

Object-Oriented Design 4:

Class Relationships

Types of class relationships

Dependency	<p>One class <i>uses</i> another class.</p> <p>For example, many classes use the scanner class to accept input from files or the system line.</p> <p>We use the class by importing it, instantiating it, and calling methods on that instance.</p>
Aggregation	<p>One class <i>comprises</i> of other classes.</p> <p>When creating the <u>line</u> class, there are data members such as <u>point</u> and <u>slope</u>. <u>Point</u> is its own class, which represents a point on a coordinate plane. The coordinate data members of <u>Point</u> could be <u>Rationals</u>, another class. The slope could also be a <u>Rational</u> object.</p>
Inheritance	<p>One class is a <i>subtype/child</i> of another class.</p> <p>If we have a Human class, and we have a Teenager class. A teenager is a type of human, so Teenager will be a child class of Human, so Teenager can access all data of Human, but Human cannot access Teenager data.</p>

What is the this keyword?

The *this* keyword refers to the current instance of an object when called. Using *this* in a class declaration means that the variable or method after *this* will be the one belonging to the current object. *This* is abstract.