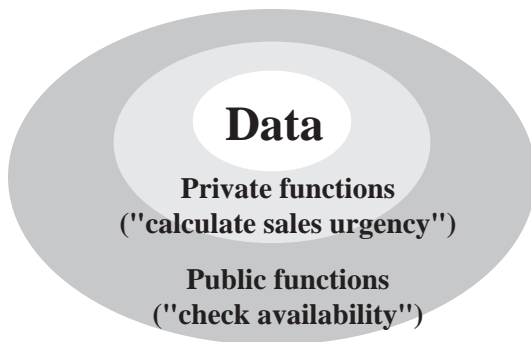


Encapsulation

The principle that an object should hide things from other objects, limiting visibility about what "I know and do."



Inheritance

The principle that a class can extend from another previously defined class. The guiding principle is to organize the classes according to generalization/specialization.

Generalization



Class: item
"I am an item"

Specialization



Class: Perishable Item
"I am a perishable item"

Polymorphism

The principle that objects in different classes may understand the same message yet respond in different ways.

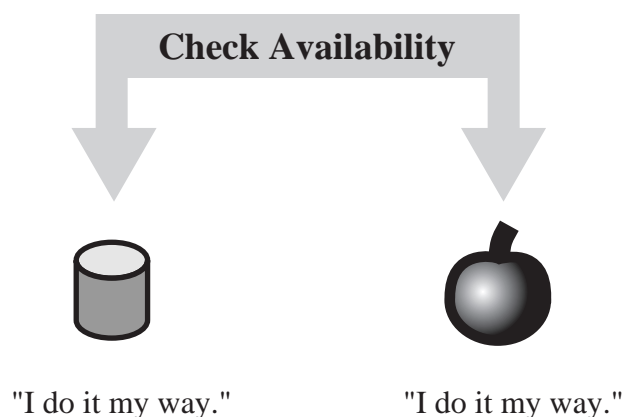


Figure B.2 Object Concepts