The University of Winnipeg

Introduction to Java Programming

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**Assignment 1: OOP fundamentals Weight: 10%**

In this assignment, you will describe the key concepts of object-oriented programming (OOP). Your answers must be guided by careful and comprehensive research, as these concepts are important to our work and often required in job interviews. Do not copy the first result you find, and do not limit your answers to four or five words. Code examples are welcome.

Remember that these concepts are not tied to any particular programming language.

1. Class
2. Object
3. Constructor
4. Accessor methods (setters, getters)
5. Interface
6. Abstraction
7. Encapsulation
8. Inheritance
9. Polymorphism
10. Design patterns

**Marking criteria**

* All items were answered correctly - 90 marks.
* Student followed the instructions and submitted the assignment on time - 10 marks.

**Submission guidelines**

Upload your files to the Dropbox folder (Nexus 🡪 Assignments 🡪 Assignment 1) as a pdf file. This file should be named as follows: *your\_full\_name\_java\_assignment\_1*.