C H A P T E R T W O

**Review of object orientation**

**In this chapter you will learn:**

**1. The basic principles of object orientation**

**2. Class and Objects**

**3. Attributes and Operations**

**4- Inheritance and Polymorphism**

**NOTES: it is important to mention that the chapter includes some concepts that are already given to you in the object oriented programming module (second class) , So I hope these concepts will not take a lot of time.**

**The paragraphs required:**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Title of pographs** | **Electronic Page** | **notes** |
| **2.1** | **What is object orientation?** | **57-58** |  |
| **2.2** | **Classes and objects** | **58-63** |  |
| **2.5** | **Organizing classes into inheritance hierarchies** | **66- 72** |  |
| **2.6** | **The efficts of inheritance on polymorphism** | **72- 77** | **The concepts of ploymorphisim , overriding, abstract class, dynamic binding are required with example.**  **Note: any reference you choose is accepted.** |
| **2.7** | **Concept that define object orientation** | **79-80** |  |
|  |  |  |  |

Object-oriented systems make use of ***abstraction***in order to help make software

less complex. An abstraction is something that relieves you from having to deal with details.

*Questions*

1. What is the meaning of Procedure paradigm , object oriented praradigim ?

2) What is te benefit of procedure abstraction ?

3) What is the idea of data abstraction ?

4) Procedure paradigm vs Object oriented paradigm

5) Class vs Object with examples

6) What is importance of polymorphism ? Draw UML diagram that satisfy polymorphisim then implement the diagram to jaa program