Name the 3 concepts of object-oriented programming

1. Polymorphism – ability to change- same method, different parameters (overloading)

2. Encapsulation – objects each have their own state – combine data and methods into single object

3. Inheritance – ability for one class to receive another class’s properties and methods

Every class inherits from Object-class

Student class, inherit from Object class

A class is used to create objects. Template, blueprint, mold, etc.

Bottle class:

Properties

Height –

Diameter –

Color –

Methods

Student class:

Properties

String Student ID

Double GPA

Bool Enrollment Status

String First Name

String Middle Name

String Last Name

Bool Dorm Status

Methods

Calculate GPA

Registration

Pay Bill

Student someStudent = new Student(); -----Instantiation

someStudent.setGPA = 3.99;

Student anotherStudent = new Student();

anotherStudent.setGPA = 4.0;

System.out.println(someStudent.getGPA());