Free reading An introduction to object oriented programming Copy

Object-Oriented Programming Languages: Interpretation Concepts of Object-oriented Programming An Introduction to Object-oriented Programming The Interpretation of Object-Oriented Programming Languages Hands-On Object-Oriented Programming with Kotlin Object Oriented Programming in C++ Python Object-Oriented Programming Sams Teach Yourself Object Oriented Programming in 21 Days Object-oriented Programming with Visual Basic .NET Object Oriented Programming Using C++ Object-Oriented Programming Variational Object-Oriented Programming Beyond Classes and Inheritance Object-Oriented Programming Object-Oriented Programming With C++ 2Nd Ed. Object-Oriented Programming A Unified Foundation Object-Oriented Programming for Windows C++ and Object-oriented Programming Object-oriented Programming with C++ OBJECT ORIENTED PROGRAMMING WITH JAVA Object Oriented Programming Mastering JavaScript Object-Oriented Programming Object-oriented Programming Using C++ Object-oriented Programming Theoretical Aspects of Object-oriented Programming Object-oriented Programming in Java Object-Oriented Programming: Fundamentals And Applications Modern Programming: Object Oriented Programming and Best Practices A Comprehensive Introduction to Object-oriented Programming with Java OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVA Object-oriented Programming Systems Object-oriented Programming in C++ Object-oriented Programming in Python Concise Guide to Object-Oriented Programming Understanding Object-oriented Programming with Java Beginning Object-Oriented Programming with C# Object Oriented Programming with C++, 2nd Edition Object-oriented Programming in Microsoft C++ Java Methods Python面向对象编程指南 Object-Oriented Programming under Windows

Object-Oriented Programming Languages: Interpretation 2007-07-16 this comprehensive examination of the main approaches to object oriented language explains key features of the languages in use today class based prototypes and actor languages are all examined and compared in terms of their semantic concepts this book provides a unique overview of the main approaches to object oriented languages exercises of varying length some of which can be extended into mini projects are included at the end of each chapter this book can be used as part of courses on comparative programming languages or programming language semantics at second or third year undergraduate level some understanding of programming language concepts is required

Concepts of Object-oriented Programming 1991 there are many books on object oriented programming for the professional programmer or designer who wants an in depth knowledge this is the first book for people that simply want to know what it is all about it opens with a description of the differences between the procedural and object oriented programming approaches then presents the basic concepts of object oriented programming

An Introduction to Object-oriented Programming 2002 in an introduction to object oriented programming timothy budd provides a language independent presentation of object oriented principles such as objects methods inheritance including multiple inheritance and polymorphism examples are drawn from several different languages including among others c c java clos delphi eiffel objective c and smalltalk by examining many languages the reader is better able to appreciate the general principles that lie beyond the syntax of the individual languages this new edition presents examples drawn from a wider range of languages including eiffel clos and python in addition to the mainstream languages as well as extensive comparisons between c c and java case studies explore the application of polymorphism in the stl in c and the awt in java uml notation and diagrams are integrated and utilized throughout the book also features advanced sections on design patterns reflection and introspection network programming and the implementation of object oriented languages this book is appropriate for programmers looking to read about the theory behind and functionality of a variety of object oriented programming languages it is also useful as a reference

The Interpretation of Object-Oriented Programming Languages 2000 this book provides a comprehensive treatment of the main approaches to object oriented programming including class based programming prototype programming and actor like languages this book will be useful for students studying object oriented programming as well as for researchers and computer scientists requiring a detailed account of object oriented programming languages and their central concepts

Hands-On Object-Oriented Programming with Kotlin 2018-10-31 learn everything you need to know about object oriented programming with the latest features of kotlin 1 3 key featuresa practical guide to understand objects and classes in kotlinlearn to write asynchronous non blocking codes with kotlin coroutinesexplore encapsulation inheritance polymorphism and abstraction in kotlinbook description kotlin is an object oriented programming language the book is based on the latest version of kotlin the book provides you with a thorough understanding of programming concepts object oriented programming techniques and design patterns it includes numerous examples explanation of concepts and keynotes where possible examples and programming exercises are included the main purpose of the book is to provide a comprehensive coverage of kotlin features such as classes data classes and inheritance it also provides a good understanding of design pattern and how kotlin syntax works with object oriented techniques you will also gain familiarity with syntax in this book by writing labeled for loop and when as an expression an introduction to the advanced concepts such as sealed classes and package level functions and coroutines is provided and we will also learn how these concepts can make the software development easy supported libraries for serialization regular expression and testing are also covered in this book by the end of the book you would have learnt building robust and maintainable software with object oriented design patterns in kotlin what you will learnget an overview of the kotlin programming languagediscover object oriented programming techniques in kotlin understand object oriented design patternsuncover multithreading by kotlin wayunderstand about arrays and collectionsunderstand the importance of object oriented design patternsunderstand about exception handling and testing in oop with kotlinwho this book is for this book is for programmers and developers who wish to learn object oriented programming principles and apply them to build robust and scalable applications basic knowledge in kotlin programming is assumed

Object Oriented Programming in C++ 2020-09-25 object oriented programming in c object oriented programming is a programming in which we design and develop our application or program based of object objects are instances variables of class object oriented programming does not allow data to flow freely around the system

it binds data more closely to the functions that operate on it and protects it from accidental modifications from outside functions object oriented programming allows separation of a complex programs into objects and then builds data and functions around these objects the data of an object can be accessed only by the functions associated with that object however functions of one object can access the functions of other objects features of oop s object oriented programming class class is an encapsulation of data and coding classes are an expanded version of structures structure can contain multiple variables classes can contain multiple variables even more classes can also contain functions as class member variables available in class are called data members functions available in class are called member functions object class is a user defined data type and object is a variable of class type object is used to access class members inheritance inheritance means access the properties and features of one class into another class the class who is going to provide its features to another class will be called base class and the class who is using the properties and features of another class will be called derived class polymorphism polymorphism means more than one function with same name with different working it can be static or dynamic in static polymorphism memory will be allocated at compile time in dynamic polymorphism memory will be allocated at runtime both function overloading and operator overloading are an examples of static polymorphism virtual function is an example of dynamic polymorphism data abstraction the basic idea of data abstraction is to visible only the necessary information unnecessary information will be hidden from the outside world this can be done by making class members as private members of class private members can be accessed only within the same class where they are declared encapsulation encapsulation is a process of wrapping data members and member functions in a single unit called class using the method of encapsulation the programmer cannot directly access the data data is only accessible through the object of the class

Python Object-Oriented Programming 2021-07-02 a comprehensive guide to exploring modern python through data structures design patterns and effective object oriented techniques key features build an intuitive understanding of object oriented design from introductory to mature programs learn the ins and outs of python syntax libraries and best practices examine a machine learning case study at the end of each chapter 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 python object oriented programming fourth edition dives deep into the various aspects of oop python as an oop language common and advanced design patterns and hands on data manipulation and testing of more complex oop systems these concepts are consolidated by open ended exercises as well as a real world case study at the end of every chapter newly written for this edition all example code is now compatible with python 3 9 syntax and has been updated with type hints for ease of learning steven and dusty provide a comprehensive illustrative tour of important oop concepts such as inheritance composition and polymorphism and explain how they work together with python s classes and data structures to facilitate good design in addition the book also features an in depth look at python s exception handling and how functional programming intersects with oop two very powerful automated testing systems unittest and pytest are introduced the final chapter provides a detailed discussion of python s concurrent programming ecosystem by the end of the book you will have a thorough understanding of how to think about and apply object oriented principles using python syntax and be able to confidently create robust and reliable programs what you will learn implement objects in python by creating classes and defining methods extend class functionality using inheritance use exceptions to handle unusual situations cleanly understand when to use object oriented features and more importantly when not to use them discover several widely used design patterns and how they are implemented in python uncover the simplicity of unit and integration testing and understand why they are so important learn to statically type check your dynamic code understand concurrency with asyncio and how it speeds up programs who this book is for if you are new to object oriented programming techniques or if you have basic python skills and wish to learn how and when to correctly apply oop principles in python this is the book for you moreover if you are an object oriented programmer coming from other languages or seeking a leg up in the new world of python you will find this book a useful introduction to python minimal previous experience with python is necessary

Sams Teach Yourself Object Oriented Programming in 21 Days 1997-09-11 sams teach yourself object oriented programming in 21 days differs from other oop books in two main ways many classic oop books are designed for software engineers and teach at an academic level sams teach yourself object oriented programming in 21 days presents accessible user friendly lessons designed with the beginning programmer in mind other oop books work to present both oop and to

teach a programming language for example object oriented programming in c although sams teach yourself object oriented programming in 21 days uses java to present the examples the book is designed to present concepts that apply to any oop environment

Object-oriented Programming with Visual Basic .NET 2003 a programmer s complete guide to visual basic net starting with a sample application and a high level map the book jumps right into showing how the parts of net fit with visual basic net topics include the common language runtime windows forms asp net forms services and ado net

Object Oriented Programming Using C++ 2002 object oriented programming using c provides the details of c required for both traditional programming and object oriented programming in such a lucid manner that the reader does not require any prior knowledge of c the text begins by addressing the fundamentals of c such as control statements arrays pointers and structures and function it then moves on to provide coverage on object oriented programming features of c discussions on implementation of data structures like linked lists stacks queues binary trees using pointers and classes the book concludes with coverage on graphics in c string functions operator loading and advanced formatting features

Object-Oriented Programming 2012-12-06 object oriented programming is a popular buzzword these days what is the reason for this popularity is object oriented programming the solution to the software crisis or is it just a fad is it a simple evolutionary step or a radical change in software methodology what is the central idea behind object orien ted design are there special applications for which object oriented program ming is particularly suited which object oriented language should be used there is no simple answer to these questions although object oriented programming was invented more than twenty years ago we still cannot claim that we know everything about this programming technique many new con cepts have been developed during the past decade and new applications and implications of object oriented programming are constantly being discovered this book can only try to explain the nature of object oriented program ming in as much detail as possible it should serve three purposes first it is intended as an introduction to the basic concepts of object oriented program ming second the book describes the concept of prototypes and explains why and how they can improve the way in which object oriented programs are developed third it introduces the programming language omega an object oriented language that was designed with easy safe and efficient software development in mind

Variational Object-Oriented Programming Beyond Classes and Inheritance 2013-06-29 purpose of the book this book presents an approach to improve the standard object oriented pro gramming model the proposal is aimed at supporting a larger range of incre mental behavior variations and thus promises to be more effective in mastering the complexity of today s software the ability of dealing with the evolutionary nature of software is one of main merits of object oriented data abstraction and inheritance object orientation allows to organize software in a structured way by separating the description of different kinds of an abstract data type into different classes and loosely connecting them by the inheritance hierarchy due to this separation the soft ware becomes free of conditional logics previously needed for distinguishing between different kinds of abstractions and can thus more easily be incremen tally extended to support new kinds of abstractions in other words classes and inheritance are means to properly model variations of behavior related to the existence of different kinds of an abstract data type the support for extensi bility and reuse with respect to such kind specific behavior variations is among the main reasons for the increasing popularity of object oriented programming in the last two decades however this popularity does not prevent us from questioning the real effec tiveness of current object oriented techniques in supporting incremental vari ations in fact this popularity makes a critical investigation of the variations that can actually be performed incrementally even more important

Object-Oriented Programming 2012-12-06 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

Object-Oriented Programming With C++ 2Nd Ed. 2009-12 it is an ideal text for beginners developed to meet the needs of the students for a comprehensive introduction to object oriented programming using c the book covers the full range of object oriented topics from the fundamental features through classes inheritance polymorphism and templates it uses a practical problem solving approach to drive home the essential concepts and principles of object oriented programming helping the readers to build a strong foundation in design and implementation of software solutions

Object-Oriented Programming A Unified Foundation 2012-12-06 by luea cardelli ever since strachey s work in the 1960 s polymorphism has been classified into the parametric and overloading varieties parametric polymorphism has been the subject of extensive study for over two decades overloading on the other hand has often been considered too ad hoc to deserve much attention even though it has been in some form an ingredient of virtually every programming lan guage much more so than parametric polymorphism with the introduction of object oriented languages and in particular with multiple dispatch object oriented languages overloading has become less of a programming convenience and more of a fundamental feature in need of proper explanation this book provides a compelling framework for the study of run time over loading and of its interactions with subtyping and with parametric polymorphism the book also describes applications to object oriented programming this new framework is motivated by the relatively recent spread of programming languages that are entirely based on run time overloading this fact probably explains why this subject was not investigated earlier once properly understood overloading reveals itself relevant also to the study of older and more conventional single dispatch object oriented languages clarifying delicate issues of covariance and contravariance of method types and of run time type analysis in the final chapters a synthesis is made between parametric and overloading polymorphism

Object-Oriented Programming for Windows 1991-04-29 now a de facto standard for millions of ms dos machines worldwide microsoft windows is the user environment for a wide array of applications including desktop publishing word processing database management and more now here s a book that provides programmers with the essentials for designing and implementing object oriented code under windows among its many features this illustrated guide offers tips and tricks for writing modular oop code for effective memory management and gives examples of actual code that utilizes the special characteristics of windows in addition the book shows how to develop a complete windows oop application from start to finish comprehensive and lucidly presented object oriented programming for windows is your introduction to the most progressive programming methodology available

C++ and Object-oriented Programming 1997 an accessible introduction to the c language and object oriented design for students and programmers who know at least one modern high level language understanding that the greatest challenge in learning c is being able to think in terms of classes and objects kip irvine introduces these topics immediately as concepts in the context of real world applications such as e mail systems and automated bank tellers through extensive use of short program examples and case studies the author provides a concise clear discussion of c syntax he includes extensive coverage of the object model concept and how to use an object oriented approach to design throughout the book the importance of careful analysis and design of programs is evidenced book jacket title summary field provided by blackwell north america inc all rights reserved

Object-oriented Programming with C++ 1994 provides a straightforward and practical approach to object oriented concepts analysis design and programming for students on higher national and degree courses

OBJECT ORIENTED PROGRAMMING WITH JAVA 2017-06-01 this self readable and highly informative text presents the exhaustive coverage of the concepts of object oriented programming with java a number of good illustrative examples are provided for each concept supported by well crafted programs thus making it useful for even those having no previous knowledge of programming starting from the preliminaries of the language and the basic principles of oop this textbook

moves gradually towards advanced concepts like exception handling multithreaded programming gui support by the language through awt controls string handling file handling and basic utility classes in addition the well planned material in the book acts as a precursor to move towards high end programming in java which includes the discussion of servlets java server pages jdbc swings etc the book is highly suitable for all undergraduate and postgraduate students of computer science computer applications computer science and engineering and information technology key features extensive coverage of syllabi of various indian universities comprehensive coverage of the oop concepts and core java explanation of the concepts using simple and expressive language complete explanation of the working of each program with more emphasis on the core segment of the program chapter end summary over 230 illustrative programs around 225 review questions about 190 true false questions and over 130 programming exercises

Object Oriented Programming 2020-12-01 this book covers the object oriented programming aspects using java programming it focuses on developing the applications both at basic and moderate level in this book there are number of illustrative programming examples that help the students to understand the concepts starting from introduction to java programming handling of control statements arrays objects and classes this book moves gradually towards exception handling interfaces collection classes and concurrent programming with the help of java threads in addition the book also covers javafx basics event driven programming animations creating gui applications and multimedia using javafx explanation of all the object oriented programming concepts is given in simple and expressive language also the java programs are followed by step by step explanation this book explains the object oriented programming concepts in such a way that even if the reader having no java programming background can develop the applications with ease

Mastering JavaScript Object-Oriented Programming 2016-06-29 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 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

Object-oriented Programming Using C++ 1997 fully revised to reflect the forthcoming ansi c standard and to incorporate coverage of the standard template library the second edition of this best seller introduces you to both the c programming language and to the object oriented programming paradigm drawing on extensive experience this expert uses his trademark dissections of example programs to demonstrate the features of c and ways build object oriented programs using c

included are coverage of templates and exception handling and examples of how to use the iostream h i o library programmers will also find invaluable the concise c language reference provided as an appendix

Object-oriented Programming 1991 filmed work by students of the school of design swinburne university of technology

Theoretical Aspects of Object-oriented Programming 1994 although the theory of object oriented programming languages is far from complete this book brings together the most important contributions to its development to date focusing in particular on how advances in type systems and semantic models can contribute to new language designs the fifteen chapters are divided into five parts objects and subtypes type inference coherence record calculi and inheritance the chapters are organized approximately in order of increasing complexity of the programming language constructs they consider beginning with variations on pascal and algol like languages developing the theory of illustrative record object models and concluding with research directions for building a more comprehensive theory of object oriented programming languages part i discusses the similarities and differences between objects and algebraic style abstract data types and the fundamental concept of a subtype parts ii iv are concerned with the record model of object oriented languages specifically these chapters discuss static and dynamic semantics of languages with simple object models that include a type or class hierarchy but do not explicitly provide what is often called dynamic binding part v considers extensions and modifications to record object models moving closer to the full complexity of practical object oriented languages carl a gunter is professor in the department of computer and information science at the university of pennsylvania john c mitchell is professor in the department of computer science at stanford university

Object-oriented Programming in Java 2006 this principle driven introduction to programming with java and its standard swing graphics library by world renowned computer science professor andy van dam and professor kate sanders emphasizes object oriented design and programming it covers all important object oriented programming mechanisms at the beginning of the book from encapsulation through inheritance interfaces and polymorphism it uses numerous executable examples to teach modularization and other good programming habits that will stay with students for a lifetime most of the programming examples and exercises take advantage of the visual appeal of interactive graphics to provide essential motivation for first time programmers with object oriented programming in java a graphical approach students will use an approach to learning object oriented design and programming that has been tested for a decade and used successfully at multiple universities experience reading and writing non trivial interactive programs that are systems of cooperating objects capitalize on the powerful features of java 5 0 including swing class generics and static imports get a good introduction to fundamental data structures stacks queues linked lists and trees and a complete chapter on design patterns strong object oriented design skills in combination with experience working on non trivial projects are a requirement for succeeding in today s software industry students who follow the approach of this book are bound to be successful later in their software careers you need only see the number of former andy van dam students at current industry powerhouses to believe it matt chotin sr software engineer macromedia and former student of andy van dam graphics are a useful motivator because students enjoy graphics far more than text or arithmetic examples and graphics are inherently object oriented karl r wurst worcester state college andy van dam and kate sanders do a great job of hitting objects first teaching oo early and letting the procedural stuff come along naturally i have seen a number of texts that claim they do this but i haven t seen anyone who does it like these authors do ben shaffer university of northern iowa

Object-Oriented Programming: Fundamentals And Applications 2004-08 designed as a text for the senior undergraduate and postgraduate students in computer science this compact and comprehensive book provides a clear insight into object oriented programming oop and delineates the major areas where oop principles can be profitably applied the fundamental tenets of oop viz encapsulation inheritance and abstraction syndrome are skillfully analyzed what s more the book blends theory and applications in the most adept fashion to make it extremely handy for the students the text takes c as an example it is not just another book on c by any means and details some of the fundamental requirements from the oop angle in addition it discusses the various aspects of software development using oop an indepth coverage is given to the design usage and re usage of containers besides the book covers such topics and guis particularly ms windows and advanced gui programming concepts designed as a text for the senior undergraduate and postgraduate students in computer science this compact and comprehensive book

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Modern Programming: Object Oriented Programming and Best Practices 2019-06-28 discover the untapped features of object oriented programming and use it with other software tools to code fast efficient applications key featuresexplore the complexities of object oriented programming oop discover what oop can do for youlearn to use the key tools and software engineering practices to support your own programming needsbook 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 learnuntangle the complexity of object oriented programming by breaking it down to its essential building blocksrealize the full potential of oop to design efficient maintainable programsutilize coding best practices including tdd pair programming and code reviews to improve your workuse tools such as source control and ides to work more efficientlylearn how to most productively work with other developersbuild your own software development philosophywho 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

A Comprehensive Introduction to Object-oriented Programming with Java 2008 a comprehensive introduction to object oriented programming with java provides an accessible and technically thorough introduction to the basics of programming using java the text takes a truly object oriented approach objects are used early so that students think in objects right from the beginning the text focuses on showing students a consistent problem solving approach

OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVA 2006-01-01 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

Object-oriented Programming Systems 1991 a valuable handbook reference for professionals who need to learn c and master its latest updates this exceptionally organized 1 rated guide teaches the power and flexibility of the c programming language through object oriented programming applications examines the most up to date c features including new style headers new style casts type bool type string stringstream classes namespaces namespace std exception handling run time type

identification operator new the template input output classes and more offers complete coverage on stl standard template library including containers iterators algorithms and function objects the standard input output library in detail and the microsoft foundation classes contains an extensive number of well constructed examples beautifully fashioned sample applications interesting and practical programming exercises boxed figures and vibrant illustrations a companion web site provides the book s source code header files and data files sample syllabi transparencies and an errata list for professionals in computer science and related fields *Object-oriented Programming in C++* 2000 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 Object-oriented Programming in Python 2008 this engaging textbook provides an accessible introduction to coding and the world of object oriented oo programming using java as the illustrative programming language emphasis is placed on what is most helpful for the first time coder in order to develop and understand their knowledge and skills in a way that is relevant and practical the examples presented in the text demonstrate how skills in oo programming can be used to create applications and programs that have real world value in daily life topics and features presents an overview of programming and coding a brief history of programming languages and a concise introduction to programming in java using bluej discusses classes and objects reviews various java library objects and packages and introduces the idea of the application programming interface api highlights how oo design forms an essential role in producing a useful solution to a problem and the importance of the concept of class polymorphism examines what to do when code encounters an error condition describing the exception handling mechanism and practical measures in defensive coding investigates the work of arrays and collections with a particular focus on fixed length arrays the arraylist hashmap and hashset describes the basics of building a graphical user interface gui using swing and the concept of a design pattern outlines two complete applications from conceptual design to implementation illustrating the content covered by the rest of the book provides code for all examples and projects at an associated website this concise guide is ideal for the novice approaching oo programming for the first time whether they are a student of computer science embarking on a one semester course in this area or someone learning for the purpose of professional development or self improvement the text does not require any prior knowledge of coding software engineering oo or mathematics
Concise Guide to Object-Oriented Programming 2019-04-23 this work teaches the fundamentals of java and object oriented programming to those with some programming experience the principles and practices are illustrated throughout the book with extensive examples from the java standard library
Understanding Object-oriented Programming with Java 2002 the ideal beginner s guide to c and object oriented programming wrox beginners guides have the perfect formula for getting programming newcomers up and running this one introduces beginners to object oriented programming using c to demonstrate all of the core constructs of this programming framework using real world situations you ll discover how to create test and deliver your programs and how to work with classes arrays collections and all the elements of object oriented programming covers exactly what beginners even those with no prior programming experience need to know to understand object oriented programming and start writing programs in c explains the advantages and disadvantages of c and tips for understanding c syntax explores properties encapsulation and classes value data types operands and operators errors and debugging variables and reference types shows how to use statement repetition and program loops understand arrays and collections and write your own classes also covers inheritance and polymorphism beginning object oriented programming with c uses the tried and true wrox formula for making this popular programming method easy to learn
Beginning Object-Oriented Programming with C# 2012-11-05 the revised edition of object oriented programming with c has become more comprehensive with the inclusion of several topics like its previous edition it provides an in depth coverage of basic as well as advanced concepts of object oriented programming such as encapsulation abstraction inheritance polymorphism dynamic binding templates exception handling streams and standard template library stl and their implementation through c besides the revised edition includes a chapter on multithreading the book meets the requirements of students enrolled in various courses

at undergraduate and postgraduate levels including btech be bca bsc msc and mca it is also useful for software developers who wish to expand their knowledge of c new in this edition inclusion of topics like empty class anonymous objects recursive constructors and object slicing a chapter on multithreading explaining how concurrency is implemented in c key features presentation for easy grasp through chapter objectives suitable tables diagrams and programming examples notes and key points provided to make the reader self sufficient examination oriented approach through objective and descriptive questions at the end of each chapter to help students in the preparation for annual and semester tests

Object Oriented Programming with C++, 2nd Edition 1992 if you wish to learn the new techniques of object oriented programming using the powerful microsoft c compiler and environment then this book is for you bestselling author robert lafore takes you from no understanding of c or c to complete competency in c and object oriented techniques

Object-oriented Programming in Microsoft C++ 2001 python□□□□□□□□□□□□□□□

Java Methods 2004-03 object oriented programming under windows presents object oriented programming oop techniques that can be used in windows programming the book is comprised of 15 chapters that tackle an area in oop chapter 1 provides an introductory discourse about oop and chapter 2 covers the programming languages chapter 3 deals with the windows environment while chapter 4 discusses the creation of application windows and dialogue boxes as well as controls and standard controls are tackled the book then covers menus and event response graphics operation clipboard bitmaps icons and cursors are also dealt with the book also tackles disk file access and then discusses the help file system the last chapter covers data transfer the text will be of great use to individuals who want to write windows based programs

Python□□□□□□□□□□□ 2014-05-16

Object-Oriented Programming under Windows

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