

# Object Oriented Programming: Discussion and other Methods

Alireza Haidari\*

Department of Computer Science, California South University, California

## INTRODUCTION

Object oriented programming is well defined, complex data type. It is collection of members both data members (variables) and member function (function). Class provides the concept of encapsulation and data hiding with private declaration. Class is blue print (original copy to construct the object). Class is logical copy to create object syntax. Object is a variable type class, it is an instance (copy) of a class, it is also the physical representation of a class.

Data abstraction and encapsulation is that the wrapping from data and functions into one unit referred to as encapsulation. Data abstraction is the act of representing essential features without including the background or explanation. Inheritance is a process of one class acquiring the property of another class. It provides the idea of reusability which means that we can add additional features to an existing class without modifying it

Polymorphism is that the ability to require quite one form which suggests an operation may exhibit different behaviour in several instances and therefore the behaviour depends upon the time of knowledge used in the operation (operation overloading). Function overloading uses a single function name; it may perform different types of task. Dynamic binding means the code related to a given procedure isn't known until the time of the decision at run time. It is associated with polymorphism and Inheritance. Message passing in an object oriented programming consists of set of object that communicate with each other, which means object communicate one to another by sending and recovering the information.

Memory allocation is that the memory space for objects which is allocated once they are declared and not when the category is specified. The member functions are created and placed within the memory space just one occasion. They are defined

as a neighborhood of specification. Since, all the objects belonging thereto class use an equivalent member functions. So, no separate space is allocated for member function when the objects are created and only space for member variables is allocated separately for each Object

Static data members is a member of a class can be called as static. A static member variable having the following characteristics like it is initialized to zero when the first object of its class is created, only one copy of that member is created for that entire class and is shared by all the objects of that class, it is visible only within the class, a data member can be declared as a static using keyword static. Static member function is the member function that is declared as static, it will have the access to only other static member declared in the same class. The static member function can be called the class name: function name.

A Constructor should always be declared as public and they are invoked automatically when the object is created and they don't have any written type. If more than two arguments are passed then the constructor is known as Multiple constructor. Copy constructor creates an object by initializing with an object of same class.

Object Oriented Programming is used to maintain and restore and handle the data in a very convenient way and has got many applications.

## CONFLICT OF INTEREST

We have no conflict of interests to disclose and the manuscript has been read and approved by all named authors.

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**Correspondence to:** Alireza Haidari, Department of Computer Science, California South University, California, E-Mail: euroclimatechange@outlook.com

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