Notes when reading the book

things the object knows

things the object does

They are just like entities and attributes.

Things an object knows about itself are called instance variables.

Things an object can do are called methods.

Instance variables(state)

Methods(behavior)

instance as another way of saying object

A class is not an object.

(but it’s used to construct them)

The two uses of main:

to test your real class

to launch/start your Java application

Object-oriented programming lets you extend

a program without having to touch previously tested,

working code.

All Java code is defined in a class.

A class describes how to make an object of

that class type. A class is like a blueprint.

An object can take care of itself; you don’t

have to know or care how the object does it.

An object knows things and does things.

Things an object knows about itself are called

instance variables.

They represent the state

of an object.

Things an object does are called methods.

They represent the behavior of an object.

When you create a class, you may also want

to create a separate test class which you’ll

use to create objects of your new class type.

A class can inherit instance variables and

methods from a more abstract superclass.

At runtime, a Java program is nothing more

than objects ‘talking’ to other objects.

Variables come in two flavors: primitive and reference.

variables must have a type

variables must have a name

The eight primitive data types in Java are:

boolean, the type whose values are either true or false.

char, the character type whose values are 16-bit Unicode characters.

the arithmetic types: the integral types: byte. short. int. long. the floating-point types: float. double.

You can assign a value to a variable in one of several ways including:

• type a litera/value after the equals sign

• assign the value of one variable to another

• use an expression combining the two

It must start with a letter. You can't start a name with a number.

• After the first character, you can use numbers as well.

• It can be anything you like, subject to those two rules:just so long as It Isn't one of Java's reserved

words.

There Is actually no such thing as an object variable.

• There's only an object reference variable.

• An object reference variable holds bits that represent a

way to access an object.

• It doesn't hold the object Itself, but It holds something

like a pointer. Or an address. Except., in Java we don't

really know what Is Inside a reference variable. We do

know that whatever It Is, It represents one and only one

object. And the JVM knows how to use the reference to

get to the object.

Java cares about type.

Once you've declared an array. you

can't put anything an It except thing that

are of the declared array type