

Object Oriented Programming in C++.

LECTURE-1

* programming language to develop software.

* 3 major families of language

1. Machine language (0's & 1's {CPU})
2. Assembly language (Mnemonics {ADD, SUB, MOV})
3. High level language. (English type)

procedural
language



* Easily high level language are typically as procedural language.
eg: C, COBOL, FORTRAN, HTML.

oop



modelling data

It is an approach to develop software programming

eg: C++, .NET, Java.

⇒ Trying to simulate real life things into your programming

* oop was introduced to overcome flaws in the procedural approach to programming such as **Reusability & Maintainability**

* Main fundamental idea behind object language is to combine into single unit both **data & functions** that operate on that data such a unit is called as object

→ Benifits of oop:

- * It can easily upgrade from small system to large.
- * Easy to partition work for same prog.
- * Message passing technique makes communication easier.
- * software complexity can be easily managed.
- * Maintenance cost is less
- * Simple to implement.