Lesson 4

* Objects in Programming
  + Classes
    - public class [class name]
    - A blueprint for an object; also contains the parts that go in an object and some tools for its construction
* Methods
  + Smaller mechanisms that work together to produce the desired output
  + Some programs only have 1 or 2 methods, while other more complex programs have thousands
  + Declare methods within classes with this:

accessType returnType methodName()

{

//statements go here

}

* Parameters
  + Enabling us to pass data into the method from the outside
  + Makes it possible to perform the same function over and over again

accessType returnType methodName(<parameters>)

{

//statements go here

}

* Instantiating an Object
  + In order to use a non-static method in a class, we must create or instantiate an object of that class into existence
  + ClassName objectName = new ClassName();
* Calling methods on an object
  + We can call the methods using dot notation