

File Structures An Object Oriented Approach With C Michael

Object-oriented programming

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Object-oriented programming (OOP) is a programming paradigm based on the object – a software entity that encapsulates data and function(s). An OOP computer program consists of objects that interact with one another. A programming language that provides OOP features is classified as an OOP language but as the set of features that contribute to OOP is contended, classifying a language as OOP and the degree to which it supports or is OOP, are debatable. As paradigms are not mutually exclusive, a language can be multi-paradigm; can be categorized as more than only OOP.

Sometimes, objects represent real-world things and processes in digital form. For example, a graphics program may have objects such as circle, square, and menu. An online shopping system might have objects such as shopping cart,...

Encapsulation (computer programming)

also possible in non-object-oriented languages. In C, for example, a structure can be declared in the public API via the header file for a set of functions

In software systems, encapsulation refers to the bundling of data with the mechanisms or methods that operate on the data. It may also refer to the limiting of direct access to some of that data, such as an object's components. Essentially, encapsulation prevents external code from being concerned with the internal workings of an object.

Encapsulation allows developers to present a consistent interface that is independent of its internal implementation. As one example, encapsulation can be used to hide the values or state of a structured data object inside a class. This prevents clients from directly accessing this information in a way that could expose hidden implementation details or violate state invariance maintained by the methods.

Encapsulation also encourages programmers to put all...

Object storage

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Object storage (also known as object-based storage or blob storage) is a computer data storage approach that manages data as "blobs" or "objects", as opposed to other storage architectures like file systems, which manage data as a file hierarchy, and block storage, which manages data as blocks within sectors and tracks. Each object is typically associated with a variable amount of metadata, and a globally unique identifier. Object storage can be implemented at multiple levels, including the device level (object-storage device), the system level, and the interface level. In each case, object storage seeks to enable capabilities not addressed by other storage architectures, like interfaces that are directly programmable by the application, a namespace that can span multiple instances of physical...

Jackson structured programming

data structures of the files that a program must read as input and produce as output, and then produce a program design based on those data structures, so

Jackson structured programming (JSP) is a method for structured programming developed by British software consultant Michael A. Jackson. It was described in his 1975 book Principles of Program Design. The technique of JSP is to analyze the data structures of the files that a program must read as input and produce as output, and then produce a program design based on those data structures, so that the program control structure handles those data structures in a natural and intuitive way.

JSP describes structures (of both data and programs) using three basic structures – sequence, iteration, and selection (or alternatives). These structures are diagrammed as (in effect) a visual representation of a regular expression.

Class (computer programming)

purely object-oriented programming languages, such as Java and C#, all classes might be part of an inheritance tree such that the root class is Object, meaning

In object-oriented programming, a class defines the shared aspects of objects created from the class. The capabilities of a class differ between programming languages, but generally the shared aspects consist of state (variables) and behavior (methods) that are each either associated with a particular object or with all objects of that class.

Object state can differ between each instance of the class whereas the class state is shared by all of them. The object methods include access to the object state (via an implicit or explicit parameter that references the object) whereas class methods do not.

If the language supports inheritance, a class can be defined based on another class with all of its state and behavior plus additional state and behavior that further specializes the class. The specialized...

Content-oriented workflow models

as an umbrella term. Such general term, independent from a specific approach, is necessary to contrast the content-oriented modelling principle with traditional

The goal of content-oriented workflow models is to articulate workflow progression by the presence of content units (like data-records/objects/documents).

Most content-oriented workflow approaches provide a life-cycle model for content units, such that workflow progression can be qualified by conditions on the state of the units.

Most approaches are research and work in progress and the content models and life-cycle models are more or less formalized.

The term content-oriented workflows is an umbrella term for several scientific workflow approaches, namely "data-driven", "resource-driven", "artifact-centric", "object-aware", and "document-oriented". Thus, the meaning of "content" ranges from simple data attributes to self-contained documents; the term "content-oriented workflows" appeared at...

Service-oriented architecture

original URL status unknown (link) Michael Bell (2008). "Introduction to Service-Oriented Modeling". Service-Oriented Modeling: Service Analysis, Design

In software engineering, service-oriented architecture (SOA) is an architectural style that focuses on discrete services instead of a monolithic design. SOA is a good choice for system integration. By consequence, it is also applied in the field of software design where services are provided to the other components by application components, through a communication protocol over a network. A service is a discrete unit of functionality that can be accessed remotely and acted upon and updated independently, such as retrieving a credit card statement online. SOA is also intended to be independent of vendors, products and technologies.

Service orientation is a way of thinking in terms of services and service-based development and the outcomes of services.

A service has four properties according...

C (programming language)

When object-oriented programming languages became popular, C++ and Objective-C were two different extensions of C that provided object-oriented capabilities

C is a general-purpose programming language. It was created in the 1970s by Dennis Ritchie and remains widely used and influential. By design, C gives the programmer relatively direct access to the features of the typical CPU architecture, customized for the target instruction set. It has been and continues to be used to implement operating systems (especially kernels), device drivers, and protocol stacks, but its use in application software has been decreasing. C is used on computers that range from the largest supercomputers to the smallest microcontrollers and embedded systems.

A successor to the programming language B, C was originally developed at Bell Labs by Ritchie between 1972 and 1973 to construct utilities running on Unix. It was applied to re-implementing the kernel of the Unix...

Common Object Request Broker Architecture

uses an object-oriented model although the systems that use the CORBA do not have to be object-oriented. CORBA is an example of the distributed object paradigm

The Common Object Request Broker Architecture (CORBA) is a standard defined by the Object Management Group (OMG) designed to facilitate the communication of systems that are deployed on diverse platforms. CORBA enables collaboration between systems on different operating systems, programming languages, and computing hardware. CORBA uses an object-oriented model although the systems that use the CORBA do not have to be object-oriented. CORBA is an example of the distributed object paradigm.

While briefly popular in the mid to late 1990s, CORBA's complexity, inconsistency, and high licensing costs have relegated it to being a niche technology.

Imperative programming

language Simula. An object-oriented module is composed of two files. The definitions file is called the header file. Here is a C++ header file for the GRADE

In computer science, imperative programming is a programming paradigm of software that uses statements that change a program's state. In much the same way that the imperative mood in natural languages expresses commands, an imperative program consists of commands for the computer to perform. Imperative programming focuses on describing how a program operates step by step (with general order of the steps being determined in source code by the placement of statements one below the other), rather than on high-level descriptions of its expected results.

The term is often used in contrast to declarative programming, which focuses on what the program should accomplish without specifying all the details of how the program should achieve the result.

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