Lesson 04 Notes

# Objects in Programming

## Classes

* A class is like a blueprint, but it also contains parts/tools necessary to “create” the desire thing
  + Contains everything you need to duplicate an object
  + Ex: If you want to build a car, don’t build from scratch every time, instead build factory
    - Factory=like “class”

# Methods

* A program is made up of many smaller mechanism that help produce the desired result
  + These smaller mechanisms are known as “methods”
* Declare methods within classes using the following format:

accessType returnType methodName()

{

//statements go here

}

* accessType controls where method will be visible (we’re working with public vs private)
* return determines kind of data returned by class
* method name = unique ID

## Parameters

* method parameters allow us to perform the same function with different inputs
* Format:

accessType returnType methodName(<parameters>)

{

//statements

}

## Instantiating an Object

* Static methods can work independently of objects
* Must instantiate non-static objects
  + Format: ClassName objectName = ClassName();

## Calling Methods on an Object

* After instantiating, can call methods using dot notation
* Format: objectName.methodName(<parameters>);
  + Aka method “call”