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Java I CP

Section 2.0 Outline (An introduction to objects)

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* Important Terms:
  + Object
    - state
      * basic characteristics
        + for instance in a bank account a balance would be characteristic
    - set of behaviors
    - Primitive Data:
    - Numbers letters symbols
    - Data Types:
      * defines a set of values and operations
  + Attribute
    - Values it stores, which represent state
      * usually primitive data
  + Method
  + Class
    - established data types, and behavior
  + Encapsulation
    - Each object represents and manages its own information
  + Inheritance
    - One class can be used to create many other classe
  + Polymorphism
    - reference of objects that are different but related in the same way