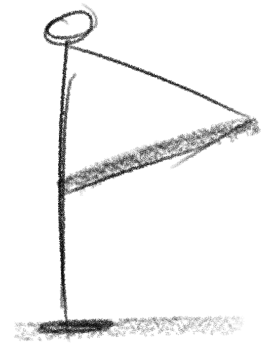


Object: player.

Variable: Height, Color,



「capture the flag」

Level Design

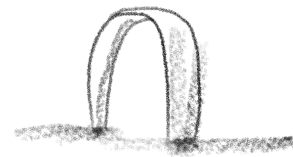
Topic

Object-oriented Programming.

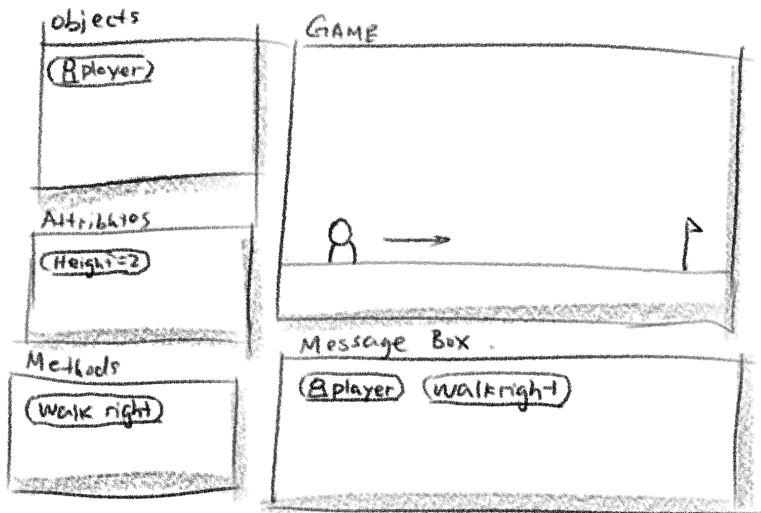
1. What is object? x1

2. Attributes & Methods? x2

3. Messages & Actions x3



1.



2.

