Week 2 (Bk 1, pp 20-29)

Reading: 3.1-3.4

What is a class (p 20)

Objects  
 Data type operations -> Objects have operations  
 Eg. you can multiply, divide, add, substract an int.  
 Example: Door: What are the operations of a Door object? (ie. what can you do w a door?)

Object reference (p21)

Definition and example  
 Instantiating the object  
 Instance variables or fields

Methods and calling methods (p 22)

Encapsulation (p 23)

Draw diagram  
 Importance of encapsulation

API (p23)

Application program interface (API) is a set of routines, protocols, and tools for building software applications

Creating an Object (pp 23-26)

* 3 steps
* Syntax
* Constructor
  + Default constructor
  + Default constructor is automatically created if not specified
* Example

Obj reference vs data (p26)

How do you tell Garbage Collector that you are done w an object?