Welcome to the new paradigm of object oriented programming! We will be learning all about objects, and how to build them this quarter. An object is meant to model something in the real world. Think, people, bank accounts, cars, planes, tables, chairs, consumables, food, etc. In Java, we will use two key features to model objects: characteristics and behaviors. Within an object, characteristics we will refer to as reference variables, and behaviors we will refer to as methods.

In This exercise, we will create a UML diagram for a person. We can add all sorts of characteristics to this Person object. We can say a person has eyeColor, hairColor, an age, a name, so on and so forth. This person object is also capable of performing a set of actions. The person can speak, sleep, jump, fall, so on and so forth. We will also talk about some very common behaviors of an object, getters and setters which allow a client to get and set attributes (characteristics) of an instance of an object.

In the second part of this exercise, We will actually build this person class along with their reference variables and methods and then create instances of this new object we just architected.