Educational Administration: Theory and Practice
2022, 28(4), 409 - 419
ISSN: 2148-2403
https://kuey.net/

Research Article

An Overview of Object-Oriented Programming (Oop) And Its Impact on Software Design

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Citation: Sagar Vishnubhai Sheta (2022), An Overview of Object-Oriented Programming (Oop) And Its Impact on Software Design, *Educational Administration: Theory and Practice*, 28(4) 409 - 419
Doi: 10.53555/kuey.v28i4.8473

ARTICLE INFO **ABSTRACT**

This research aims to identify and compare the fundamental concepts of OOP and analyze the effects on the software structure especially for its scalability, modularity, and maintainability. The presented study, considered users' OOP notions encompassing encapsulation, inheritance, polymorphism, and abstraction and discusses their role in the development of flexible, reusable, and extensible software systems. Further, the commonly used design patterns, including Singleton, Factory, and Observer, are discussed to investigate their contribution to the improvement of system maintainability for the long term. The research also seeks to establish how OOP will interact with other programming paradigms for purposes of understanding what impacts the general software system performance. This paper has shown, by example, the applicability and value of OOP principles and patterns towards enhancing software designs, and its flexibility for change as requirements shift.

Index Terms— *Object-Oriented Programming (OOP), Design Patterns, Scalability, Modularity, Software Maintenance*

I. INTRODUCTION

OOP is now widely accepted as a basic model for programming because it makes it possible to build systems that are well-organized and easily modifiable. The subjects of this research are the principles of OOP, such as encapsulation, inheritance, polymorphism, and abstraction, and how they affect software design. The study also looks at how certain aspects of design patterns such as the Singleton, Factory, and Observer patterns lend themselves to the building of robust and scalable software. Moreover, the research focuses on the combination of OOP with other paradigms to optimize and improve the performance of the systems, for instance, functional. In a broad sense, the work shows that thanks to OOP, the sustainability and adaptability of software in the long term are achieved.

1.1 Aim and Objectives

Aim

This work aims to identify how well Object-Oriented Programming (OOP) principles and design patterns can be applied in software systems and whether considering the size and distribution of the system and deploying OOP alongside other programming paradigms for constructing more flexible, reusable, and extensible software.

Objectives

- To assess the effects of the core principles of OOP, including encapsulation, inheritance, polymorphism, and abstraction on scalability, modularity, and reusability in large systems.
- To assess the ability of the general OOP design patterns (such as Singleton Pattern, Factory Pattern, Observer Pattern) to achieve control of the long-term stability and flexibility of software.
- To explore the design patterns that can be incorporated with other paradigms including functional programming paradigms to determine the impacts of integrated paradigms on the aspect of software efficiency and flexibility.

II. LITERATURE REVIEW

2.1 Core Principles of Object-Oriented Programming and Their Role in Software Development

OOP is a form of programming that organizes software design around objects and their interaction, encapsulation, inheritances, and polymorphisms making the software modular and reusable. All of these principles are very important to the structure of code in such a way that enhances development efficiency and the sustainability of the software (Saide, 2024). This is the grouping of data (attributes) and methods (functions) in logical groups called objects, which allows only limited data access. This is made possible by the access modifier that includes private, protected, and public that cordon an object's properties and methods (Hu, 2023). By making data private, encapsulation enhances the reliability of the data integrated into the system and protects it against accidental changes, making modifications or other errors more manageable. Inheritance is a mechanism that facilitates the generation of new classes known as subclass that acquire properties from other classes known as superclasses (Cipriano & Alves, 2024). This principle makes reusability possible especially where some functionalities are extended rather than being newly written. Inheritance is most beneficial in a large number of systems

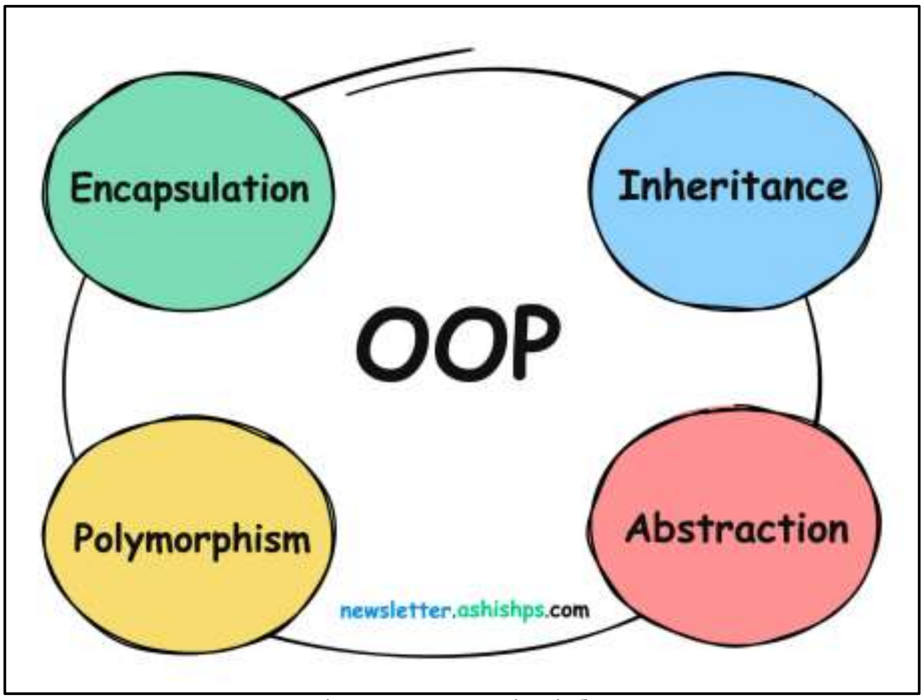


Fig 2.1: OOP Principles
(Source: Meilani & Purnama, 2023)

On the large scale of a system, inheritance acts as a base for structured hierarchy while minimizing redundant code hence making the code more understandable and efficient (Sunday et al., 2023). Polymorphism means that objects of a subclass can be used as the objects of the parent class, so different kinds of objects can be worked with by a single function. This concept extends maintainability in code since polymorphic operations may be redesigned in the subclasses without modifying the invoking code; this allows for adaptation to future changes and makes the software manipulative to future demands (Vijaya et al., 2024). Another benefit of using abstraction is reducing the complexity of a system by showing only important aspects while hiding the rest. Using abstraction OOP enables developers to control the complexity by only focusing on the attributes and operations of significance (Dooley & Kazakova, 2024). This results in neat structures that have little effect on the cognitive capacities of the program developers; they can focus more on the outlines and the functions of the programs (Gresta et al., 2023).

2.2 Comparison of Object-Oriented Programming with Other Programming Paradigms

The main difference between OOP and other paradigms, like procedural and functional programming paradigms, lies in the orientation of code around certain "objects" that mirror real-life objects (Koti et al., 2024). This approach differs from procedural where there is an order of steps performed, functional which concentrates on no mutation, and pure functions that have no external influence. The comparison of these paradigms identifies the peculiarities of OOP, especially, its applicability to complex systems (Gabbrielli and Martini, 2023). Based on the analyses, OOP's main strength has to do with modularity, reusability, and scalability. Inheritance, encapsulation, and polymorphism are a few of the OOP features that allow structures of complex systems into separate objects that can communicate independently, thus following specific interfaces (Dümmel et al., 2023). This encapsulation enables the construction of large-scale systems using application and subroutine components which may be reused or added to without affecting other sections of the application or subroutine.

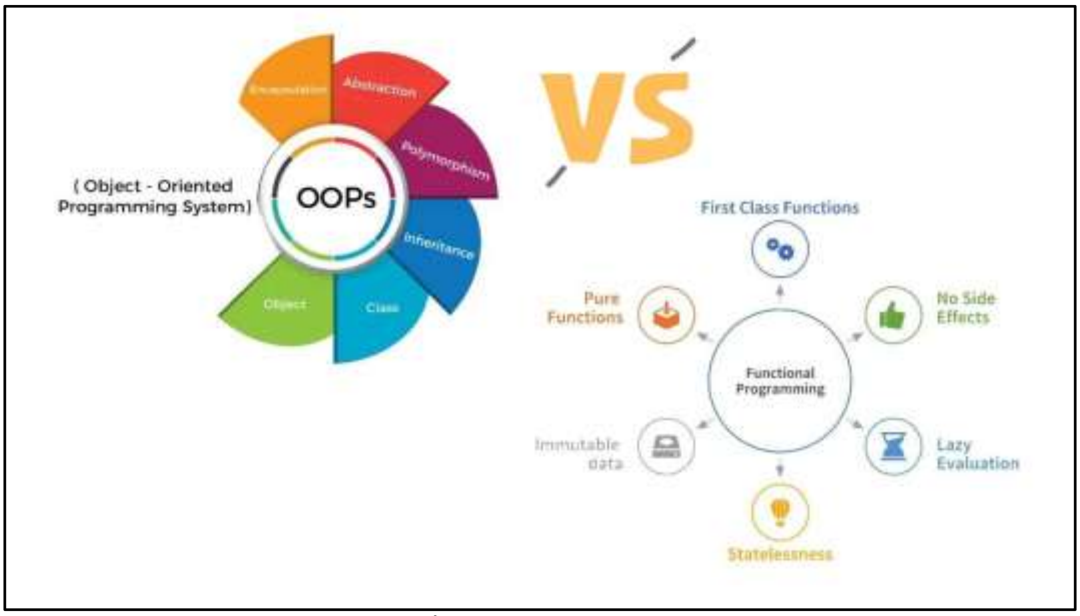


Fig 2.2: OOP Vs FP
(Source: Wang et al., 2024)

The structure of OOP, which is a class hierarchy, is particularly helpful when it comes to repurposing or inheriting properties and behavior which is always helpful when managing huge codes (Vayadande et al., 2024). Therefore, OOP is used in many large applications including enterprise-level applications and simulations, which require more M&F. The OOP has significant drawbacks when compared to other paradigms. Procedural programming can provide better modularity and speed in terms of simple functional input/output, or linear process input/output setups due to the program flow it follows (Kholmatov and Mubiyna, 2023). Functional programming is more predesigned for work in parallel and with unalterable data structures, which makes it a good choice for applications that are to solve parallel computing and data processing. One of the disadvantages of using mutable objects in OOP stems from the fact that tracking changes in state across several objects may cause a lot of problems (Flageol et al., 2023). OOP embraces flexible instruments for controlling complicated and dynamic software systems, its structure limits some sorts of applications. Each, therefore, has areas in which it flourishes and OOP is especially suitable for systems that have to sustain a segmented architecture over a long period of durability (Muk Abramovich and Mamirovich, 2023).

2.3 Impact of Object-Oriented Design Patterns on Software Architecture

Object-oriented design (OOD) patterns can be described as pre-solutions to recurring design problems that assist in defining enhanced solutions for designs that possess scalable, flexible, and maintainable software structures (Aratchige et al., 2024). Design patterns including the Singleton, Factory, and Observer reflect the best practices that can be used to enhance the efficiency of the solution process to common problems; solutions that can be easily implemented by the developers through specific techniques. These patterns are best associated with Object Oriented Programming (OOP) since they improve software modularity and flexibility as well as interdisciplinary cooperation (Asaad and Arsentieva, 2024). There is the Singleton pattern that makes certain that a class can only contain one instance while offering a single point of access to that instance. This pattern is used for handling a shared resource that for instance could create problems in terms of resource sharing or over-usage, connections to the database, configuration settings, etc (Eigler et al., 2023). The Singleton pattern is instrumental in regulating object creation and thus results in constructive resource utilization besides promoting stability in large systems with many components (Rahman et al., 2023).

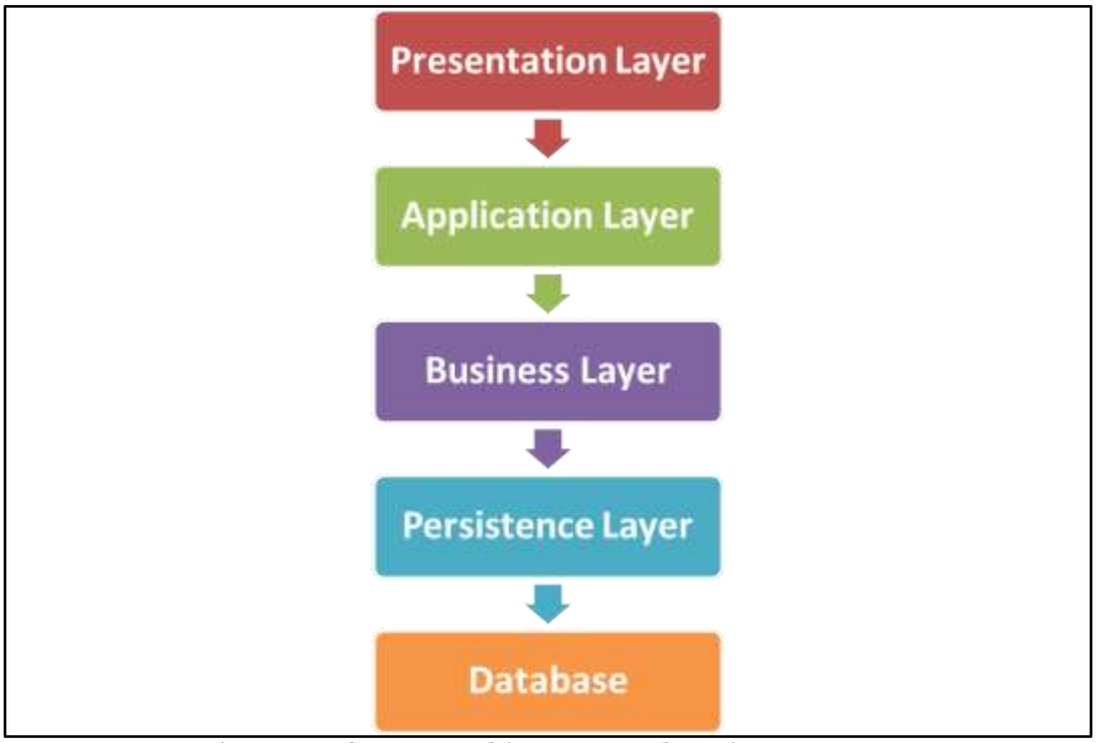


Fig 2.3: Software Architecture and Design Patterns
(Source: Karanikolas, 2023)

Another of the foundational design solutions, the Factory pattern, controls the production of objects from an interface, letting subclasses decide their formation. This fosters flexibility since the application can define new types of creation without changing the overall code of the application (Ngaogate, 2023). It is particularly desirable in environments in which changes have to be made rather often, the question about dependencies becomes rather critical, as they hinder the flexibility of software development and subsequent maintenance. The Observer pattern, typically used in such a program as events, enhances the interaction in terms of dependency between one object and several others (Piyawardhana et al., 2023). All dependent observers are informed automatically whenever the state of the subject changes. This pattern is useful in designing kinetic systems, for instance, the one that responds to users or visualizations where there is the need to have components respond to state change events. OOD patterns offer a specific format for handling recurrent design issues and help make code less difficult to keep, augment, and test (Fallucchi and Gozzi, 2024). So when implemented it would give an architecture that can be adapted to system changes and also be easily scalable to meet the future needs of various high-end organizations, thus conforming to the best standards of modern-day long-term solutions for software systems (Babiuch and Foltynek, 2024).

2.4 Literature Gap

Despite the wide use of OOP and its associated design patterns, little comparative evidence is available regarding their ability for application in different domains as software increases in size and complexity. A vast amount of research literature covers best practices of particular methods of OOP and design patterns; however, the few empirical studies that can be found focus on the long-term effects of OO concepts in general, and, again, not in everyday practice projects. Paradigms including functional and reactive programming are on the rise, changing practices, while the existing approaches crossbreeding OOP with them in large systems have not been studied. It might be interesting, for example, to understand how OOP patterns work in practice in today's distributed systems or in systems where multiple patterns are used at once. This gap points to a research niche aimed at assessing OOP patterns in different and more dynamic programming environments.

III. METHODOLOGY

3.1 Research Design and Approach

According to the proposed plan, this research will use both quantitative and qualitative research with a combination of empirical and case studies analysis (Barroga et al., 2023). The empirical aspect of the research regards the collection and evaluation of data regarding software projects that utilize OOP and employ design patterns, with a focus on the projects' durability, maintainability, and capacity for further expansion (Dehalwar & Sharma, 2024). The case study part concerns the studies of concrete software projects in which OOP is complemented with other programming paradigms like functional ones to understand the influence of such hybrid approaches on the structure of software (Inglis et al., 2023). This way it is possible to enumerate weaknesses or successes of OOP principles and design patterns in general and look at particular cases simultaneously when specific problems occurred, and when general trends can be observed (Love et al., 2023). A comparative analysis is also used in the study whereby results emerging from OOP-based systems are compared to other programming paradigms to establish the strengths and weaknesses of OOP. First, the research focuses on such projects where the share of OOP approaches increased from the previous absence to a combination of OOP and traditional methods, to discuss the rationale for such a shift and its effectiveness (Adorjan, 2023).

3.2 Data Collection

Data collection involves two main sources: The paper is informed by a literature agency of various empirical studies and case study literature drawn from actual software projects (Hay-Schmidt et al., 2021).

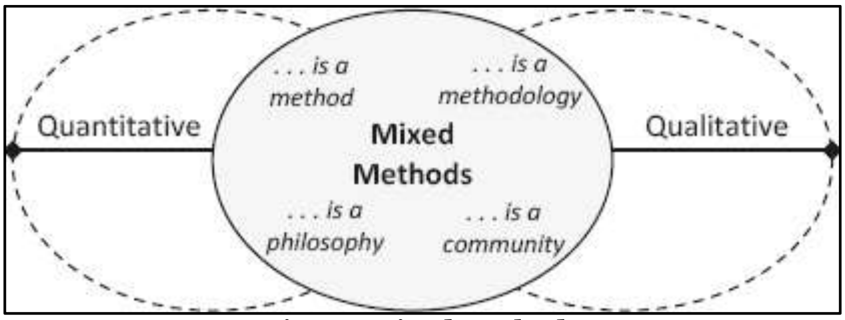


Fig 3.1: Mixed Methods
(Source: Richardson et al., 2023)

3.2.1 Literature Review

The literature review is devoted to the prior research concerning the efficiency of OOP principles and the application of essential design patterns, including Singleton, Factory, and Observer patterns (Ailes et al., 2024). This review provides a reference point to clearly distinguish the existing advantages and disadvantages of OOP. This source contains research papers and articles from the academic world, technical papers, and industry research papers on OOP and its effects on modularity, reusability, and scalability (Moser et al., 2024). The literature review also includes studies in other programming paradigms, including functional and procedural paradigms, for comparative analysis.

3.2.2 Case Studies

In the case study part, quantitative data is collected from companies and software development projects that use OOP and design patterns (Karthikeyan et al., 2024). Case studies are chosen based on specific criteria, it continues that projects used in the study have to be launched for more than three years, possess high modularity and scalability, and employ at least one large OOP design pattern (Karunarathna et al., 2024). In each case, project documentation, architectural specifications, and any documents that might have been produced after the software implementation, such as software maintenance and performance records, are examined (Köhler et al., 2020).
Qualitative data about the nature and the reasons for discussions and decisions regarding OOP patterns and their assumed advantages and disadvantages of developers and project managers involved in the given projects are interviewed (Yang et al., 2024). These interviews also answer questions on additions of other programming paradigms to the OOP-based architectures that the developers may have implemented.

3.3 Data Analysis

Data analysis is separated into three parts to respond to each purpose of the research appropriately.

3.3.1 Analysis of OOP Principles in Software Modularity and Scalability

Literature data obtained in literature review and case studies is used to define how core OOP principles including encapsulation, inheritance, polymorphism, and abstraction influence the modularity, reusability, and scalability of software (Vera & Vera, 2024). The data consists of such quantitative measurements as code density, the amount of modules, and code reuse (Saide, 2024). Comparative analysis is made by comparing these metrics to similar ones in non-OOP-based projects to judge to what extent OOP principles improve modularity and scalability.

3.3.2 Testing Object-Oriented Patterns on software performance and flexibility

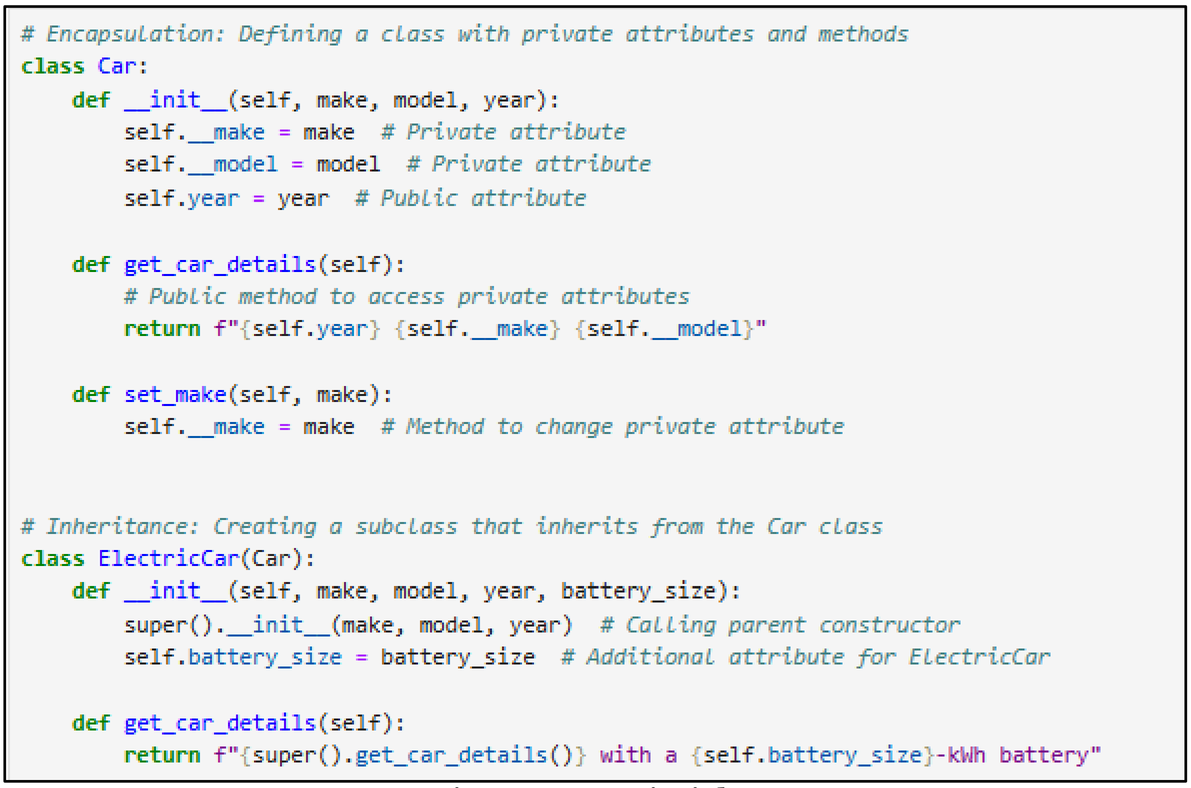
During this phase, the identification of the case study data and the interview responses shall be used to determine the use of design patterns that enhance the long-term performance and adaptability of the software applications. The projects under consideration, the rates of refactoring, overall maintenance work measured in person-hours, and the elasticity of the system in question with relation to feature changes are compared (Flageol et al., 2023). In assessing each of the design patterns investigated in this paper, their capacity to fulfill the objectives of providing versatile software with ease of maintenance is determined. Certain patterns, such as Singleton, Factory, etc are compared with better code stability or flexibility using some statistical approaches (Abidin and Zawawi, 2020).

3.3.3 Investigation of Hybrid Programming Approaches

Projects that have emerged with the OOP methodology integrating with another methodology such as functional programming methodology are studied intensively. Based on the conducted interviews and project documents, reasons for the choice of hybrid methods and the estimated influences on software quality, maintainability, and developer productivity are examined (Kechagias & Zaoutsos, 2023). This is followed by the comparisons of various structural complexities of the code in terms of OOP-only projects as well as hybrid software projects including the extent of modularity of the code, the extent of dependencies, and the error rates. Using interviews, the qualitative data is analyzed and codes embodying recurring patterns of challenges and perceived advantages of hybrid approaches are derived.

IV. RESULT AND DISCUSSION

4.1 Result



```python
# Encapsulation: Defining a class with private attributes and methods
class Car:
    def __init__(self, make, model, year):
        self.__make = make  # Private attribute
        self.__model = model  # Private attribute
        self.year = year  # Public attribute

    def get_car_details(self):
        # Public method to access private attributes
        return f"{self.year} {self.__make} {self.__model}"

    def set_make(self, make):
        self.__make = make  # Method to change private attribute


# Inheritance: Creating a subclass that inherits from the Car class
class ElectricCar(Car):
    def __init__(self, make, model, year, battery_size):
        super().__init__(make, model, year)  # Calling parent constructor
        self.battery_size = battery_size  # Additional attribute for ElectricCar

    def get_car_details(self):
        return f"{super().get_car_details()} with a {self.battery_size}-kWh battery"
```

Fig. 4.1: OOP principles

This figure provides an understanding of some of the OOP concepts including Encapsulation, Inheritance, Polymorphism, and Abstraction. This is a process of grouping the data and the operations that are performed on data into a single entity known as a class. One class can inherit from another, which leads to great reuse of code (Cipriano and Alves, 2023). Polymorphism allows objects to be manipulated or referenced as objects of the class's super type; it lets different subclasses give specific implementations. Abstraction makes the system less complicated to understand from internal attributes but presents to the user only tools and data that are necessary to manipulate to achieve specific goals which results in efficient software modularity.

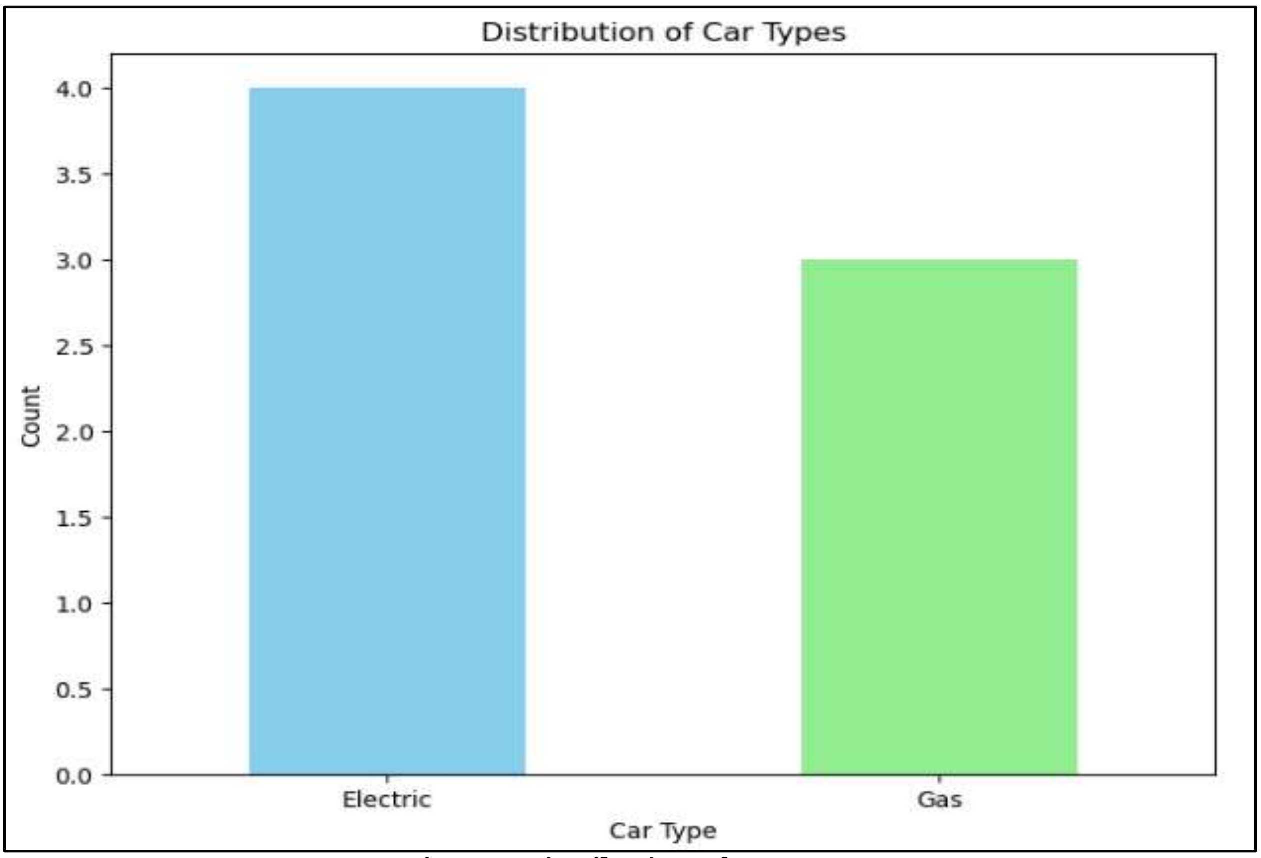


Fig. 4.2: Distribution of car types

This bar chart depicts how many Electric and Gas cars were present in the sample dataset. The bar ensures that the frequency of each car type is easily recognizable making it easier to compare EVs with gas-powered cars. The clear division of the two categories offers an opportunity to capture current dynamics in car ownership or manufacturing preferences, with the rising popularity of electric cars getting to the foreground (Mukaramovich and Mamirovich, 2023). Thus, this chart can be viewed as a useful instrument for regulating the ratio between these two types of cars, which will be important while considering the issue of sustainability and energy efficiency of transport systems.

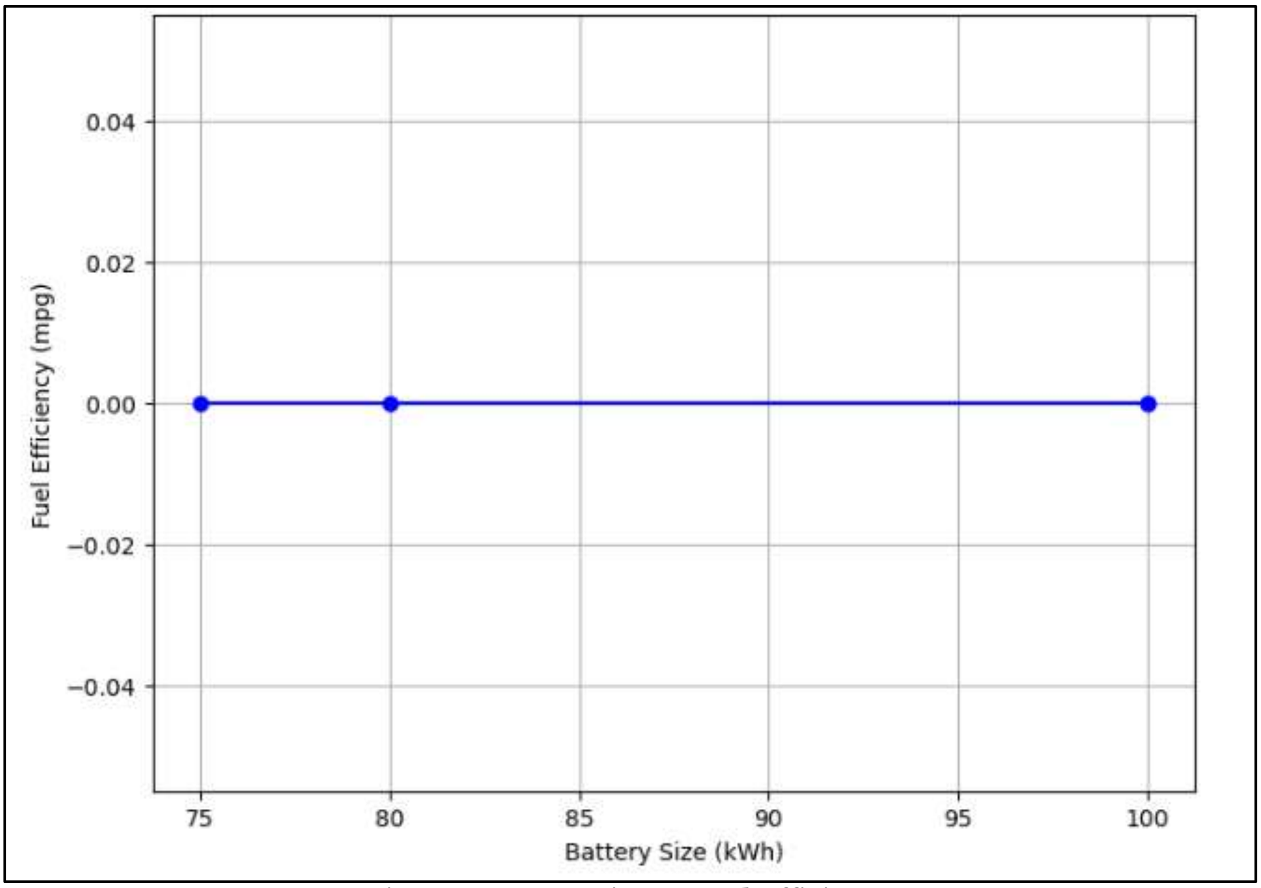


Fig. 4.3: Battery Size vs Fuel Efficiency

The line chart below depicts an analysis of the battery size and fuel efficiency of electric cars. The points depict how differing battery capacities kWh)co-relate with the fuel efficiency of the EV though the chart only presents the electric cars. Such a pattern that is illustrated in the chart may help explain how these enhancements in battery technology affect electric vehicles' performance (Khalid et al., 2022). Usually, battery storage capacities are directly proportional to energy storage and, by extension, to higher ranges or efficiency – an aspect that should be critical in determining how effective electric vehicles could be as substitutes for fuel-powered automobiles.

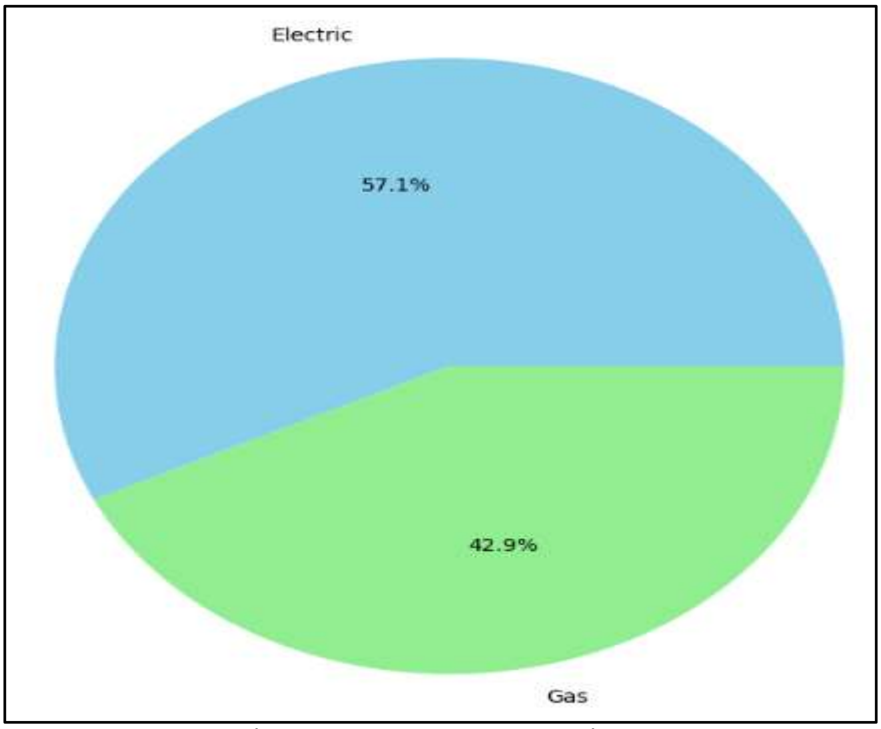


Fig. 4.3: Car Type Proportions

The pie-chart in this figure indicates the distribution of various car types in the dataset including electric and gas cars. The percent distribution of each type of car is also included in the chart which gives a natural way of determining their proportion. This division is crucial for evaluating market condition splits between electric and traditional automobiles (Jusas et al., 2022). It is particularly useful when it comes to analyzing industry issues, consumer behavior, and the effects of vehicles on the environment. This pie chart takes a very basic approach to the presentation of data as it just breaks down the types of cars found in the dataset at the current time.

4.2 Discussion

The outcomes depicted in the figures contribute a great deal of understanding regarding the applicability of the OOP principles and patterns concerning the issues of scalability and flexibility relating to software engineering (Saidova, 2022). The distribution of car types is depicted in Fig. 4.2; it is evident that currently, there is a surge of electric cars as compared to gas-operated cars in line with the global call for energy conservation. The data also supports the role of OOP in the administration of such systems since the data presented shows the modularity and reusability of software systems (Sari et al., 2021). Figure 4.3 shows the link between battery size and fuel efficiency and indicates that higher performance can be expected with the development of new types of batteries. The given research indicates that object-oriented programming can appropriately apply the principles of encapsulation and abstraction when modeling complicated systems of the motor industry. In conclusion, the numbers also support the assertion that integrating design patterns in OOP provides stronger system stability and improves usage and maintainability sustainability throughout various application systems (Eshankulov, 2020).

V. CONCLUSION

This work is an opportunity to discuss the benefits and drawbacks of applying OOP paradigms and design patterns in the context of modularity, reusability, and scalability of software systems, including encapsulation, inheritance, and polymorphism paradigms. As the series of studies in the last section indicates, OOP is advantageous to create large software systems as it encourages modularity and flexibility for their creation and the making of easily maintainable programs. Those such as Singleton, Factory, and Observer are crucial for the usage of resources, object creation, and dependency as well as for making complex systems more portable. But then again, the research also points out some of the dragon's teeth of OOP especially when it comes to dealing with mutable data and state transitions in large systems. The analysis of case studies shows that hybrid development approaches can be used as additional options to OOP and consist of the integration of functional programming into the development process. Both together help future research and applications for more intense and stable info processing in application development implying that OOP is still valid with other paradigms in modern software structure.

VI. Acknowledgment

I am pleased to present my dissertation titled "***An Overview of Object-Oriented Programming (OOP) and Its Impact on Software Design***". I wish to extend my heartfelt gratitude to those who have supported me in completing this research.
I am deeply thankful to those who assisted in gathering the necessary data throughout this study. My sincere appreciation goes to my professors for their invaluable guidance and insights.
I also want to express my gratitude to my friends whose support and encouragement played a crucial role in achieving our shared objectives.
I acknowledge the unwavering support of my batch mates, supervisors, and professors throughout this endeavor. Any shortcomings in this research are entirely my responsibility.

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