

OOP I: Class /Encapsulation

1. Primary Data Type/Wrapper:
 - a) char ⇔ Character
 - b) short
 - c) int ⇔ Integer
 - d) long ⇔ Long
 - e) float
 - f) double ⇔ Double
 - g) boolean ⇔ Boolean
 - h) byte ⇔ Byte
2. Object DataType
 - a) String/StringBuffer/StringBuilder
 - b) Date
 - c) System
 - d) InputStream/OutputStream
3. OOP
 - a) Constructor
 - b) Member Field
 - c) Member Method
 - d) OOP Design
4. Excise
 - a) Complex :
 - i. Field :
 1. Real
 2. Image
 - ii. Method:
 1. Constructor
 2. Add
 3. Sub
 4. Mul
 5. Div
 6. Show()
 - b) Time24:
 - i. Field
 1. Hour
 2. Minute
 3. Second
 - ii. Method:
 1. Constructor
 2. Add
 3. Sub

c) Fraction

i. Field:

1. Top
2. Bottom

ii.