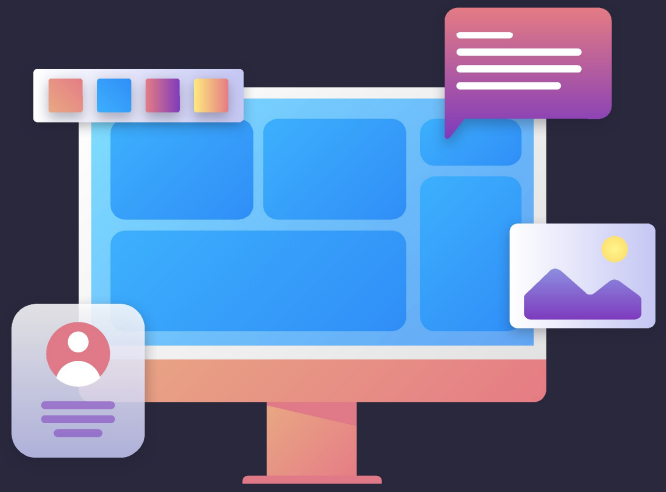
JPMC Code
Academy

# JPMC - EIS Code Academy

Class 6



Class 2

# POO

Why?

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- Encapsulation

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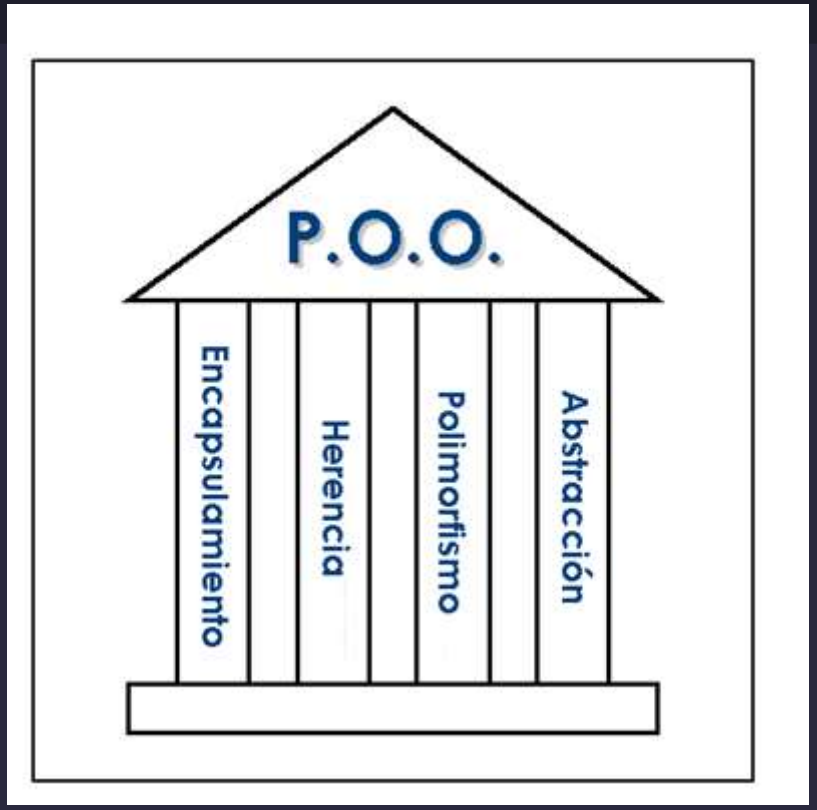
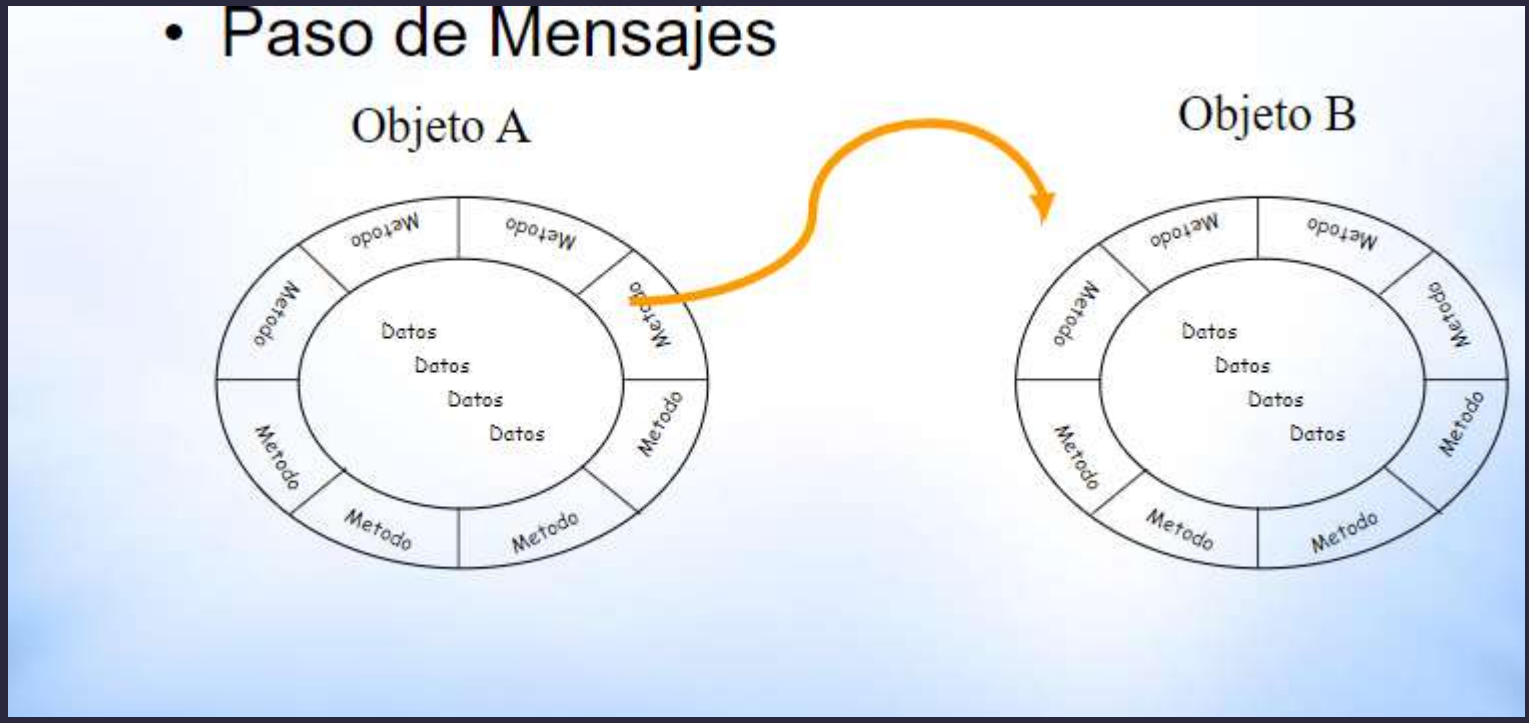
# /01


P.O.O.
Encapsulamiento
Herencia
Polimorfismo
Abstracción

# JAVA

## Programación Orientada a Objetos: Encapsulamiento

*Alex Narváez*


• Paso de Mensajes
Objeto A
Objeto B
Datos
Datos
Datos
Datos
Metodo
Metodo
Metodo
Metodo
Metodo
Metodo
Metodo
Metodo
Datos
Datos
Datos
Datos
Metodo
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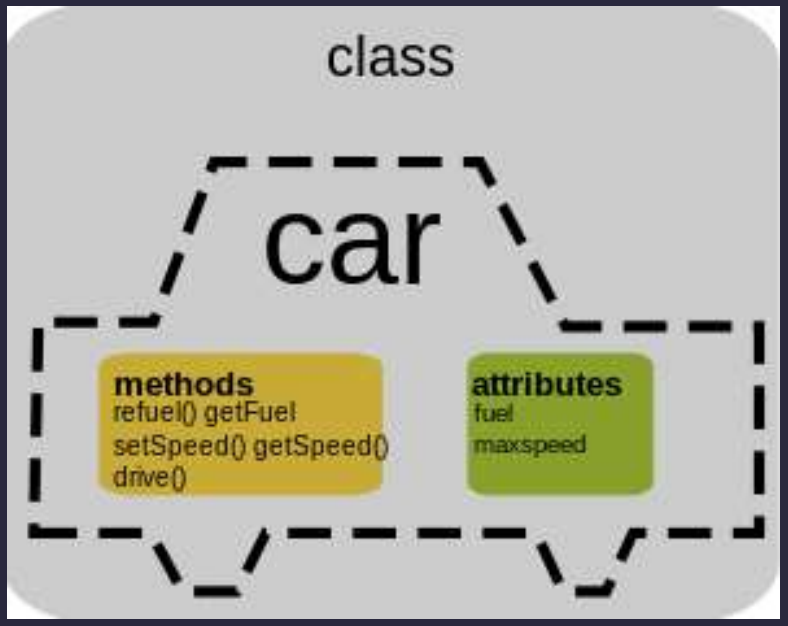
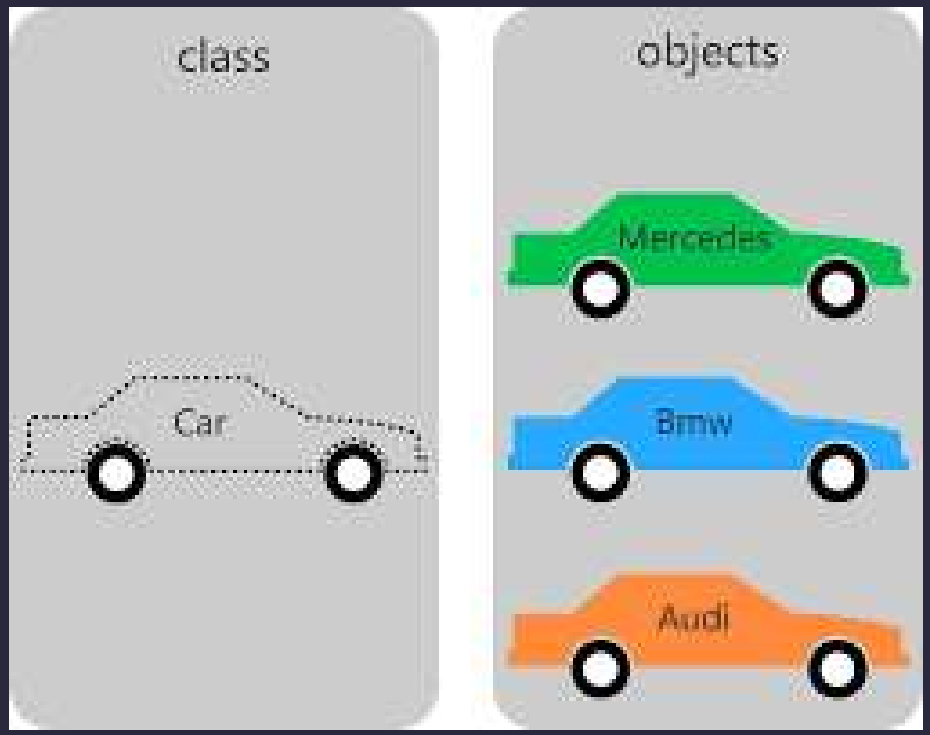
Metodo
Metodo

# /02


class
car
methods
refuel() getFuel
setSpeed() getSpeed()
drive()
attributes
fuel
maxspeed

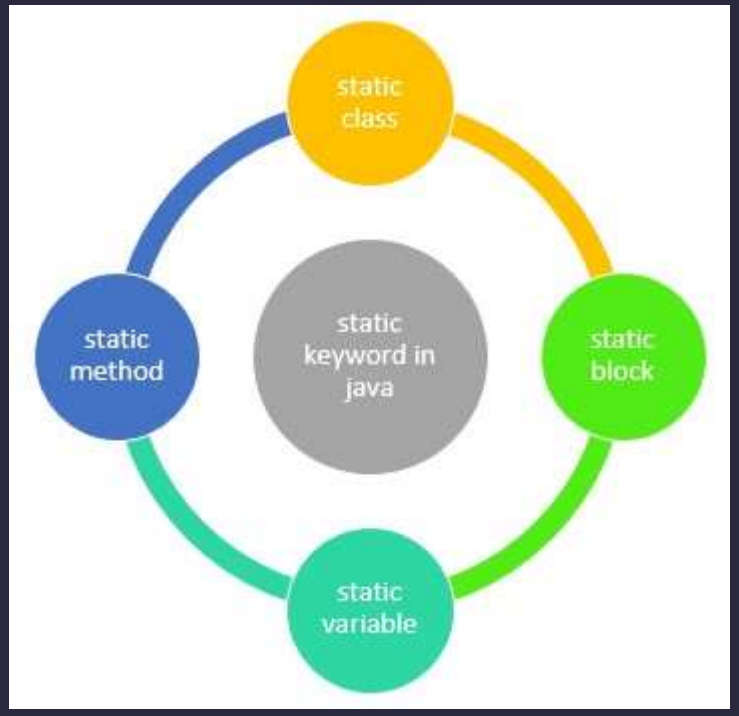

class
objects
Car
Mercedes
Bmw
Audi

CLASE
Propiedad y comportamiento de un objeto concreto
ATRIBUTO
Propiedad del objeto
MÉTODO
Lo que un objeto puede hacer (algoritmo)
OBJETO
Instancia de una clase
MENSAJE
Comunicación dirigida a un objeto ordenándole que ejecute uno de sus métodos

# /03

| Modificador | Clase | Package | Subclase | Otros |
|---|---|---|---|---|
| public | ✔ | ✔ | ✔ | ✔ |
| protected | ✔ | ✔ | ✔ | ● |
| default | ✔ | ✔ | ● | ● |
| private | ✔ | ● | ● | ● |

Platzi


static class
static method
static keyword in java
static block
static variable

GOOD... GOOD...
LET THE JAVA CODE FLOW
THROUGH YOU

JAVA is to
JAVASCRIPT
as
HAM is to
HAMSTER