CS 150 Topics List

Chapter 10

1. Immutable Objects (From Chapter 9.12)
2. Abstraction (10.2)
   1. Implementation is internal
   2. Use is via Interface/contract
3. Encapsulation (10.2)
4. Interface/contract (10.2)
   1. Signatures
   2. Requests
5. Abstract data type (10.2)
6. Procedural vs. Object-Oriented paradigms (10.3)
7. Class Relationships (10.4)
   1. Association
   2. Aggregation
   3. Composition
8. Rest of Chapter is reference material on:
   1. Wrapper Classes (10.7)
      1. Boxing and unboxing (10.8)
   2. String, StringBuilder, StringBuffer classes (10.10-10.11)