

Object-Oriented Programming (OOP)

[Return to Glossary](#)

Object-Oriented Programming (OOP) refers to a type of computer programming (software design) in which programmers define the data type of a [data structure](#), and also the types of operations (functions) that can be applied to the data structure.

In this way, the data structure becomes an [object](#) that includes both data and functions. In addition, programmers can create relationships between one object and another. For example, objects can inherit characteristics from other objects.

Source: https://www.webopedia.com/TERM/O/object_oriented_programming_OOP.html

From:

<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:

https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:o:oop



Last update: **2021/10/04 13:40**