

## **Summary .11**

### **Brief history of Delphi and its evolution .17**

- **Origins and Launch .18**
- **First versions .18**
- **Expansion and Growth .19**
- **Transition and Change of Ownership .19**
- **Renovation under Embarcadero .20**
- **Delphi Today .20**

### **Introduction to Object Orientation .23**

- **Basic OOP Concepts .26**
- **Class .26**
  - **Structure of a Class .27**
  - **Importance of Classes .30**
- **Object .30**
  - **Creating an Object .31**
  - **The new Operator vs. Create Method .32**
  - **Memory Management .32**
  - **Identity and State .33**
- **Method .34**
  - **Functions vs. Procedures .35**
  - **Definition and Implementation .35**
  - **Visibility of Methods .37**
  - **Virtual Methods and Polymorphism.. .37**
  - **Importance of Methods .38**
- **Properties... .39**
  - **Definition of Properties .40**
  - **Access Methods .41**
  - **Read-Only and Write-Only Properties .41**
  - **Properties and Encapsulation .42**
  - **Advanced Properties .42**
- **Abstraction .43**
  - **How Abstraction Works .44**
  - **Benefits of Abstraction .45**
  - **Levels of Abstraction .46**
- **Encapsulation .47**
  - **Access Modifiers .48**
  - **Principle of Least Privilege .49**
  - **Advantages of Encapsulation .49**

- **Inheritance .51**
  - **Benefits of Inheritance .51**
  - **Implementation of Inheritance in Delphi .52**
  - **Overriding Methods .53**
  - **Constructors and Destructors in Inheritance .54**
  - **Considerations about Inheritance .54**
- **Polymorphism .55**
  - **Types of Polymorphism .56**
  - **Inclusion Polymorphism in Delphi .56**
  - **Polymorphism and Interfaces .57**
  - **Advantages of Polymorphism .59**
- **Abstraction, Encapsulation, Inheritance, and Polymorphism .60**
  - **Abstraction .60**
  - **Encapsulation .61**
  - **Inheritance .61**
  - **Polymorphism .62**
- **Advantages of Using OO in Delphi .63**
  - **Improvement in Code Organization .64**
  - **Code Reusability .64**
  - **Maintainability .65**
  - **Flexibility through Polymorphism .65**
  - **Rapid Application Development (RAD) .66**
  - **Quality and Performance .66**

## **Working with Classes and Objects in Delphi .69**

- **Inheritance Multiple vs. Interfaces .72**
  - **Multiple Inheritance .72**
  - **Multiple Inheritance and its Complexities .73**
  - **Alternative in Delphi: Composition .75**
  - **Interfaces as a Polymorphic Solution .76**
- **Abstract and Concrete Classes .77**
  - **Abstract Classes .78**
  - **Concrete Classes .79**
  - **When to Use Them .81**
- **Using TObject and Other Base Objects in Delphi .82**
  - **TObject: The Cornerstone .83**
  - **TComponent: Base for Visual and Non-Visual Components .84**
  - **Other Base Classes .85**
- **Memory Management and Property Models .87**
  - **Memory Management in Delphi .88**
  - **Manual Memory Management .88**
  - **Automatic Memory Management .89**
  - **Property Models .90**
  - **Read and Write Properties .91**
  - **Calculated Properties .91**

- Design Patterns for Object Creation and Destruction **.93**
  - Singleton Pattern **.93**
  - Factory Method Pattern **.95**
  - Prototype Pattern **.96**
- Dynamic Methods and Properties **.98**
  - Dynamic Methods **.98**
  - Using the Dynamic Keyword **.98**
  - Dynamic Properties **.99**
  - Simulating Dynamic Properties **.100**
- Reflection and Metaprogramming **.102**
  - Reflection in Delphi **.102**
  - Metaprogramming in Delphi **.104**
  - Example of Metaprogramming in Delphi **.104**

## **Delphi and the Use of Interfaces .107**

- Definition and Implementation of Interfaces **.110**
  - Definition of Interfaces **.110**
  - Implementation of Interfaces **.111**
  - Automatic Memory Management with Interfaces **.112**
  - Advantages of Using Interfaces **.113**
- Interfaces vs. Inheritance **.114**
  - Inheritance **.115**
  - Advantages of Inheritance **.115**
  - Disadvantages of Inheritance **.116**
  - Interfaces **.116**
  - Advantages of Interfaces **.116**
  - Disadvantages of Interfaces **.117**
  - Interfaces vs. Inheritance in Delphi **.117**
- Design Patterns with Interfaces **.120**
  - Strategy Pattern **.120**
  - Observer Pattern **.121**
  - Factory Pattern **.122**
  - Adapter Pattern **.123**
- Practical Examples of Using Interfaces **.125**
  - Example 1: Plugin System **.125**
  - Example 2: Data Access Abstraction **.127**

## **Conclusion .131**