



# Object Oriented Architectures and Secure Development

Recap

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# Objects and Classes

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- Fields (properties, state)
- Methods (behaviour)
  - Getters
  - Setters
  - toString / compareTo / equals + hashCode / ...
- Constructors
  - Copy constructor
  - Constructor chaining

# Objects in Collections

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- List
  - Classic
  - Stack
  - queue
- Set
  - Equals / hashCode !!!
- Map
  - Equals / hashCode !!!

# Other topics

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- Exceptions
  - Try
  - Throw
  - Catch
- Inheritance and interfaces
  - Extends / implements
  - Overriding methods
- Static
  - Methods and fields
  - Of the class, not of instances.

# Naming conventions

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Capital letter + camel casing

All types (classes, interfaces, enums)

Small letter + camel casing

All methods, fields, variables, ...

Capital Letters, snake casing

static final fields (constants)

enum instance names (not studied)

Decent names for everything