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9/25/14

CS1400

* CRUD
  + Create
  + Retrieve
  + Update
  + Delete
* Object
  + A set of related data which identifies the current state of the object and a set of behaviors
* Encapsulation
  + for the data, its harder for the data to get messed up
* Class
  + a description for a set of objects
  + Classes can define two types of variables
    - instance variable
      * Specify the type of data that an object can store
      * This is an object that has been build (computer)
    - class variable
      * Specify the behavior the object can have
* UML
  + Unified Modeling Language
  + Diagram for describing classes, objects, and their relationship
* Access modifies
  + Public
    - Usually methods
  + Private
    - Only the object in the members class
    - Usually instance variables
* Driver class
  + Has a main method
* Argument Passing
  + Pass by value
    - Jvm passes a copy of the arguments value to the parameter
  + Pass by reference
    - Pass the actual reference
* Specialized Methods
  + Accessor methods
    - They simply get/access the value of an instance