Course title

Introduction to Object-oriented Programming

Course duration

Equivalent to 8 hours of instructor-led training

Audience

This course is for experienced Progress OpenEdge Advanced Business Language (ABL) developers who want to learn how to use the object-oriented capabilities of ABL.

Description

In this course you will learn how to use the object-oriented capabilities of Progress OpenEdge ABL. First you will be introduced to key features of Progress Software’s object-oriented ABL. Next, you will learn how to develop and test classes. Finally, you will learn how to further develop an application by applying object-oriented programming features such as inheritance, interface classes, singletons, dynamic instances, and events.

The materials that you receive with this course include a Course Guide, which includes hands-on lab exercises and step-by-step solutions, and a CD with example code and exercise files with solutions.

This course is also available online with a subscription to the Progress Education Community.

Version compatibility

This course is compatible with OpenEdge 11.6.

Role-based learning path

This course is a part of the following role-based learning path:

• OpenEdge Developer
What you will learn

After taking this course, you should be able to:
- Describe the key features of object-oriented ABL programming.
- Define the parts of an ABL class, including:
  - Data members
  - Constructors
  - Methods
  - A destructor
- Access data members and call methods within a class.
- Work with other classes, including:
  - Creating instances
  - Accessing data members and methods
  - Accessing a class instance dynamically
  - Deleting instances
- Test a class
- Define and use an inheritance hierarchy
- Define and use interface classes
- Create singletons (static instances)
- Create instances dynamically
- Define and use class events

Prerequisites

Students should already be able to:

- Develop and test ABL procedural code.
- Perform basic tasks in Progress Developer Studio for OpenEdge:
  - Define a workspace.
  - Create a project.
  - Use Project Explorer to navigate within the workspace.