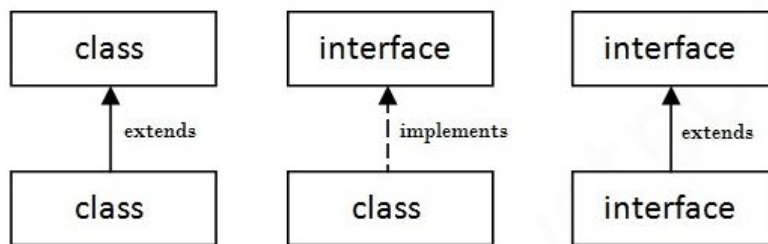


class: the form that the information stored; a structure.
object: an implement of the class, the data that fit the class.

```
<scope> class <classname> {  
    <attribute> // what does this class have  
    <method> // what can the class do?  
}
```

Object => Reference => Data.



an object should be declared type before used:
which is address set up and memory allocation

In Java swing, there's a build-in function to extract the input string from UI

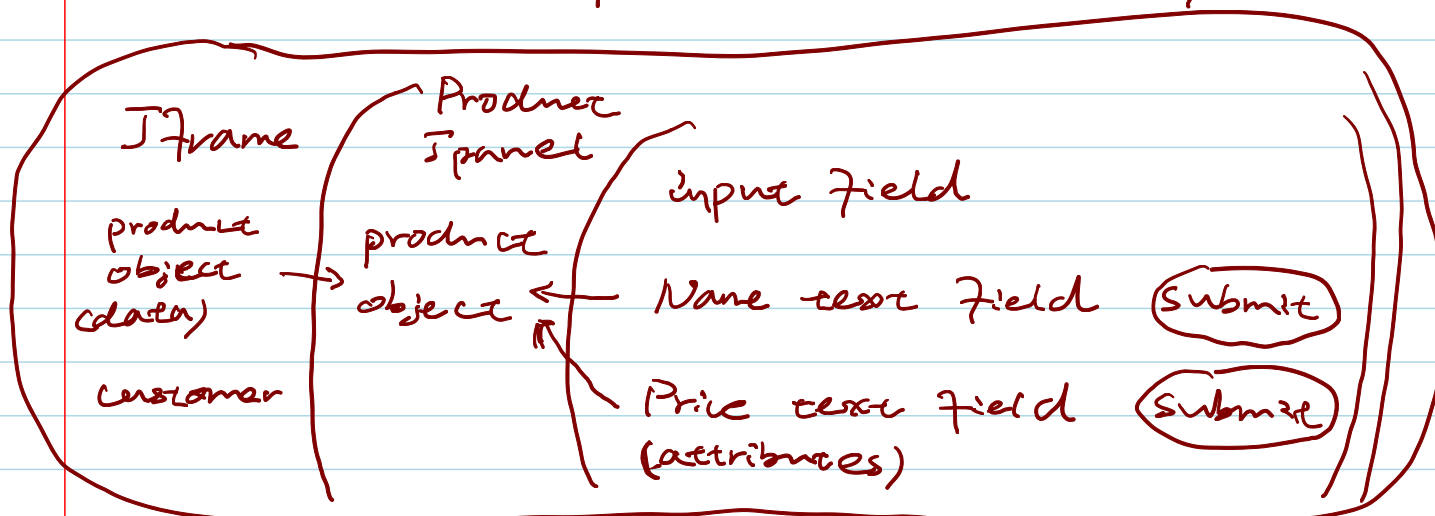
JFrame: App run on it

Jsplitpane: split JFrame to put Jpanel

Jpanel: layout text, button, input box ...

Jbutton: a button for interaction activity.

input
view



Procedure

1. new project
2. define business
3. define user interface classes.

