

WEEK 10 – OBJECT-ORIENTED PROGRAMMING (OOP) / EVENT-DRIVEN PROGRAMMING (EDP) VERSUS PROCEDURAL PROGRAMMING (PP)

3-5 Page Paper:

- Identify 2 advantages of using OOP as compared to using only PP
- Create 1 original example of a class with at least 1 attribute and 1 method. Identify what the class in question represents, the attributes the class stores, and the purpose of the related method. Next, examine the relationships between the class, attributes, and methods that you have identified. Please note the word **ORIGINAL**.
- Describe at least 1 feature of OOP that Visual Logic lacks
- Identify at least 1 advantage to using event driven programming, as compared to using purely procedural programming
- Use at least 3 quality resources – NO WIKIPEDIA OR SIMILAR WEBSITES

FORMAT

- Double spaced, using Times New Roman – size 12. 1-inch margins on all sides; citations and references must follow APA format.

LEARNING OUTCOMES ASSOCIATED WITH THIS PAPER

- Explain and identify object oriented concepts
- Identify object oriented classes and also the attributes and methods they contain
- Explain the use and benefits of OOP and event driven programming
- Use technology and information resources to research issues in computer programming design
- Write clearly and concisely about computer programming design topics using proper writing mechanics and technical style convention