

**Resume of thinking in Java**

Name: Sebastian Landazuri

Date: 19/11/2018

You do not necessarily have to know C, but if you feel unprepared you can read thinking in C

the progress of abstraction

all languages ​​provide abstractions

the programmer must establish the association between the model of the machine and the model of the problem

prolog converts all problems into decision chains

the object-oriented approach tries to go one step further by providing tools to the programmer to represent the elements

in the space of the problem

The goal is that when you read the code that describes the solution, you are reading words that also express

the problem.

alan kay, summed up the smalltalk, the first java language to succeed

1) everything is an object

2) A program is a lot of objects that tell each other what to do, sending messages

3) Each object has its own memory formed by other objects

4) Every object has an associated type

5) All objects of a particular type can receive the same messages

each object has an exclusive memory address

every object has an interface

remember type = class and vice versa

the programmer defines a class to adapt a problem instead of forcing the use of an existing data type that was designed

to represent a storage unit in a machine

Once a class has been defined, you can create as many objects of that class as you wish and these objects can be manipulated

as if they were the elements of the problem that is trying to solve

A big challenge in OOP is to create a one-to-one correspondence between the elements of the problem space and the objects of the problem.

solution space

The requests that can be made to an object are defined through its interface

an object provides services

One of the best ways to think about objects is as if they were "service providers", before creating an object

Questions should be asked such as: What services does this object provide ?, if this approach is made

the programmer could say "This object is simple enough to write it myself"

A common problem among programmers is assigning too many functionalities to the object.