



Object Oriented Software Development

Week 4



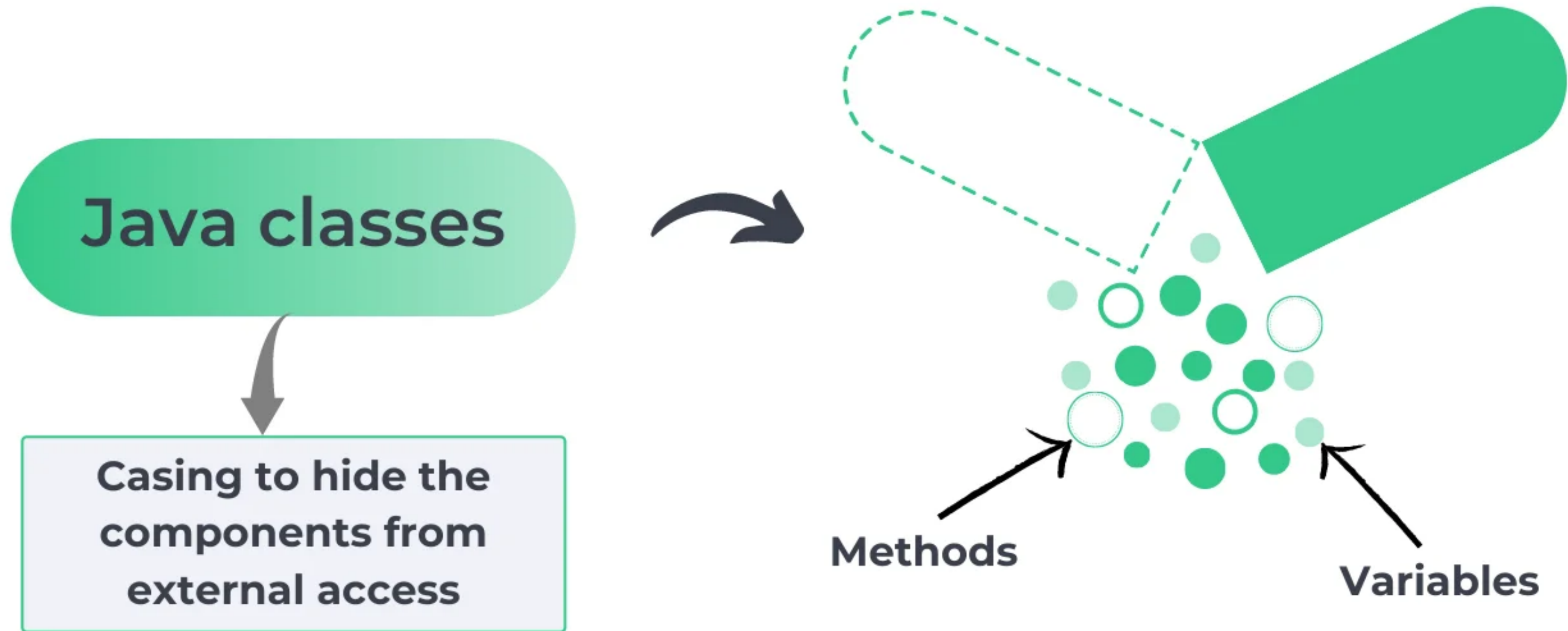


Encapsulation

Refers to grouping objects' data with the methods that operate on this data

Encapsulate all relevant attributes and methods into 1 class

Encapsulation in Java





Information Hiding

Refers to hiding attributes and methods from the user of the class, e.g. using the private keyword

	class	subclass	global
public	Y	Y	Y
protected	Y	Y	N
private	Y	N	N



Delegation

Refers to the process of assigning different responsibilities to different classes

Each class is responsible for itself; don't give too much to one class



Immutable

An object is whose attributes **cannot** be changed after it is created

Mutable

An object is whose attributes **can** be changed after it is created



Getters

Method that returns the value of an attribute

Setters

Method that alters the value of an attribute

Convention

Attributes = private, getters/setters = public

Kahoot!

Pairs or individually

Share a single device

