Name: _____

Object Oriented Programming: Lecture Notes

1. In your own words (not copied from the lecture), what is an object and how is it used in programming?

2. Explain what it means for an object to have properties. What are these represented by in program code?

3. Explain what it means for an object to have behaviors. What are these represented by in program code?

4. Give an example of an object (not used in lecture) that has both properties and behaviors. Make sure that it is clear what are properties and what are behaviors.

5. Give an example of three objects (not used in lecture) that have show a parent-child-sibling (one parent object with two children) inheritance relationship.

6. In your own words (not copied from the lecture), explain what encapsulation, inheritance, and polymorphism mean for object oriented design. Make sure to explain each term clearly and independently.