Lecture 02/25/2020

* Why can Java do anything?
  + Modularity
    - The ability to take an initial set of programming instructions, and add more functionality
      * Libraries
      * Classes
      * Structures
  + Abstraction
    - Take a common piece of functionality and share it among different, similarly developed components
      * Minecraft example
        + Block = abstraction

Overworld

Grass

wood

Underground

Stone

Ore

* + Encapsulation (Black Box Engineering)
    - You don’t need to know how everything works, just how to use it
      * The component in question (Black Box) only needs to interact with other black boxes, not understand them.
      * Piecewise development