OUTLINE
DELPHI 2010: OBJECT-ORIENTED DEVELOPMENT WITH DELPHI

This seminar is designed to provide developers with a foundation in the principles and techniques of object-oriented programming using Delphi and application development in Delphi. Techniques that are used in almost every Delphi application are discussed, including how to configure components, create event handlers, as well as efficient use of forms (windows). Next, focus turns to more advanced component design issues including design-time behavior, publishing subcomponents, message handling, and creating data-aware components. Finally, this seminar finishes with property editors and creating component editors. Delphi tips and tricks are included throughout the seminar.

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Course includes a course book plus all code examples presented along with additional code examples.

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INTRODUCTION TO CLASS DESIGN

FROM RECORD TO CLASS

ENCAPSULATION AND MEMBER VISIBILITY

Private Members

Protected Members

Public Members

Published Members

DEFINING THE RUNTIME INTERFACE

INHERITANCE AND POLYMORPHISM

Reusing Code Through Inheritance

Generic Object Reference Through Polymorphism

CREATING AND TESTING A CLASS

GENERAL STEPS IN CLASS DESIGN

The Ancestor

Properties

Methods

Events

CREATING THE NEW CLASS

DEFINING PROPERTIES AND THEIR MEMBER FIELDS