Overview of Java

* Classes and objects:
  + Data fields, methods, class or static variables (eg. numberOfRectangles), class or static methods (eg. Main), Constructors
* Inheritance:
  + Shape, Rectangle, Circle; inheritance of behavior (data fields and methods); visibility qualifies (private, protected, public); super
* Method Overriding:
  + toString, dynamic method dispatch (how to establish what code runs in response to a message sent to an object)
* Subtype polymorphism:
  + Give a method or context that expects a parameter of type A, one can always supply an argument of type B with B a subclass of A.
* Abstract classes:
  + Impose common behavior on their subclasses; abstract methods (must be implemented in the subclass, but no code has to be provided in the abstract class)
* Interfaces:
  + Capturing common behavior across hierarchy boundaries; traversal to the class hierarchy
* Generics: