Part 2

Class e.g the ConsoleProgram

- A class defines the functions and fields of an object
- Classes may be defined abstract this has as consequence that no object can be created directly but rather only from a subclass
- It may inherit methods and fields from a superclass
- It may have as many subclasses as necessary, which will inherits all visible fields and methods
- It may define static fields and methods that are not associated with an instance of the class but rather with the class itself

Object e.g. a specific instance of GraphicsProgram

- is a specific instance of a non abstract class
- has it's own version of every non static field defined in it's class and all superclasses

Superclass e.g. Program to GraphicsProgram

- the class another class inherits from

Subclass e.g. GraphicsProgram to Program

- the classes that inherit from a given class

Inheritance e.g. println(String s) in GraphicsProgram inherited from Program

- a subclass has the same fields and methods as it's superclass w/o the need to redefine it

Variable e.g. int n1 = 1;

- a variable consists of a type, a name and a value
- the type defines what will be stored as the value under the name

Operator e.g. +,-,*,/,%,>>,<<,>>>,<<<,&,|,^,!,?:,

- Operators may be Unary, Binary or Ternary
- One or more operators form an expression