

8.3 Writing the Cookie Cutter

The simple Car example above demonstrates how the use of object in *Processing* makes for clean, readable code. The hard work goes into writing the object template, that is the *class* itself. When you are first learning about object-oriented programming, it is often a useful exercise to take a program written without objects and, not changing the functionality at all, rewrite it using objects. We will do exactly this with the car example from Chapter 7, recreating exactly the same look and behavior in an object-oriented manner. And at the end of the chapter, we will remake Zoog as an object.

All classes must include four elements: *name*, *data*, *constructor*, and *methods*. (Technically, the only actual required element is the class name, but the point of doing object-oriented programming is to include all of these.)

Here is how we can take the elements from a simple non-object-oriented sketch (a simplified version of the solution to Exercise 7-6) and place them into a Car class, from which we will then be able to make Car objects.

