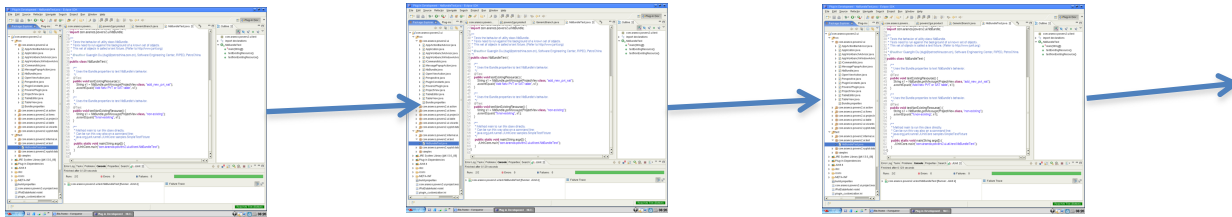


# REVIEW OF OBJECTS

# Client vs. User



Other code

Your code

Client code



User

# Encapsulation

- Information hiding
- Enclose data and methods within a class
- Strive for low coupling and high cohesion
- Hide implementation details  
(from client code, but not *necessarily* from the developers of that client code)

- Refer to Oracle tutorial:

<https://docs.oracle.com/javase/tutorial/java/javaOO/index.html>

# Primitive Variable vs Reference Variable

month

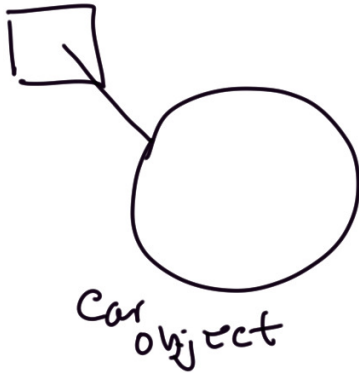


initial



```
int month = 6;  
char initial = 'E';
```

ride



fido



```
Car ride = new Car();  
Dog fido = new Dog("maltese");
```

# Objects

<b>Nouns</b>	<b>Verbs</b>
Data	Behavior
Information	Tasks
Attributes	Actions
Objects	Calculations
Instances	Functions
Fields	Procedures
Variables	Algorithms
	Methods