The first picture shows the visualisation of the concepts relating to class and object. We have learnt about class members including constructor, method, field and property. These members define what an object is, the information it contains and the actions the object can perform. Class is the blue print of an object and an object is an instantiation of a class. A new object can be created by calling the constructor using "new" keyword, each object has its own identity and information.

The second picture shows how programs run against time when using different control flows. Without any control flow statements, programs run in a sequence, meaning one action after another according to the order of the statements in the code. The selection statement means the program picks a branch and executes a block of code and then continues on afterwards. For example, switch statement is a selection statement. If statement is another form of selection, that verifies a condition and runs a block of code if the condition is true. It continues on or run another block of code if the condition is false. Repetition runs a block of code repetitively as long as a certain condition is true. If we check the condition before the first run is called Pre-test repetition, or we can check the condition after the first run is complete, then it is called Post-test repetition. The flow continues on when the condition is false.