OOP concepts

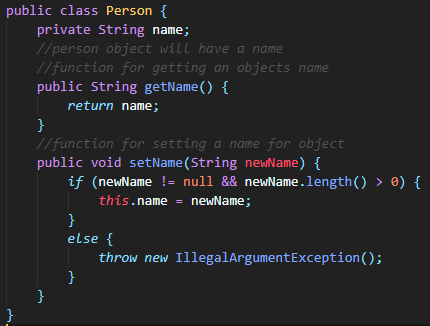
1. Object

- Object is a component that contains methods and properties. Object tells the behavior of the class.



2. Class

- Class in java works like a blueprint, it describes behavior and what objects will contain.



3. Instantiation of object (creating an object)

- Means creating an object from the class



4. Visibility (public/private/protected)

- Public; method can be accessed from anywhere

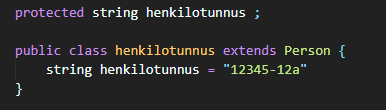
public method is seen in 2. picture, it can be accessed outside

-Private; method can be accessed from inside the class

private method is seen in 2. picture as name, this is restricted to this class

-Protected; method can be accessed from declared class and with inheritance

this protected string belongs to Person- class



5. Member datas / methods

- Data member is a variable that is declared inside a class. Data can be both private or public, depending on applications needs. There are examples of this in previous pictures.

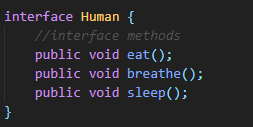
Member methods are methods declared inside a class. Methods may be private or public. There are examples of this in previous pictures.

6. Inheritance

- With Inheritance, a class may use methods of other viable class, there is an example of this in protected picture.

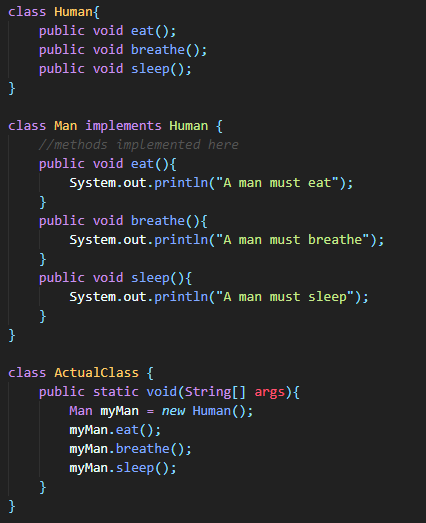
7. Interface

- Interface describes what the class does and doesn’t. It’s like a blueprint of the class



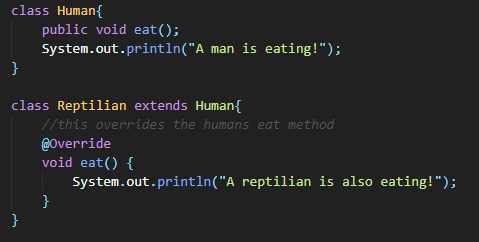
8. Polymorphism

- Polymorphism means that the methods can be implemented multiple ways.



9. Overriding

- Overriding lets a subclass to provide a specific method that is provided by another subclass.



10. Abstract classes

- Abstract classes are classes that are available only with inheritance.

