



C++

Programming Step-by-Step

Asadullah Shah



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C++ PROGRAMMING: STEP BY STEP

Editors

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20. OBJECT ORIENTED PROGRAMMING

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Abstract

Working with objects and recognizing them is easier for us as human beings are, objects such as a pen, a horse, or a human being. We learned to categorize them in such a way that it make sense to us. We may categorize them as animate object, inanimate objects, pets, friends an so on. Human beings sometimes classify objects based on their **attributes**, for example, green mangos or yellow, fat or slim people, small of toll. If we think about any object we know, each object may many attributes. In addition to attributes, all objects exhibit **behaviors**. For example, a horse eats, runs and others. A horse exhibits many more other behaviors than. It is a good idea to practice listing attributes and behaviors of many of the objects you come across each day. Another thing we need to remember about objects is that objects interact between each other.

20.1 Understanding Object Oriented Programming (OOP)

Traditionally programmers since last many years develop and implemented algorithms using functions and procedures by using structured programming languages. For each individual separate task a function was written to carry out certain tasks on the data. This approaches known as procedural and programming knows as procedural oriented of function oriented languages. The developers has to thing different with this type of procedure oriented programming than working with objects, is a more normal and suitable approach for human beings.