

Theory review

Object-Oriented technology supports:

1. Abstraction – multiple layers
2. Hierarchy and inheritance
3. Code reuse via inheritance and composition
4. Open for extension, closed for change
5. P2I
6. Information hiding
7. Encapsulation = strong cohesion within classes for data and methods
8. Associations – reflexive, aggregation, composition
9. Propagation and delegation

Theory review

Understand how Java (JVM) does:

- Polymorphism and late binding
- Garbage collection
- Object (the superclass) reuse and overrides
- Object construction main ideas
- When to use static methods
- Visibility choices
- Interfaces vs abstract classes