Lesson 3 Notes

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* a class is a container for a program.
* Sometimes Java programs are organized into groups called packages
* In order to use these packages, write an import statement that imports them into our program
* Import statement for an entire package:
  + Import packageName.\*;
  + Import packageName.ClassName;
* Scanner is one of a number of Java’s built in classes
* A class is a framework for building one particular type of object
* In order to use a scanner object, we need to prompt the user for imput
  + System.out.println(“[Prompt]”)
* Methods define the behaviors that a program is capable of