A5 Notes

Gosone Nithisuwan P5

October 8, 2012

fo

Access Specifier- sets the access to something public, private or protected

Ex. private int myInt;

Attributes- variables

Ex. private int myInt;

Behaviors- methods

Ex. public void method()

Constructor- a method that creates an instance of the class

Ex. public Class()

Instance- creation of something

Overloading- having more than one constructor

Pseudocode- documentation that details the code

Variable- something that holds a value or character

Ex. private int myInt;

Designing and Using Classes

Summary: Designing your classes is the most important part of programming. Without good design in the beginning, a complex program can quickly grow out of control.