# Objects First Questions, Chapter 5, Part 3

**Writing Class Documentation**Section 5.10

What documentation is needed for each…?

Class – Detailed enough to determine the point of the document

Constructor and method – Detailed enough to be modular and others can read

**Public versus Private**Section 5.11

What do these access modifiers do?

Private- can only be accessed in that file

Public – can be accessed in the project on any file

Define the following concepts:

Information hiding – Hiding information that is not necessary to the objective

Modularization - The ability to customize parts as they wish

Coupling – Changing implementation of classes in one class to make improvements in other classes

**Rubric**

|  |  |
| --- | --- |
| **Scribble Project** | **Points** |
| **DrawDemo methods** |  |
| drawTriangle() | 10 |
| drawPentagon() | 10 |
| drawPolygon(int sides) | 10 |
| spiral() | 10 |
|  |  |
| **BouncingBalls Project** |  |
| **BallDemo class** |  |
| bounce() change number of balls | 10 |
| bounce() place balls randomly on top half of screen | 10 |
| boxBounce() draw box and bounce balls in box; parameter for number of balls; random colors | 20 |
| **BoxBall class** |  |
| constructor must know box boundaries | 20 |
| **Total** | 100 |