

2.1.3.2 Object Oriented Programming

[Return to Programming Paradigm](#)

[Object-Oriented Programming \(OOP\)](#) is a form of Imperative and procedural programming. The main difference is how the procedures, functions and data are organized. OOP encapsulates data and behavior into [objects](#). In other words, an object is the definition of data and the operations that can be performed on that data. OOP [applications](#) use a collection of objects to accomplish the overall [goal](#) of the program or application. For example an object represent a person (i.e., a person-object). The person-object has, by definition, certain attributes or properties which are made public or held private. In addition, the person-object has methods that ensure the validity of the name attribute within the person-object as defined by the person-object. OOP also has abstraction for objects called [classes](#) that are blueprints for real world [instances](#) of things. In the example above, there is class of objects called people. Each individual person is represented by an instance of the people-object (i.e., john-people-object, and jane-people-object). All the instances of the people-objects offer the same attributes and methods.

Some examples of Object Oriented Programming languages are:

- C++
- Java
- [JavaScript](#)
- Python
- Ruby
- PHP
- Scala
- Visual Basic .NET

In Figure [1](#), the green boxes represent functions (i.e., operations) and the blue cylinders represent data associated with the an Object represented by the outer orange boxes. Objects encapsulate the [data objects](#) and the operations that work on that data. The data flow and control is accomplished by invocation of operations (i.e., methods) between the different objects.

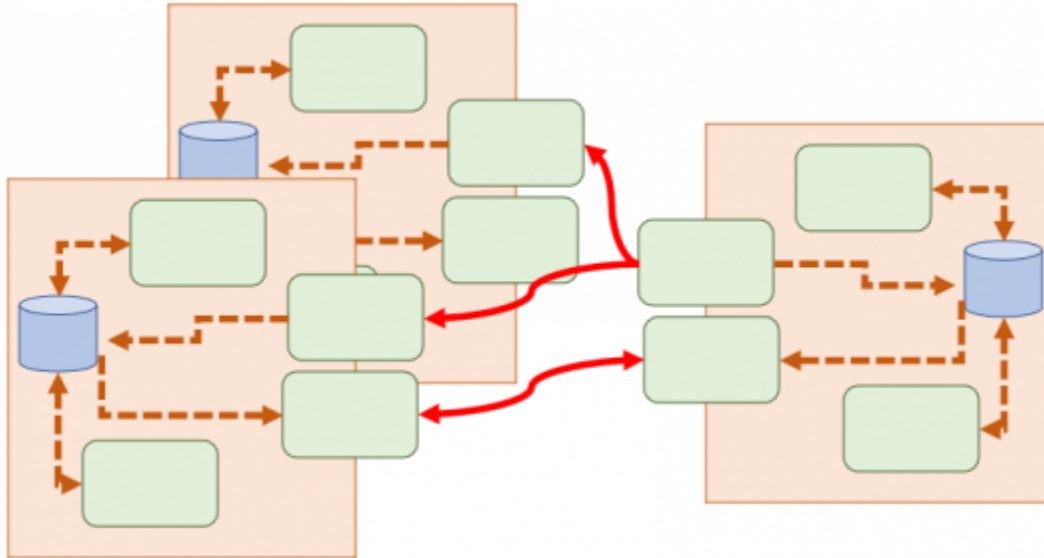


Figure 1: Object-Oriented (OO) Data Flow

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