Encapsulation: keeping code and functions that work on that code together

Inheritance: when sub classes inherit the characteristics of a super-class (keyword = extends)

Polymorphism: when the type is of the super class, but the instance is one of the sub classes of the super class. (eg super class Animal …sub classes = Dog and Cat)

Interface: A contract between two classes, when a class implements operation of another class

(use instance of to check if something is an interface)

EG lot of different button can implement the same interface operations

Abstract class: is a class that is designed to be subclassed .you can’t make an instance of that class

Eg the class vehicle ,has the subclasses car ,bike ,truck

* Lab test in 4 weeks
* Will be looking at Levenschtein distance algorithm
* Will implement a spell checker.
* Signal processing - using java swing/java2D
* F.F.T
* Java database connectivity library

Static method: you call it on a class rather than the instance of that class