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Unit 1 Object Oriented Concepts

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CIS127 Object Oriented Programming I

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*Object-oriented concepts*

*Describe each of the three object oriented concepts on page 6 in your own words and give an example of how you think you might use each.*

1. **Encapsulation as it applies to classes as objects**
   1. There are two explanations for encapsulation listed in the book:
      1. “Encapsulation is the enclosure of data and methods within an object” (pg8)
      2. “Encapsulation also refers to the concealment of an object’s data and methods from outside sources” (pg8)
   2. I would use this concept in a way that would help obfuscate my code from a user so they only see and interact with what I explicitly give them access to. I would also utilize this methodology to keep my code compartmentalized into related groupings in order to ensure easy to understand code.
2. **Inheritance**
   1. This concept benefitted the most from our class discussion about the Dog class with the smallDog subclass. The smallDog subclass could inherit methods from the Dog class instead of having to have redundant methods across multiple classes.
3. **Polymorphism**
   1. This concept I have the least amount of experience with thus far. The general idea I have from it at this point is that it is the concept of the same thing within a program (a word or symbol, for example) that can be used differently in different situations. This could potentially allow for significant code reuse.