[0599] Chapter 5 Summary

- In OO Programming, an Object is a combination of Code + Data.
- A Class is a TEMPLATE for creating objects.
- Objects are instantiated (created) by using the "new" operator on a class. Memory is allocated from the heap and then the class' constructor is called so that it call initialize that memory.
- The "static" modifier causes just ONE version of that item to be created when the program runs.
- Encapsulation protects an object's internal data from arbitrary changes. It does that by using access modifiers like "private", "protected" and "public."
- Objects that just store and retrieve data are often called "Plain Old Java Objects" (POJOs). Data inside of a POJO is private. POJOs can add "Getter" and "Setter" methods to allow selective access to their data.
- C# supports .NET Properties which are essentially encapsulated fields with automatically generated Getters and Setters.
- Encapsulation, Inheritance and Polymorphism are often called "The Three Pillars of OO Programming."