



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

DOG

Breed
Size
Age
Color

Eat()
Sleep()
Sit()
Run()

Breed = Neapolitan Mastiff
Size = Large
Age = 5 years
Color = Black



Breed = Maltese
Size = Small
Age = 2 years
Color = White



Breed = Chow Chow
Size = Medium
Age = 3 years
Color = Brown



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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.

Kahoot!

Pairs or individually

Share a single device

