

Introduction to the Course

Implementing the Caesar CIPHER

Breaking the Caesar Cipher

Object Oriented Caesar CIPHER

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- Constructors3 min

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Review




Lesson Summary: Object Orientation

- Object Oriented Concepts
- Encapsulation
- Fields



such as the methods of the object act on the data that's inside the same object.

Summary



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0:03

In this lesson, you'll learn some of the basic concepts of object oriented programming. You'll learn about encapsulation, the idea of putting code and data together in an object, [such as the methods of the object act on the data that's inside the same object](#). You learned about fields, which are also called instance variables. They let you declare data that should be inside of objects.

0:27

And you learned about visibility modifiers, private and public, which let you expose or restrict access to fields and methods, so you can enforce abstractions and provide the interface you want.

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Finally, you learned about constructors, which let you write code specifying how to initialize the objects you create.

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When you do object oriented programming, it's called OO programming, giving you OO7, license to code.

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