

OOP Exam Study Guide

- OOP
 - Objects
 - Know definition, how to create and use objects in code
 - Methods
 - Know definition, how to create and use methods, how they are different than functions
 - Classes
 - Know definition, how to create a class
 - Know how classes, variables, and methods interact to make objects
 - Public vs private variables and methods
 - File Organization
 - .h vs .cpp files
- Methods
 - Constructors
 - Know definition
 - How to use constructors
 - Know how to analyze and create constructors
 - Know how to fix “broken” constructors
 - Mutators
 - Know definition & how to use mutators
 - Know how to analyze and create mutators
 - Accessors
 - Know definition, how to use accessors
 - Know how to analyze and create accessors
 - Facilitators
 - Know definition, how to use facilitators
 - Know how to analyze and create facilitators