was built. The software consisted of many features. E-assessment was among one of the software. Therefore, in this paper, the assessments screens are being evaluated. Feedbacks received from novice OOP learners confirmed that the screens were simple and students enjoyed answering the questions.

Learn Java with examples in BlueJ, gets you started programming in Java right away. Learning a complex new language is not an easy task especially when it's an object-oriented programming language like Java. This practical beginner's guide enables you to: Gain a solid understanding of Java. Understand difference between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). Teach you fundamental concepts of Object Oriented Programming, Objects and Classes. Each program shown with its associated output. Explanation of difficult lines of code. All programs compiled and executed in the BlueJ Development Environment. Extensive examples provided in each chapter. Empower you to develop logical and analytical thinking using object-oriented approach in Java. A hands-on and exercise-rich book in Java programming for beginners. Start brewing up great programs with Java! Knowledge of other programming languages is not required. Book designed to teach Java in readable style with small and direct programs making even arcane concepts clear.

It's time to level up your programming skills! The one thing that giants like Apple, Microsoft and Facebook have in common is that they became tech powerhouses by following a simple principle; they constantly capitalize on innovative concepts. If you want to create revolutionary software as they have, then you need to follow in their footsteps. That first step starts with mastering Object-Oriented Programming concepts! Here's how this book helps: Gain clarity on OOP nuances. Learn to leverage advanced OOP concepts to effectively build high-quality software. Write more maintainable and flexible code by adapting different OOP features. Enables COLLEGE students and FRESHERS to get industry-level knowledge in no time. Makes JOB SEEKER interviews surprisingly impressive. Following a simple but detailed question & answer format, this book also contains quick notes to enhance your coding skills for industry-level applications. The key difference between being a highly skilled programmer and a poor one is your ability to use fluid clean code. Take your coding skills to the next level with OOP Concepts Booster!

Our 1000+ Object Oriented Programming Questions and Answers focuses on all areas of Object Oriented Programming subject covering 100+ topics in Object Oriented Programming. These topics are chosen from a collection of most authoritative and best reference books on Object Oriented Programming. One should spend 1 hour daily for 15 days to learn and assimilate Object Oriented Programming comprehensively. This way of systematic learning will prepare anyone easily towards Object Oriented Programming interviews, online tests, Examinations and Certifications. Highlights Ø 1000+ Basic and Hard Core High level Multiple Choice Questions & Answers in Object Oriented Programming with Explanations. Ø Prepare anyone easily towards Object Oriented Programming interviews, online tests, Government Examinations and certifications. Ø Every MCQ set focuses on a specific topic in Object Oriented Programming. Ø Specially designed for IBPS IT, SBI IT, RRB IT, GATE CSE, UGC NET CS, PROGRAMMER and other IT & Computer Science related Exams. Who should Practice these Operating Systems Questions? Ø Anyone wishing to sharpen their skills on Object Oriented Programming. Ø Anyone preparing for aptitude test in Object Oriented Programming. Ø Anyone preparing for interviews (campus/off-campus interviews, walk-in interview and company interviews) Ø Anyone preparing for entrance examinations and other competitive examinations. Ø All – Experienced, Freshers and Students.

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Revision of a clear, concise and accessible introduction to object-oriented programming concepts.

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Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more. Unleash the true power of JavaScript by mastering Object-Oriented programming principles and patterns About This Book Covering all the new Object-Oriented features introduced in ES6, this book shows you how to build large-scale web apps Build apps that promote scalability, maintainability, and reusability Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps Implement Object-Oriented concepts in a wide range of front-end architectures Who This Book Is For This book is ideal for you if you are a JavaScript developers who wants to gain expertise in OOP with JavaScript to improve your web development skills and build professional quality web applications. What You Will Learn Master JavaScript's OOP features, including the one's provided by ES6 specification Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Understand the SOLID principles and their benefits Use the acquired OOP knowledge to build robust and maintainable code Design applications using a modular architecture based on SOLID principles In Detail ECMAScript 6 introduces several new Object-Oriented features that drastically change the way developers structure their projects. Web developers now have some advanced OOP functionality at their disposal to build large-scale applications in JavaScript. With this book, we'll provide you with a comprehensive overview of OOP principles in JavaScript and how they can be implemented to build sophisticated web applications. Kicking off with a subtle refresher on objects, we'll show you how easy it is to define objects with the new ES6 classes. From there, we'll fly you through some essential OOP principles, forming a base for you to get hands-on with encapsulation. You'll get to work with the different methods of inheritance and we'll show you how to avoid using inheritance with Duck Typing. From there, we'll move on to some advanced patterns for object creation and you'll get a strong idea of how to use interesting patterns to present data to users and to bind data. We'll use the famous promises to work with asynchronous processes and will give you some tips on how to organize your code effectively. You'll find out how to create robust code using SOLID principles and finally, we'll show you how to clearly define the goals of your application architecture to get better, smarter, and more effective coding. This book is your one-way ticket to becoming a JavaScript Jedi who can be counted on to deliver flexible and maintainable code. Style and approach This comprehensive guide on advanced OOP principles and patterns in JavaScript is packed with real-world use cases, and shows you how to implement advanced OOP features to build sophisticated web applications that promote scalability and reusability. This book presents a balanced and flexible approach to the incorporation of object-oriented principles in introductory courses using Python. Familiarizes readers with the terminology of object-oriented programming, the concept of an object's underlying state information, and its menu of available behaviors. Includes an exclusive, easy-to-use custom graphics library that helps readers grasp both basic and more advanced concepts. Lays the groundwork for transition to other languages such as Java and C++. For those interested in learning more about object-oriented programming using Python.

Uncover modern Python with this guide to Python data structures, design patterns, and effective object-oriented techniques Key Features In-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style Learn the latest Python syntax and libraries Explore abstract design patterns and implement them in Python 3.8 Book Description Object-oriented programming (OOP) is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. This third edition of Python 3 Object-Oriented Programming fully explains classes, data encapsulation, and exceptions with an emphasis on when you can use each principle to develop well-designed software. Starting with a detailed analysis of object-oriented programming, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. You will learn how to create maintainable applications by studying higher level design patterns. The book will show you the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems, unittest and pytest, will be introduced in this book. You'll get a comprehensive introduction to Python's concurrent programming ecosystem. By the end of the book, you will have thoroughly learned object-oriented principles using Python syntax and be able to create robust and reliable programs confidently. What you will learn Implement objects in Python by creating classes and defining methods Grasp common concurrency techniques and pitfalls in Python 3 Extend class functionality using inheritance Understand when to use object-oriented features, and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Explore concurrent object-oriented programming Who this book is for If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply OOP in Python, this is the book for you. If you are an object-oriented programmer for other languages or seeking a leg up in the new world of Python 3.8, you too will find this book a useful introduction to Python. Previous experience with Python 3 is not necessary. Downloading the example code for this book You

can d ...

Build sophisticated web applications by mastering the art of Object-Oriented Javascript About This Book Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps Implement Object-Oriented concepts in a wide range of frontend architectures Capture objects from real-world elements and create object-oriented code that represents them Learn the latest ES6 features and how to test and debug issues with JavaScript code using various modern mechanisms Who This Book Is For JavaScript developers looking to enhance their web developments skills by learning object-oriented programming. What You Will Learn Get acquainted with the basics of JavaScript language constructs along with object-oriented programming and its application. Learn to build scalable server application in JavaScript using Node.js Generate instances in three programming languages: Python, JavaScript, and C# Work with a combination of access modifiers, prefixes, properties, fields, attributes, and local variables to encapsulate and hide data Master DOM manipulation, cross-browser strategies, and ES6 Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Design applications using a modular architecture based on SOLID principles In Detail JavaScript is the behavior, the third pillar in today's paradigm that looks at web pages as something that consists of : content (HTML), presentation (CSS), and behavior (JavaScript). Using JavaScript, you can create interactive web pages along with desktop widgets, browser, and application extensions, and other pieces of software. Object-oriented programming, which is popularly known as OOP, is basically based on the concept of objects rather than actions. The first module will help you master JavaScript and build futuristic web applications. You will start by getting acquainted with the language constructs and how to organize code easily. You develop concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. The second module is an easy-to-follow course, which includes hands-on examples of solutions to common problems with object-oriented code. It will help to identify objects from real-life scenarios, to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. The third module takes you through all the in-depth and exciting futures hidden behind the facade. You should read through this course if you want to be able to take your JavaScript skills to a new level of sophistication. Style and approach This course is a comprehensive guide where each chapter consists of best practices, constructive advice, and few easy-to-follow examples that will build up your skills as you advance through the book. Get object oriented with this course, which takes you on a journey to get acquainted with few useful hands-on tools, features, and ways to enhance your productivity using OOP techniques. It will also act as a reference guide with useful examples on resolving problems with object-oriented code in Python, JavaScript, and C#.

Enhance your programming skills by learning the intricacies of object oriented programming in C# 8 Key Features Understand the four pillars of OOP; encapsulation, inheritance, abstraction and polymorphism Leverage the latest features of C# 8 including nullable reference types and Async Streams Explore various design patterns, principles, and best practices in OOP Book Description Object-oriented programming (OOP) is a programming paradigm organized around objects rather than actions, and data rather than logic. With the latest release of C#, you can look forward to new additions that improve object-oriented programming. This book will get you up to speed with OOP in C# in an engaging and interactive way. The book starts off by introducing you to C# language essentials and explaining OOP concepts through simple programs. You will then go on to learn how to use classes, interfaces and properties to write pure OOP code in your applications. You will broaden your understanding of OOP further as you delve into some of the advanced features of the language, such as using events, delegates, and generics. Next, you will learn the secrets of writing good code by following design patterns and design principles. You'll also understand problem statements with their solutions and learn how to work with databases with the help of ADO.NET. Further on, you'll discover a chapter dedicated to the Git version control system. As you approach the conclusion, you'll be able to work through OOP-specific interview questions and understand how to tackle them. By the end of this book, you will have a good understanding of OOP with C# and be able to take your skills to the next level. What you will learn Master OOP paradigm fundamentals Explore various types of exceptions Utilize C# language constructs efficiently Solve complex design problems by understanding OOP Understand how to work with databases using ADO.NET Understand the power of generics in C# Get insights into the popular version control system, Git Learn how to model and design your software Who this book is for This book is designed for people who are new to object-oriented programming. Basic C# skills are assumed, however, prior knowledge of OOP in any other language is not required.

The first book to help experienced programmers learn object-oriented programming (OOP)--and serve as a convenient reference guide. A tutorial spproach explores all the features of C++. With this foundation, the book shows programmers how to expertly apply these techniques to software development.

You can find a whole range of programming textbooks intended for complete beginners. However, this one is exceptional to certain extent. The whole textbook is designed as a record of the dialogue of the author with his daughter who wants to learn programming. The author endeavors not to explain the Java programming language to the readers, but to teach them real programming. To teach them how to think and design the program as the experienced programmers do. Entire matter is explained in a very illustrative way which means even a current secondary school student can understand it quite simply.

Python is an easy-to-use and easy-to learn programming language that is freely available on Windows, Macintosh, and Linux computers. In this book, you'll learn Python by working through 15 chapters. 1. Introduction 2. Installation and Getting Started 3. Python IDEs and Debuggers 4. Python Basics 5. Data Types and Dynamic Typing 6. Control Constructs 7. Functions 8. Modules, Import-Statements and Packages 9. Advanced Functions and Namespaces 10. File Input/Output 11. Assertion and Exception Handling 12. Commonly-Used Python Standard Library Modules 13. Object-Oriented Programming (OOP) in Python 14. Unit Testing 15. Database Programming This book is designed for - Students who want to learn programming and computational thinking with no programming experience - Junior developers who know one or two languages - Returning professionals who haven't written code in years - Seasoned professionals looking for a fast, simple, crash course in Python 3

Object-oriented Programming, or OOP for short, is a programming paradigm which provides a means of structuring programs so that properties and behaviors are bundled into individual objects. For instance, an object could represent a person with a name property, age, address, etc., with behaviors like walking, talking, breathing, and running. Or an email with properties like recipient list, subject, body, etc., and behaviors like adding attachments and sending. This book has been prepared for the beginners and intermediate to help them understand the Python Oop's features and concepts through programming. Understanding on basic of Python programming language will help to understand and learn quickly.

Verification is increasingly complex, and SystemVerilog is one of the languages that the verification community is turning to. However, no language by itself can guarantee success without proper techniques. Object-oriented programming (OOP), with its focus on managing complexity, is ideally suited to this task. With this handbook—the first to focus on applying OOP to

SystemVerilog—we'll show how to manage complexity by using layers of abstraction and base classes. By adapting these techniques, you will write more "reasonable" code, and build efficient and reusable verification components. Both a learning tool and a reference, this handbook contains hundreds of real-world code snippets and three professional verification-system examples. You can copy and paste from these examples, which are all based on an open-source, vendor-neutral framework (with code freely available at www.trusster.com). Learn about OOP techniques such as these: Creating classes—code interfaces, factory functions, reuse Connecting classes—pointers, inheritance, channels Using "correct by construction"—strong typing, base classes Packaging it up—singletons, static methods, packages

Learn object-oriented programming in no time with help from this easy-to-understand guide, ideal for novice and expert programmers alike. Discover why objects are so successful as the model for this type of programming and how objects are classified. Distinguish between how people see the world and how computers "see" it. Learn about attributes and methods, inheritance, polymorphism, real-world and case modeling, object-oriented programming languages, and much more. Each chapter ends with a quiz, culminating in a final exam at the end of the book so you can test your knowledge.

Become a skilled C++ programmer by embracing object-oriented programming and exploring language complexities, design patterns, and smart programming techniques with this detailed hands-on guide covering examples compliant with C++20 Key Features: Apply object-oriented design concepts in C++ using language features and sound programming techniques Unlock sophisticated programming solutions with nuances to become an efficient programmer Explore design patterns as proven solutions for writing scalable and maintainable software in C++ Book Description: While object-oriented software design helps you write more easily maintainable code, companies choose C++ as an OO language for its speed. Object-oriented programming (OOP) in C++ is not automatic - understanding OO concepts and how they map to C++ language features as well as OOP techniques is crucial. You must also know how to distinguish your code by utilizing well-tested, creative solutions, which can be found in popular design patterns. This book will help you to harness OOP in C++ for writing better code. Starting with the essential C++ features that serve as building blocks for the main chapters, this book explains fundamental object-oriented concepts and shows you how to implement them in C++. With the help of practical code examples and diagrams, you'll find out how and why things work. The book's coverage furthers your C++ repertoire by including templates, exceptions, operator overloading, STL, and OO component testing. You'll also discover popular design patterns with in-depth examples and how to use them as effective programming solutions to recurring OOP problems. By the end of this book, you'll be able to employ essential and advanced OOP concepts confidently to create enduring and robust software. What You Will Learn: Quickly learn the building blocks needed to develop a base for essential OOP features in C++ Implement OO designs using both C++ language features and proven programming techniques Understand how well-designed, encapsulated code helps make more easily maintainable software Write robust C++ code that can handle programming exceptions Design extensible and generic code using templates Apply operator overloading, utilize STL, and perform OO component testing Examine popular design patterns to provide creative solutions for typical OO problems Who this book is for: Whether you are a professional programmer or an adept college student looking to use C++ as an OOP language, this book will help you create robust and easily maintainable code. Programmers who want to master the implementation of OO designs through both C++ language features and refined implementation techniques will find the book useful. This OOP book assumes prior programming experience; however, if you have no prior C++ or basic C++ experience, the early chapters will help you learn the core building blocks that set the foundation for the many OOP sections, advanced features, and design patterns.

Power up your Python with object-oriented programming and learn how to write powerful, efficient, and re-usable code. Object-Oriented Python is an intuitive and thorough guide to mastering object-oriented programming from the ground up. You'll cover the basics of building classes and creating objects, and put theory into practice using the pygame package with clear examples that help visualize the object-oriented style. You'll explore the key concepts of object-oriented programming — encapsulation, polymorphism, and inheritance — and learn not just how to code with objects, but the absolute best practices for doing so. Finally, you'll bring it all together by building a complex video game, complete with full animations and sounds. The book covers two fully functional Python code packages that will speed up development of graphical user interface (GUI) programs in Python.

? 55% OFF for Bookstores! NOW at \$41,97 instead of \$51,97! Do you want to learn Python Programming in one week (or less) and learn it well, then keep reading. Your Customers Will Never Stop To Use This Amazing Guide! Python is a powerful programming language that can be used for the development of various types of applications. It is an Object-Oriented Programming language and it is interpreted rather than being compiled. Python is considered to be among the most beloved programming languages in any circle of programmers. Software engineers, hackers, and Data Scientists alike are in love with the versatility that Python has to offer. Besides, the Object-Oriented feature of Python coupled with its flexibility is also some of the major attractions for this language. Programmers are now developing a wide range of mobile as well as web applications that we enjoy on an everyday basis. This book explains every single detail that you must know to start using Python. From Python installation to Object-Oriented Programming, from the definition of Data Types and Variables to a practical application on Decision Trees. You will learn everything that you need to know to start programming with Python. Some of the topics that we will discuss inside include: Python installation Python Data Types Python Variables Basic Operators of Python Language Data Structures Learning about Functions Conditional and Loops in Python Object-Oriented Programming (OOP) Inheritance and Polymorphism Essential Programming Tools Working with Files Exception Handling An application to Decision Trees And Much More! Where most books about Python programming are theoretical and have few or little practical examples, Python for Beginners provides lots of simple, step-by-step examples and illustrations that are used to underline key concepts and help improve your understanding.

Furthermore, topics are carefully selected to give you broad exposure to Python, while not overwhelming you with too much information. Also, unlike the majority of books, the outputs of ALL the examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Even if you have never coded before, Python for Beginners is the perfect guide because it breaks down complex concepts into simple steps and in a concise and simple way that fits well with beginners, so that you can easily master the Python language. Would you like to become a Python geek? Buy it NOW and Let Your Customers Get Addicted to This Amazing Book and Master Python!

Learn Object-oriented Programming (O.O.P) with JavaTutorial OOP with Java Programming for Beginners.

Without a doubt the idea of object-oriented programming has brought some motion into the field of programming methodology and enlarged the set of programming languages. Object-oriented programming is nothing new-it first arose in the sixties. The motivation came from the simulation of discrete event systems. The concept first manifested itself in the language Simula 67. It took nearly two decades for the method to gain impetus, and today object-oriented programming is an important concept and a powerful technique. Meanwhile, we can even speak of an over reaction, for the concept has become a buzzword. But buzzwords always appear where there is the hope of exploiting ill-informed clients because they see the new approach as the solution to all their problems. Thus object-oriented programming is often hailed as a panacea. And so the question is justified: What is really behind it? To let the cat out of the bag: There is more to object-oriented programming than merely putting data as objects in the fore ground, instead of algorithms to which the data are subject. It is more than purely an alternative view of programmed systems. To identify the essence of object-oriented programming, is the subject of this book. This is a textbook that shows in a didactically skillful way which concepts and constructs are new, where they can be employed reasonably, and what advantages they offer. For, not all programs are automatically improved by merely recasting them in an object-oriented style.

Learn how to use object-oriented programming (OOP) principles in C# to help simplify some of your more complex work. In this course, Anton Delsink explores the many features of C# that support object-oriented programming, including abstract classes, interfaces, and generic types. To help lend a real-world context to these concepts, Anton demonstrates how to use these features by example as he examines existing code and writes some new code. Throughout the course, he covers a wide range of scenarios-including examples from .NET, Windows UI, the web, and even board games-and discusses whether or not he adhered to OOP principles in different instances.

"The course is geared around the idea that you, the programmer, are very much interested in software development and really wants to understand how programming works ... You will start by looking at the C# implementation of object oriented programming (OOP). The section will be more about providing definitions and everyday examples. Next, you will learn to set up your tools and environment, Here you will come to know about different type of testing in software development and also learn what is unit testing with an example. You will then walk through software requirement and the important units in programmings such as classes, objects, structures, and interfaces. After briefly knowing about access modifiers and properties you will jump into implementing all these developing a simple bank application. After that, you will learn about some more important topics like exception handling, events, delegates, and generics. Then you will start looking into the new features in C# 7. Along with understanding what is Tuples, OUT Variables and deconstruction you will also write some example code to visualize these new ideas."--Resource description page.

Discover the untapped features of object-oriented programming and use it with other software tools to code fast, efficient applications. Key Features Explore the complexities of object-oriented programming (OOP) Discover what OOP can do for you Learn to use the key tools and software engineering practices to support your own programming needs Book Description Your experience and knowledge always influence the approach you take and the tools you use to write your programs. With a sound understanding of how to approach your goal and what software paradigms to use, you can create high-performing applications quickly and efficiently. In this two-part book, you'll discover the untapped features of object-oriented programming and use it with other software tools to code fast and efficient applications. The first part of the book begins with a discussion on how OOP is used today and moves on to analyze the ideas and problems that OOP doesn't address. It continues by deconstructing the complexity of OOP, showing you its fundamentally simple core. You'll see that, by using the distinctive elements of OOP, you can learn to build your applications more easily. The next part of this book talks about acquiring the skills to become a better programmer. You'll get an overview of how various tools, such as version control and build management, help make your life easier. This book also discusses the pros and cons of other programming paradigms, such as aspect-oriented programming and functional programming, and helps to select the correct approach for your projects. It ends by talking about the philosophy behind designing software and what it means to be a "good" developer. By the end of this two-part book, you will have learned that OOP is not always complex, and you will know how you can evolve into a better programmer by learning about ethics, teamwork, and documentation. What you will learn Untangle the complexity of object-oriented programming by breaking it down to its essential building blocks Realize the full potential of OOP to design efficient, maintainable programs Utilize coding best practices, including TDD, pair programming and code reviews, to improve your work Use tools, such as source control and IDEs, to work more efficiently Learn how to most productively work with other developers Build your own software development philosophy Who this book is for This book is ideal for programmers who want to understand the philosophy behind creating software and what it means to be "good" at designing software. Programmers who want to deconstruct the OOP paradigm and see how it can be reconstructed in a clear, straightforward way will also find this book useful. To understand the ideas expressed in this book, you must be an experienced programmer who wants to evolve their practice.

Earlier two editions of this practice-oriented book have been well accepted over the past decade by students, teachers and professionals. Inspired by the avid response, the author is enthused to bring out the third edition, improving upon the concepts with glimpses of C++11 features. This book presents a unique blending of C++ as one of the most widely used programming languages of today in the backdrop of object-oriented programming (OOP) paradigm and modelling. Along with an overview of C++ programming and basic object-oriented (OO) concepts, it also provides the standard and advanced features of C++ for further study. The text establishes the philosophy of OOP by highlighting the core features of C++ and demonstrating the semantic differences between the procedural paradigm of C and the object-oriented paradigm of C++. The present edition updates and elaborates on the following topics: Reference data types Inline

functions Parameter passing—passing pointers by value as well as by reference Polymorphism: overloading and overriding Lambda expressions and anonymous functions Rvalue reference, move constructor and assignment operator Phases of software development UML Primarily intended as a text for undergraduate and postgraduate students of engineering, computer applications and management, and also to practicing professionals, the book should also prove to be a stimulating study as a reference for all those who have a keen interest in the subject.

Learn object-oriented programming (O.O.P) with Java * Tutorial OOP with Java programming for beginners. Summary of the theory of the Java programming language. *** Contents: + Chapter 1 - OOP and Java ? + Chapter 2 - Classes and Objects + Chapter 3 - More on Classes and Nested Classes + Chapter 4 - Interface and Inheritance + Java Programming Code Examples

"I further believe that object technology holds the potential for fundamental changes in the software industry and that it is here to stay." Bertrand Meyer wrote, in the preface of his famous book, "Object-Oriented Software Construction". The best part of the good news is PHP 7, a general-purpose scripting language, well suited for web applications, has now all the core combination of Object-oriented-programming. Now it moves in a direction that would help PHP stay in the competition in the future. In this book, the core combination of Object Oriented Programming (OOP) has been explained in great detail. Mainly the four ideas govern the OOP principle - a structuring method, reliability discipline, an epistemological principle and a classification technique. These ideas have been stated step by step so that one could learn them and use them in the web applications. The structuring method shows us how you can decompose and reuse your code in PHP 7. The reliability discipline helps us take the radical approach to the problems of building software. Now we can solve those problems by adhering to contracts or interfaces. The epistemological principle addresses the core question of how we define the classes and what we can do with those classes. This formally expresses the idea of Abstraction, Encapsulation and Information Hiding principles. Finally, we come to know about the classification technique or discipline that relies heavily on inheritance. This book teaches you how we can define classes. We learn how programs manipulate those classes and the corresponding objects? How can we maintain a relationship between classes so that they can exchange messages? How can these ideas be applied in reality so that they relate to the key software engineering concerns as extendibility and efficiency? Answers to these questions are here. It's described in a lucid way so that the "learning OOP the hard way" becomes easy. This book provides you the tools that are straightaway practical to a wide range of problems in web applications.

This book is designed to introduce object-oriented programming (OOP) in C++ and Java, and is divided into four areas of coverage: Preliminaries: Explains the basic features of C, C++, and Java such as data types, operators, control structures, storage classes, and array structures. Part I : Covers classes, objects, data abstraction, function overloading, information hiding, memory management, inheritance, binding, polymorphism, class template using working illustrations based on simple concepts. Part II : Discusses all the paradigms of Java programming with ready-to-use programs. Part III : Contains eight Java packages with their full structures. The book offers straightforward explanations of the concepts of OOP and discusses the use of C++ and Java in OOP through small but effective illustrations. It is ideally suited for undergraduate/postgraduate courses in computer science. The IT professionals should also find the book useful.

Learning Object-Oriented Programming is an easy-to-follow guide full of hands-on examples of solutions to common problems with object-oriented code in Python, JavaScript, and C#. It starts by helping you to recognize objects from real-life scenarios and demonstrates that working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will explore how to maximize code reuse by writing code capable of working with objects of different types, and discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. Learning Object-Oriented Programming will help you to make better, stronger, and reusable code.

Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, Visual Basic .NET, Ruby, Objective-C, and Swift. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse-but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming language or a modeling language, and instead first take the time to learn what author Matt Weisfeld calls "the object-oriented thought process." Written by a developer for developers who want to improve their understanding of object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant-no matter what the platform. This revised edition focuses on the OOP technologies that have survived the past 20 years and remain at its core, with new and expanded coverage of design patterns, avoiding dependencies, and the SOLID principles to help make software designs understandable, flexible, and maintainable.

If you want to learn Python Programming in one week (or less) and learn it well, then keep reading. Python is a powerful programming language that can be used for the development of various types of applications. It is an Object-Oriented Programming language and it is interpreted rather than being compiled. Python is considered to be among the most beloved programming languages in any circle of programmers. Software engineers, hackers, and Data Scientists alike are in love with the versatility that Python has to offer. Besides, the Object-Oriented feature of Python coupled with its flexibility is also some of the major attractions for this language. Programmers are now developing a wide range of mobile as well as web applications that we enjoy on an everyday basis. This book explains every single detail that you must know to start using Python. From Python installation to Object-Oriented Programming, from the definition of Data Types and Variables to a practical application on Decision Trees. You will learn everything that you need to know to start programming with Python. Some of the topics that we will discuss inside include: Python installation Python Data Types Python Variables Basic Operators of Python Language Data Structures Learning about Functions Conditional and Loops in Python Object-Oriented Programming (OOP) Inheritance and Polymorphism Essential Programming Tools Working with Files Exception Handling An application to Decision Trees And Much More! Where

most books about Python programming are theoretical and have few or little practical examples, Python for Beginners provides lots of simple, step-by-step examples and illustrations that are used to underline key concepts and help improve your understanding. Furthermore, topics are carefully selected to give you broad exposure to Python, while not overwhelming you with too much information. Also, unlike the majority of books, the outputs of ALL the examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Even if you have never coded before, Python for Beginners is the perfect guide because it breaks down complex concepts into simple steps and in a concise and simple way that fits well with beginners, so that you can easily master the Python language. Would you like to become a Python geek? Scroll to the top of the page and click on the BUY NOW button to get your copy now!

Gain comprehensive insights into programming practices, and code portability and reuse to build flexible and maintainable apps using object-oriented principles

Key Features

- Extend core OOP techniques to increase integration of classes created with Python
- Explore various Python libraries for handling persistence and object serialization
- Learn alternative approaches for solving programming problems, with different attributes to address your problem domain

Book Description

Object-oriented programming (OOP) is a relatively complex discipline to master, and it can be difficult to see how general principles apply to each language's unique features. With the help of the latest edition of *Mastering Objected-Oriented Python*, you'll be shown how to effectively implement OOP in Python, and even explore Python 3.x. Complete with practical examples, the book guides you through the advanced concepts of OOP in Python, and demonstrates how you can apply them to solve complex problems in OOP. You will learn how to create high-quality Python programs by exploring design alternatives and determining which design offers the best performance. Next, you'll work through special methods for handling simple object conversions and also learn about hashing and comparison of objects. As you cover later chapters, you'll discover how essential it is to locate the best algorithms and optimal data structures for developing robust solutions to programming problems with minimal computer processing. Finally, the book will assist you in leveraging various Python features by implementing object-oriented designs in your programs. By the end of this book, you will have learned a number of alternate approaches with different attributes to confidently solve programming problems in Python.

What you will learn

- Explore a variety of different design patterns for the `__init__()` method
- Learn to use Flask to build a RESTful web service
- Discover SOLID design patterns and principles
- Use the features of Python 3's abstract base
- Create classes for your own applications
- Design testable code using `pytest` and `fixtures`
- Understand how to design context managers that leverage the `'with'` statement
- Create a new type of collection using standard library and design techniques
- Develop new number types above and beyond the built-in classes of numbers

Who this book is for

This book is for developers who want to use Python to create efficient programs. A good understanding of Python programming is required to make the most out of this book. Knowledge of concepts related to object-oriented design patterns will also be useful.

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