Object-Oriented Principles

Object-Oriented Principles

- Objects
- Messages
- Classes
- Inheritance
- Polymorphism

Objects

- An object is a thing
- The thing can be something tangible or something conceptual
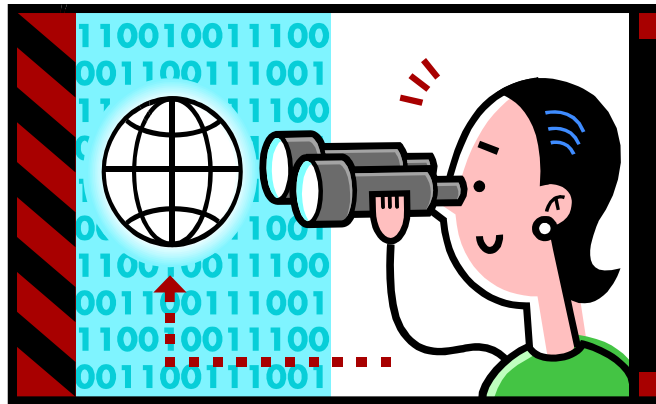
In Analysis

- Something in the problem to be solved

In Code

- a collection of data that describes something

Two Main Properties

- Data
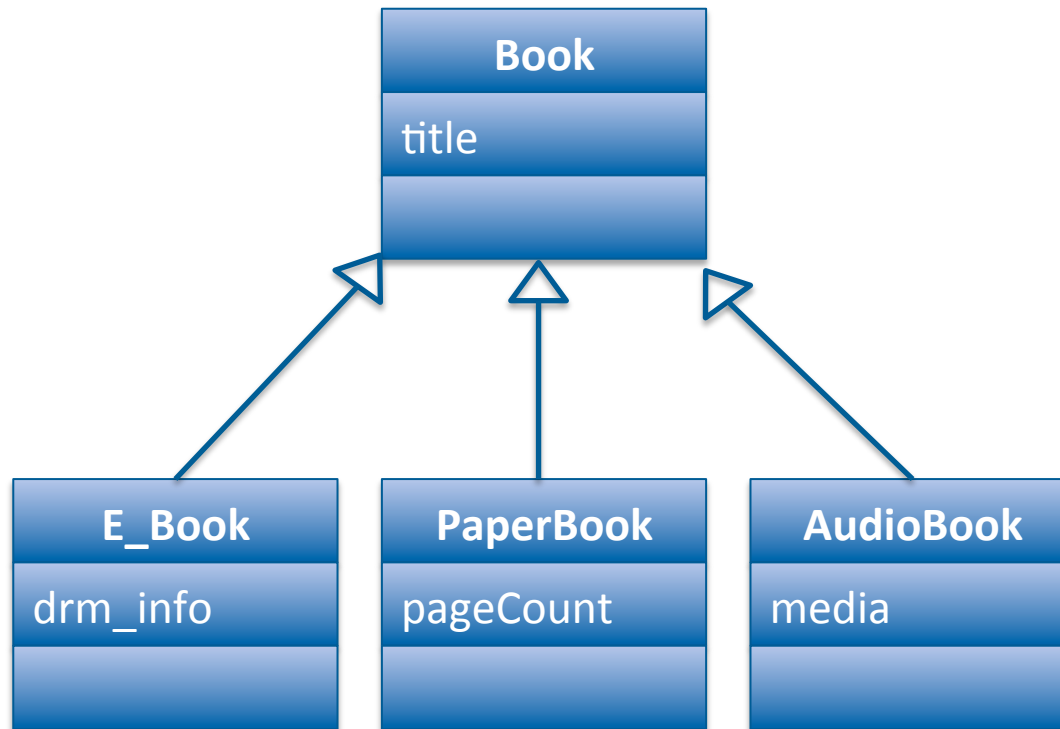
- Behavior

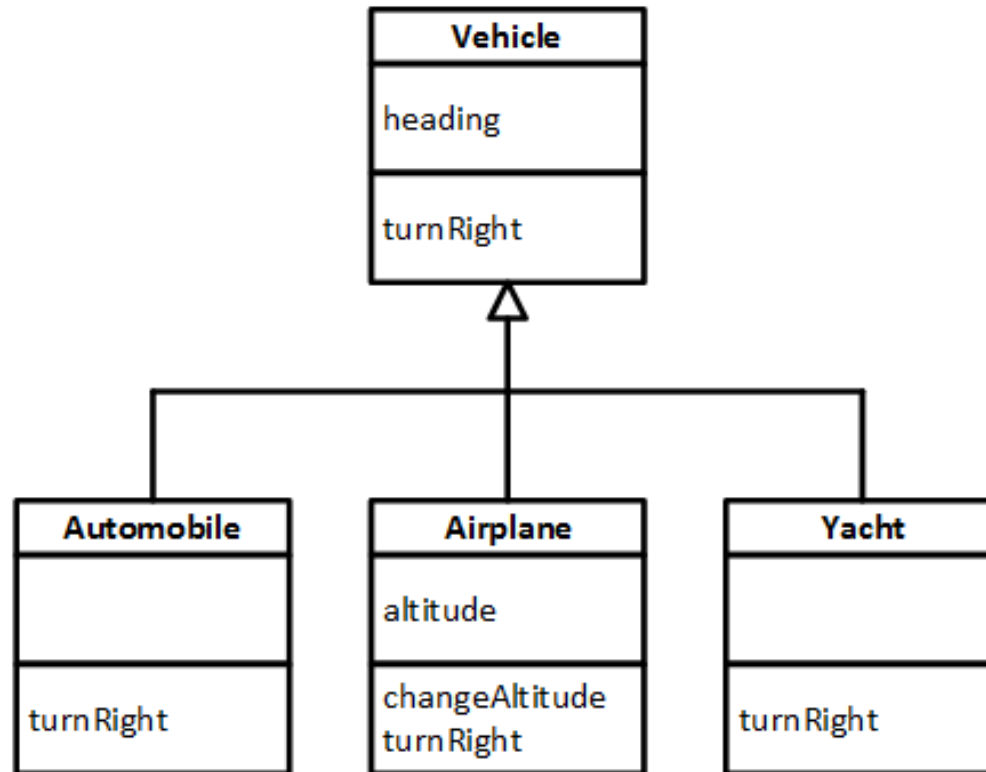# Objects Encapsulate Their Data

Messages

Class

Inheritance

UML

Polymorphism

Next

- OO Analysis