1. Objects, or more precisely the **classes** that objects come from, are essentially reusable software components.
2. You send messages to an object. Each message is implemented as a method **task** that tells a method of the object to perform its task.
3. A new class of objects can be created quickly and conveniently by **inheritance**; the new class absorbs the characteristics of an existing class, possibly customizing them and add-ing unique characteristics of its own.
4. To create the best solutions, you should follow a detailed analysis process for determining your project’s **design** (i.e., defining what the system is supposed to do) and developing a design that satisfies them (i.e., deciding how the system should do it).
5. Visual C# is **object-oriented** driven. You’ll write programs that respond to mouse clicks, key-strokes, timer expirations and touches, and finger swipes.
6. A key goal of Java is to be able to write programs that will run on a great variety of computer systems and computer-control devices. This is sometimes called **“write once, run anywhere”**