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.