**Chapter 7 Object-Oriented Programming, Part 2: User-Defined Classes**

7.1 Defining a Class

7.2 Defining Instance Variables

7.3 Writing Class Methods

7.4 Writing Constructors

7.5 Writing Accessor Methods

7.6 Writing Mutator Methods

7.7 Writing Data Manipulation Methods

7.8 Programming Activity 1: Writing a Class Definition, Part 1

7.9 The Object Reference *this*

7.10 The *toString* and *equals* Methods

7.11 *Static* Class Members

7.12 Graphical Objects

7.13 Enumeration Types

7.14 Programming Activity 2: Writing a Class Definition, Part 2

7.15 Creating Packages

7.16 Generating Web-Style Documentation with Javadoc