

CSCA08

Albion and YuFei

OOP

- Create 'Objects' - containers that hold variables and functions
- Encapsulate data
- Implementation should not concern user

ADTs

- Abstract Data Types
- Stacks, queue, lists, etc
- Similar kinds of data type should act the same
- Implementation does not concern the user

You can implement a list, someone
else can implement a list,
but `.append()` should do the same
thing

UMLs

- - or _: private (dependent on lecturer)
- + : public (or no prefix, “”)
- Top: class name
- Middle section: variables
- Bottom section: Functions, its parameters, and return type

Nuggets

- name: str
- number: int

- + get_number(self: Nuggets)->int
- + get_name(self: Nuggets)->str
- + eat(self: Nuggets, num: int)->None
- change_num(self: Nuggets, change: int)->None