

Java Level 4.

Working with Objects

1. Creating New Objects
2. Using new
3. What new Does
4. A Note on Memory Management
5. Accessing and Setting Class and Instance Variables
6. Getting Values
7. Changing Values
8. Class Variables
9. Calling Methods
10. Class Methods .
11. References to Objects
12. Casting and Converting Objects and Primitive Types
13. Casting Primitive Types
14. Casting Objects
15. Converting Primitive Types to Objects and Vice Versa
16. Odds and Ends
17. Comparing Objects
18. Copying Objects
19. Determining the Class of an Object
20. The Java Class Libraries