

Object Oriented Programming

Scumbag Java

Unit 1, Module 1



Objects

- An object in computer science is a self-contained item that contains its own functions, variables, information, etc
- Examples of objects
 - Pen
 - Pencil
 - Person
 - Apple
 - Orange

Implementation

Class

- Contains all the code
- Only one of these

Class - Pen

Object

- An “instance” of a class
- You can have as many of these as you want

O₁

O₂

O₃

O₄

[...]

O_n