# WORKSHEET 2.2

# Review OOP

1. In your own words, write the definitions of the following OOP terms.

1. Class
2. Object
3. DrawingTool
4. SketchPad
5. Attributes
6. Constructors
7. Behaviors
   1. What did you notice that was the same between DrawSquare, DrawHouse and Benzene?

3. What did you notice that was different between DrawSquare, DrawHouse and Benzene?

Assume the following object declarations and initializations will be used for the following questions. This code will create a DrawingTool object called *marker* and a SketchPad object called *poster*. The *poster* will have dimensions of 600 x 600, and the *marker* will be constructed to be used on the *poster.*

DrawingTool marker;

SketchPad poster;

poster = **new** SketchPad(600,600);

marker = **new** DrawingTool(poster);

4. Draw the figure generated by the following code segment:

marker.drawCircle(80);

marker.up();

marker.home();

marker.forward(80);

marker.down();

marker.setDirection(0);

marker.forward(80);

marker.turnRight(90);

marker.forward(160);

marker.turnRight(90);

marker.forward(160);

marker.turnRight(90);

marker.forward(160);

marker.turnRight(90);

marker.forward(80);

5. Enhance this diagram to include a circle that is circumscribed about the outer most figure - that means it touches (or is as close as possible to) all the vertices.