A2 Notes

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September 14, 2012

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Class Diagram- shows the order of a class

Ex. 

Comments- documentation allowing others to know what a code does.

Ex. //This is a comment.

Constructor- creates an instance of a class

Ex. public Class()

Driver Class- a class designed specifically to run the program.

Ex. DrawHouseDriver

Identifier- a name used to identify a variable

Ex int intIdentifer;

Import- a word used to use another class’s methods

Ex. import java.util.\*;

Main- used in the driver class to run the program

Ex. public static void main (String [] args)

Message- an argument that passes information

Ex. myPen.getColor();

New- allocates memory for an object

Ex. Class myClass = new Class();

Package- a collection of classes or methods

Ex. java.util.\*;

UML- A diagram to organize a class’s attributes and methods

Object- Oriented Programming

Summary: using OOP, a programmer codes an object with attributes and behaviors in a class. Using that object and multiple others is the way for the program to do what you want it to do. That is OOP.