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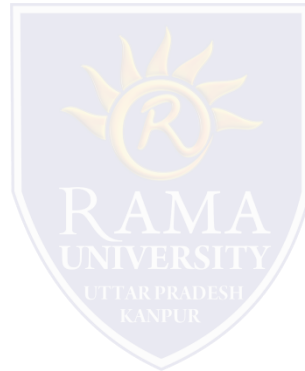
Brajesh Mishra
Assistant Professor
Department of Computer Science & Engineering

Subprogram
Object Oriented Programming

Subprogram

- It is important to note that the Main Program is suspended during the execution of any subprogram

- For the implementation of any subprogram, a **"Stack"** is used to store the **"Return Address"** to the Main Program .

- The Main advantage of Subprogram is that it avoids repetition of Code and allows us to reuse the same code again and again
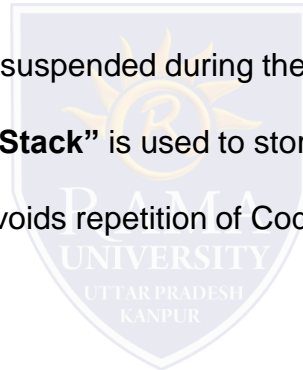
Object Oriented Programming

- Programming is a paradigm that provides many concepts, such as inheritance, data binding, polymorphism, etc.

- Simula is considered the first object-oriented programming language.

- Object means a real-world entity such as a pen, chair, table, computer, watch, etc. Object-Oriented Programming is a methodology or paradigm to design a program using classes and objects.

  - Object
  - Class
  - Inheritance
  - Polymorphism
  - Abstraction
  - Encapsulation
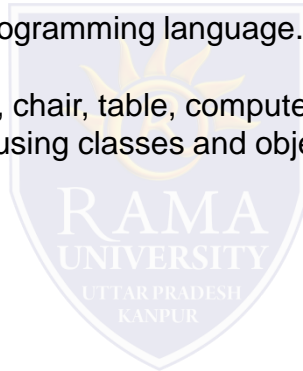
Object Oriented Programming

- Apart from these concepts, there are some other terms which are used in Object-Oriented design:
    - Coupling
    - Cohesion
    - Association
    - Aggregation
    - Composition