

1 functional paradigms

mutation - change some attribute while maintaining identity. For example, could define a polynomial class, then set a certain coefficient to a particular value.

functional programming - avoid mutation - use immutable variables (values) take something and change it, resulting in something else. minimise side effects

functional programming restricted definition - no mutable variables, assignments, or imperative control structures wider sense - a functional programming language allows the construction of elegant programs that focus on functions

functions are first class functions

2 misc

```
// Hello.java
import javax.swing.JApplet;
import java.awt.Graphics;

public class Hello extends JApplet {
    public void paintComponent(Graphics g) {
        g.drawString("Hello, world!", 65, 95);
    }
}
```
