**Part 1**

Words symbolize concepts that your brain associates with specific categories of objects. For example, how would you classify each of the following?

table  
pancreas  
VW  
kidney  
delete  
help

Honda  
Dalmatian  
insert  
liver  
Dandie Dinmont  
tools

file  
heart  
edit  
Ford  
lung  
view

brain  
Chihuahua  
Chevrolet  
format  
stomach  
St. Bernard

You probably easily recognize cars, dogs, bodily organs, and computer software features, but what is a Dandie Dinmont? By process of elimination, you might guess that it is either a car or a dog. It turns out it is the only breed of dog named after a character in a novel (published in the 19th century by Sir Walter Scott). Even if you have never seen one, you are already associating certain doggie features with the breed!

**Part 2**

Think about all the objects listed in the following five categories:

* **Inside objects:** Computers, printers, windows, TVs, beds, textbooks, dictionaries, lamps, pillows, phones, chairs, shoes, socks, rugs, doors, etc. What else is in your room?
* **Outside objects:** Houses, trees, cars, flowers, clouds, street signs, mailboxes, garbage cans, air planes, boats, trains, toys, etc. What can you see outside your window?
* **Animal objects:** Cats, dogs, fish, bears, tigers, llamas, meerkats, alligators, eagles, hawks, cardinals, amoebas, corals, sharks, dolphins, lobsters, clams. Add your favorite animals to the list.
* **Personal objects:** Combs, keys, glasses, gloves, credit cards, etc. What is in your wallet?
* **People objects:** Parents, brothers, sisters, grandparents, aunts, uncles, cousins, nephews, nieces, teachers, policemen, firemen, doctors, teammates, nurses, dancers, friends, etc. Name five other kinds of people you come in contact with daily.

Chances are good that you could list representative objects for virtually any category imaginable. In fact, if you are not careful, you will start seeing objects everywhere and constantly categorize them into classes. Once you accept that just about anything can be an object, you are on the path to enlightenment as an object-oriented programmer.

**Part 3**

Copy the following into a word processing document. Using the categories previously listed, follow the directions to complete each step.

1. Pick one of the listed categories and name three more objects that it might include.  
     
   Category: Outside Objects  
     
   Object 1: Umbrella   Object 2: Bike   Object 3: Chairs
2. Think of an unlisted category and identify five objects that it might include.  
     
   New Category:  Office  
     
   Object 1: Desk   Object 2: Filing Cabinet   Object 3: Pencils  
     
   Object 4: Printer/Scanner   Object 5: Calendar
3. Pick any object and make a list of five "sub-objects" the category might contain. For example, a dancer object is itself a category and could include a folk dancer, a Salsa dancer, a ballroom dancer, break dancer, and an ice dancer, etc.  
     
   Object: Pencil  
     
   Sub-Object 1: #2 Wooden Pencil   Sub-Object 2: Hand-made pencil  
     
   Sub-Object 3: Fat pencil   Sub-Object 4: Colored Pencils  
     
   Sub-Object 5: Mechanical Pencil
4. Pick any object and list four of its physical characteristics (i.e. attributes) and two things it can do (i.e. behaviors). In terms of "behaviors," think in terms of actions (verbs). For example, dancers can spin, dogs can bark, boats can sink. Don't be too literal with the term behavior; have some fun with it.  
     
   Object: Ruler  
     
   Attribute 1: Exact size     Attribute 2: Wooden  
     
   Attribute 3: Marked with lengths     Attribute 4: Portable  
     
   Behavior 1: Flexible     Behavior 2: Vibrate certain sounds in different lengths
5. In your own words, given what you know now, how do you define an object?

An object is a item or device that can have a sole purpose or be used in more than 1 way to complete or assist in a task.