

# OO-design: klasser, objekter og referanser.

Repetisjonskurs IN1000 H17  
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# Objektorientering

Virkelighetsnær programmering

Data som objekter

Eierskap og egenskaper

# Klasser

“Oppskriften”

Sier noe om en tings egenskaper

Instansvariabler

Privat indre sturktur

Grensesnitt...

# Grensesnitt

Objektets ansikt mot verden.

Å skjule indre struktur.

Private vs. public

Hvorfor private?

# Referanse vs. objekt

```
a = Student("Bjarne")
```

```
b = a
```

```
a = Student("Lise")
```

a

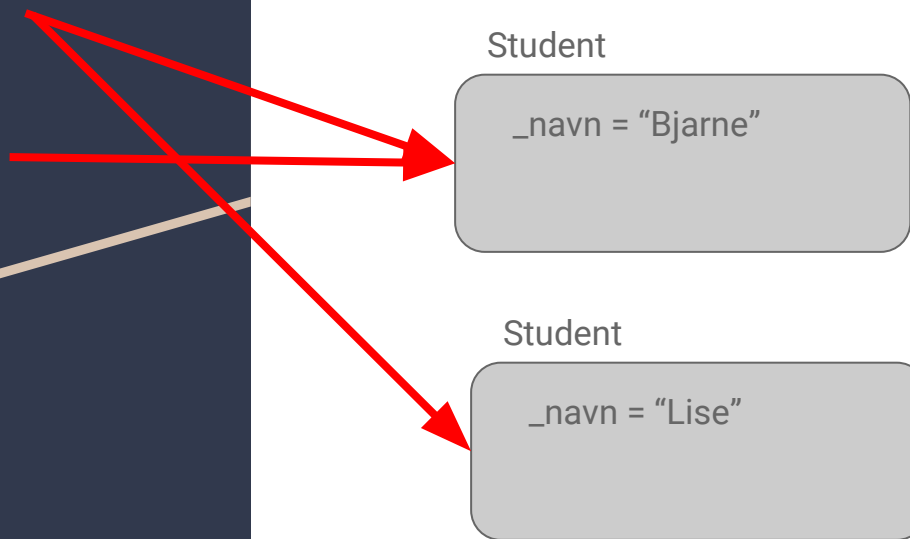
b

Student

\_navn = "Bjarne"

Student

\_navn = "Lise"



# Kryssreferanser

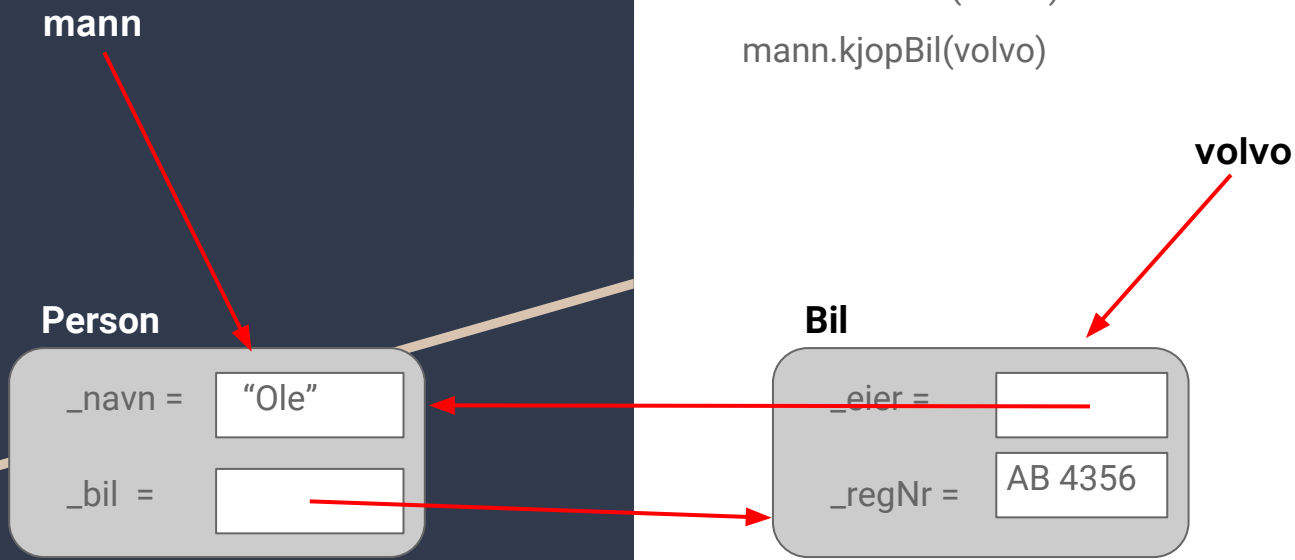
Når objekter refererer til hverandre.

```
mann = ("Ole")
```

```
volvo = Bil("AB 4356")
```

```
volvo.settEier(mann)
```

```
mann.kjopBil(volvo)
```

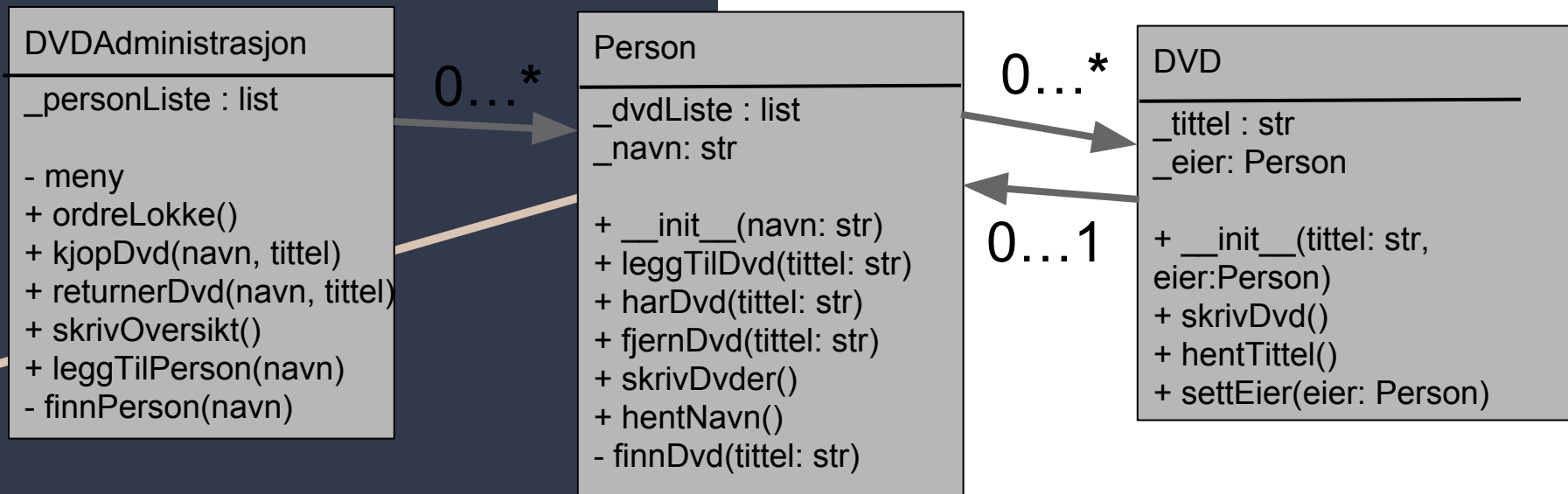


# UML klassediagram

Programoversikt

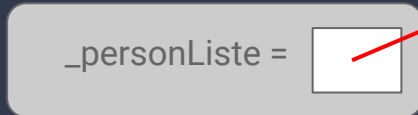
Grensesnitt og instansvariabler

Relasjoner

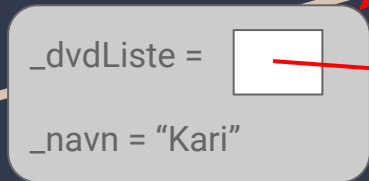


# Datastruktur

## DVDAdministrasjon

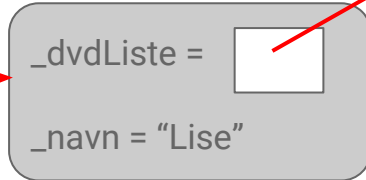


## Person

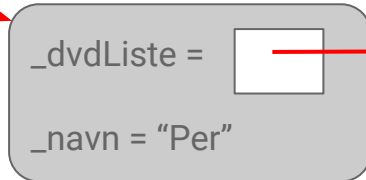


Viser en **tilstand!**

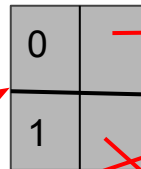
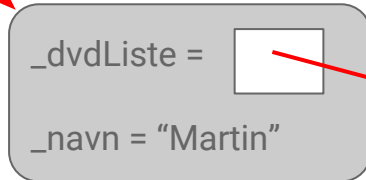
## Person



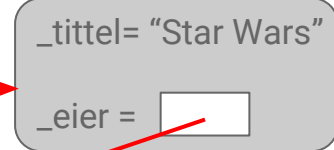
## Person



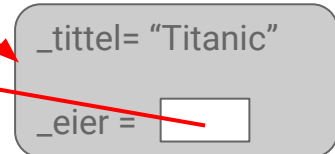
## Person



## DVD



## DVD



## DVD

