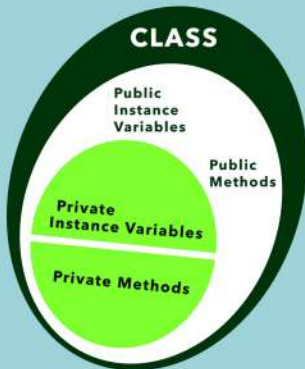


# OBJECT ORIENTED PROGRAMMING

## ENCAPSULATION



## ABSTRACT



## GETTER & SETTER

```
class Account{
    private int account_number;
    private int account_balance;

    // getter method
    public int getBalance() {
        return this.account_balance;
    }
    // setter method
    public void setNumber(int num) {
        this.account_number = num;
    }
}
```

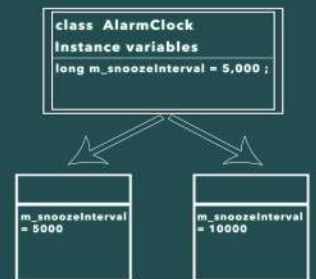
Getter and Setter's methods are used to create, modify, delete and view the variables values.

## DEFINITION

Object Oriented Programming (OOP) refers to a type of computer programming in which programmers define not only the data type of a data structure, but also the types of operations (functions) that can be applied to the data structure.

## CLASS AND INSTANCES

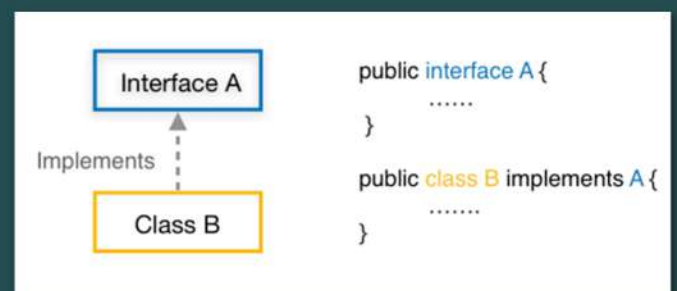
Class is a definition of objects of the same kind. In other words, class is a blueprint that defines the static attributes and dynamic behaviors common to all objects of the same kind.



Class can be visualized as three-compartment box, as illustrated:

1. Name: identifies the class
2. Variables: contains the static attributes of the class
3. Methods: contains the dynamic behaviors of the class

## INTERFACE



Interface is a blueprint of a class. Interfaces can have abstract methods and variables. It can not have a method body.