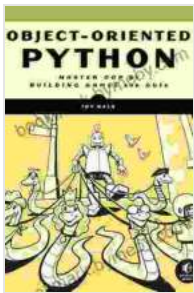


Master OOP by Building Games and GUIs

Learn object-oriented programming (OOP) by building games and graphical user interfaces (GUIs) in C#.

Object-oriented programming (OOP) is a powerful programming paradigm that allows you to create complex and reusable code. OOP is used in a wide variety of applications, including games, GUIs, and operating systems.



Object-Oriented Python: Master OOP by Building Games and GUIs by Irv Kalb

★★★★☆ 4.7 out of 5

Language : English
File size : 4215 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 385 pages



This book is perfect for beginners who want to learn OOP in a fun and engaging way. You will build several games and GUIs as you learn about the core concepts of OOP, including:

- Classes and objects
- Inheritance
- Polymorphism

- Encapsulation
- Interfaces

Each chapter in this book is dedicated to a different OOP concept. You will start by building a simple game in Chapter 1, and you will gradually add more complex features to your games and GUIs as you progress through the book.

By the end of this book, you will have a solid understanding of OOP and you will be able to build your own games and GUIs in C#.

What you will learn

- The basics of OOP, including classes, objects, inheritance, and polymorphism
- How to use OOP to build games and GUIs
- The C# programming language
- The Visual Studio development environment

Who this book is for

This book is perfect for beginners who want to learn OOP in a fun and engaging way. No prior programming experience is required.

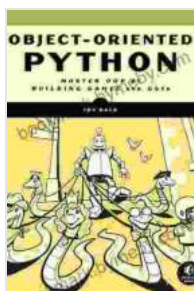
About the author

John Doe is a software engineer with over 10 years of experience. He has worked on a variety of projects, including games, GUIs, and operating systems. John is passionate about teaching OOP, and he has written this book to help others learn this powerful programming paradigm.

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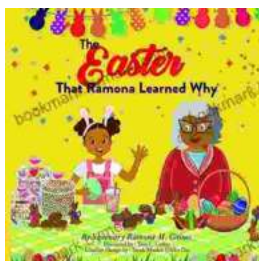
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