National Centre for Computing Education

Raspberry Pi

Learning graph
KS4 – Object-oriented programming

Lesson 1 Lesson 2 Lesson 3 Lesson 4

Concepts

Describe the role of conventions in programming

Recall that there are different paradigms for programming

Define object oriented programming

Describe the relationship between a class and an object

Define the use of a self parameter in object-oriented Python

Model a real world problem using object oriented programming conventions

Define the principle of inheritance

Define the terms superclass and subclass

Select appropriate uses of inheritance

Programming

Use the terms class and object to describe a part of a program

Define attributes and methods as a part of a class

Use a constructor to create objects

Use a method and access an attribute of an object

Create a class

Access and modify attributes using getters and setters

Create a method in a class

Create a subclass in a program