Retro

Static

- class field
  - of class

enums

final x3 — var, m(), class

encapsulations:

- private
- <default | package friendly>
- protected
- public

"shading"

O sM

~~override~~

NO sM

Why get/set

<<constraints>

O → NO

@Override

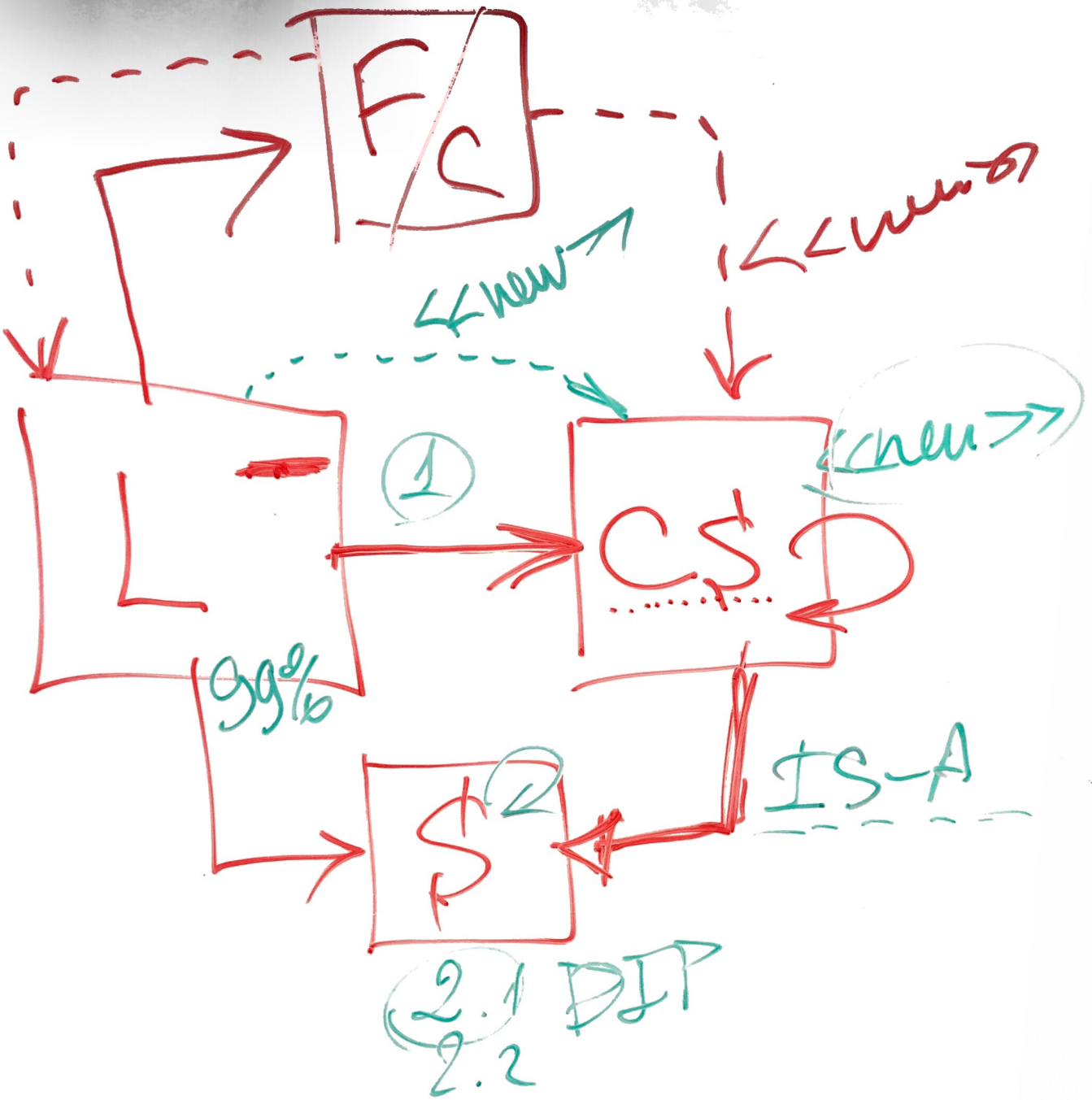
O o = new NO();

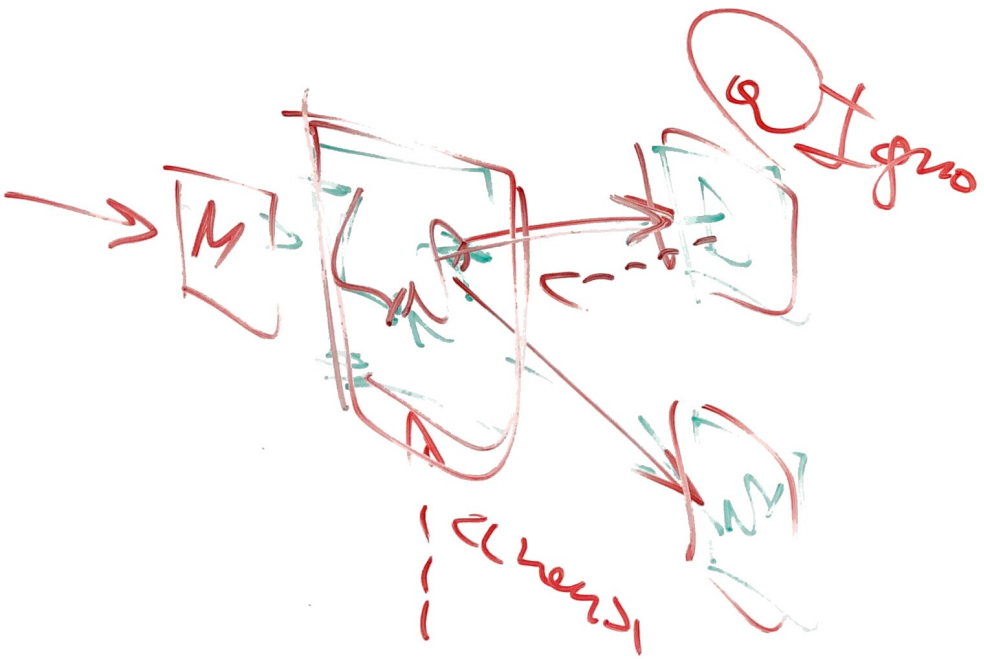
O.setName();

1M

"O" O.name!

O.StaticM();


F/C
<<new>>
<<new>>
L
1
CS
<<new>>
99%
S
2
IS-A
2.1 DIP
2.2


M

API
?