

Object Oriented Software Development

Week 3



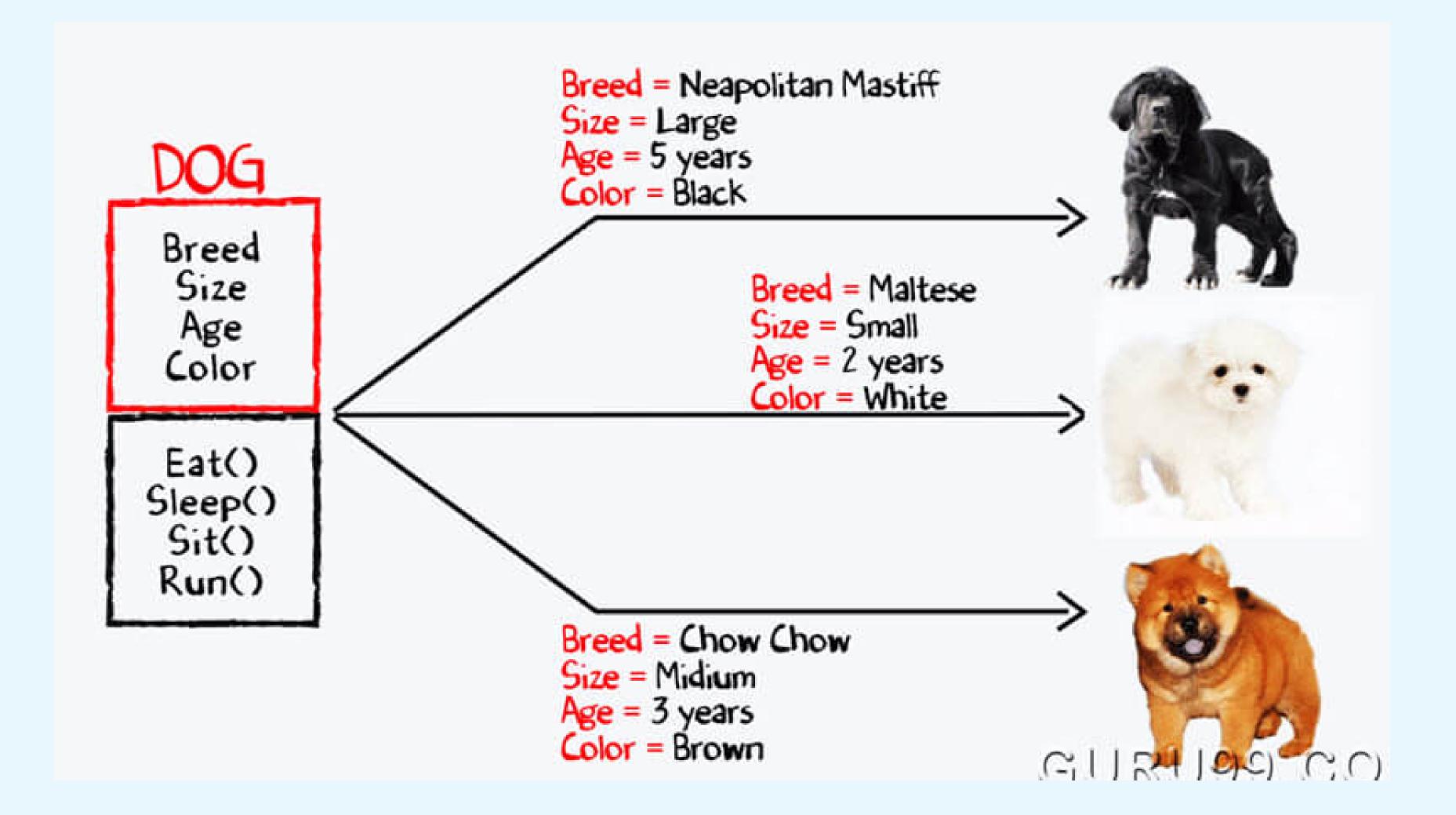
Class



A "blueprint" that outlines the attributes and methods associated with that type of object

Object

An instance of a class



Method

Set of instructions to perform a task. Associated with an object.

Function

Set of instructions to perform a task. Not associated with an object.

Technically Java has no functions.

Static attributes



Attributes that are shared between all objects of that class. Can be accessed by static and non-static methods.

Static methods

Methods not associated with any particular objects (hence sort of functions). Belong to the class. Does not access any non-static variables or methods.

Kahooty

Pairs or individually

Share a single device