# Session 3

## Recap

### Dev Environment

### Variables

#### Primitives

#### References

### GradeBook exercise

## Objects

### The object

#### Nouns

### Behaviors

#### Verbs

### Attributes

#### Adjectives

### Constructors

#### Creation

### *this*­ keywords

## Object-oriented design

### Encapsulation

### Inheritance

### Polymorphism

## Class Permissions and Access

### Public

### Private

### Protected

## Subroutines and Functions

### Methods

#### Call stack

#### Overrides

#### scope

### Parameters

#### Multiple parameters

# Java Examples

## Comparison

## Gradebook(s)

## ScratchPad - break and continue

## HelloActivity