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Przedmiot:	Język Obcy Zawodowy
Klasa:	3 TIA
Temat lekcji:	Object-oriented programming languages
Data lekcji:	17.04.2020 gr 1
Wprowadzenie do tematu:	<p>Definition - What does <i>Object-Oriented Programming Language (OOPL)</i> mean?</p> <p>Object-oriented programming language (OOPL) is a high-level programming language based on the object-oriented programming (OOP) model.</p> <p>OOPL incorporates logical classes, objects, methods, relationships and other processes with the design of software and applications. The first OOPL was Simula, a simulation creation tool developed in 1960.</p> <p>Techopedia explains <i>Object-Oriented Programming Language (OOPL)</i></p> <p>Unlike conventional procedural languages, the programming syntax of object-oriented programming language is based on one or more objects, whereas procedural language incorporates logical procedures. In OOPL, objects interact with each other; have their own methods, procedures and functions; are part of a class and may be reused in one or more program. An OOPL must exhibit native object-oriented functions, including data abstraction, inheritance, encapsulation, class creation and associated objects.</p> <p>Most modern programming languages are object-oriented or support the OOP model to an extent. Popular OOPLs include Java, C++, Python and SmallTalk.</p>
Instrukcje do pracy własnej:	<p>Lesson: Object-Oriented Programming Concepts</p> <p>If you've never used an object-oriented programming language before, you'll need to learn a few basic concepts before you can begin writing any code. This lesson will introduce you to objects, classes, inheritance, interfaces, and packages. Each discussion focuses on how these concepts relate to the real world, while simultaneously providing an introduction to the syntax of the Java programming language.</p> <p><u>What Is an Object?</u></p> <p>An object is a software bundle of related state and behavior. Software objects are often used to model the real-world objects that you find in everyday life. This lesson explains how state and behavior are represented within an object, introduces the concept of data encapsulation, and explains the benefits of designing your software in this manner.</p> <p><u>What Is a Class?</u></p> <p>A class is a blueprint or prototype from which objects are created. This section defines a class that models the state and behavior of a real-world object. It intentionally focuses on the basics, showing how even a simple class can cleanly model state and behavior.</p> <p><u>What Is Inheritance?</u></p>

	<p>Inheritance provides a powerful and natural mechanism for organizing and structuring your software. This section explains how classes inherit state and behavior from their superclasses, and explains how to derive one class from another using the simple syntax provided by the Java programming language.</p> <p><u>What Is an Interface?</u></p> <p>An interface is a contract between a class and the outside world. When a class implements an interface, it promises to provide the behavior published by that interface. This section defines a simple interface and explains the necessary changes for any class that implements it.</p> <p><u>What Is a Package?</u></p> <p>A package is a namespace for organizing classes and interfaces in a logical manner. Placing your code into packages makes large software projects easier to manage. This section explains why this is useful, and introduces you to the Application Programming Interface (API) provided by the Java platform.</p> <p><u>Questions and Exercises: Object-Oriented Programming Concepts</u></p> <p>Use the questions and exercises presented in this section to test your understanding of objects, classes, inheritance, interfaces, and packages.</p>
Praca własna:	<p>ONLY IF YOU WANT: Give example of objects, classes, inheritance, interfaces, and packages. You can use a website https://docs.oracle.com/javase/tutorial/java/concepts/object.html</p>
Informacja zwrotna:	<p>karolinafilip@interia.pl , możecie mnie również znaleźć na FB lub Messenger pod imieniem Karolina Filip. Jeśli będą jakieś pytania lub niejasności jestem dostępna na Messenger codziennie, żeby nie dublować się z innymi grupami najlepiej w godzinach wynikających ze zwykłego planu lekcji, ale oczywiście można pisać również o innych porach.</p> <p>Data oceny : tym razem brak oceny</p>