

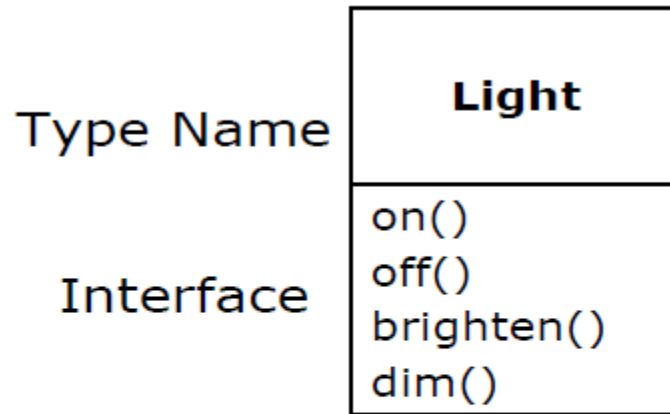
Processing to Java

Bye-bye Processing. Hello Objects

Everything is an object now

- **Everything is an object**
- **A program is a bunch of objects telling each other what to do by sending messages.**
- **Each object has its own memory made up of other objects.**
- **Every object has a type.**
- **All objects of a particular type can receive the same messages**

An object has an interface



```
Light lt = new Light();  
lt.on();
```

The hidden implementation

- *access specifiers*
 - Public
 - Private
 - Protected

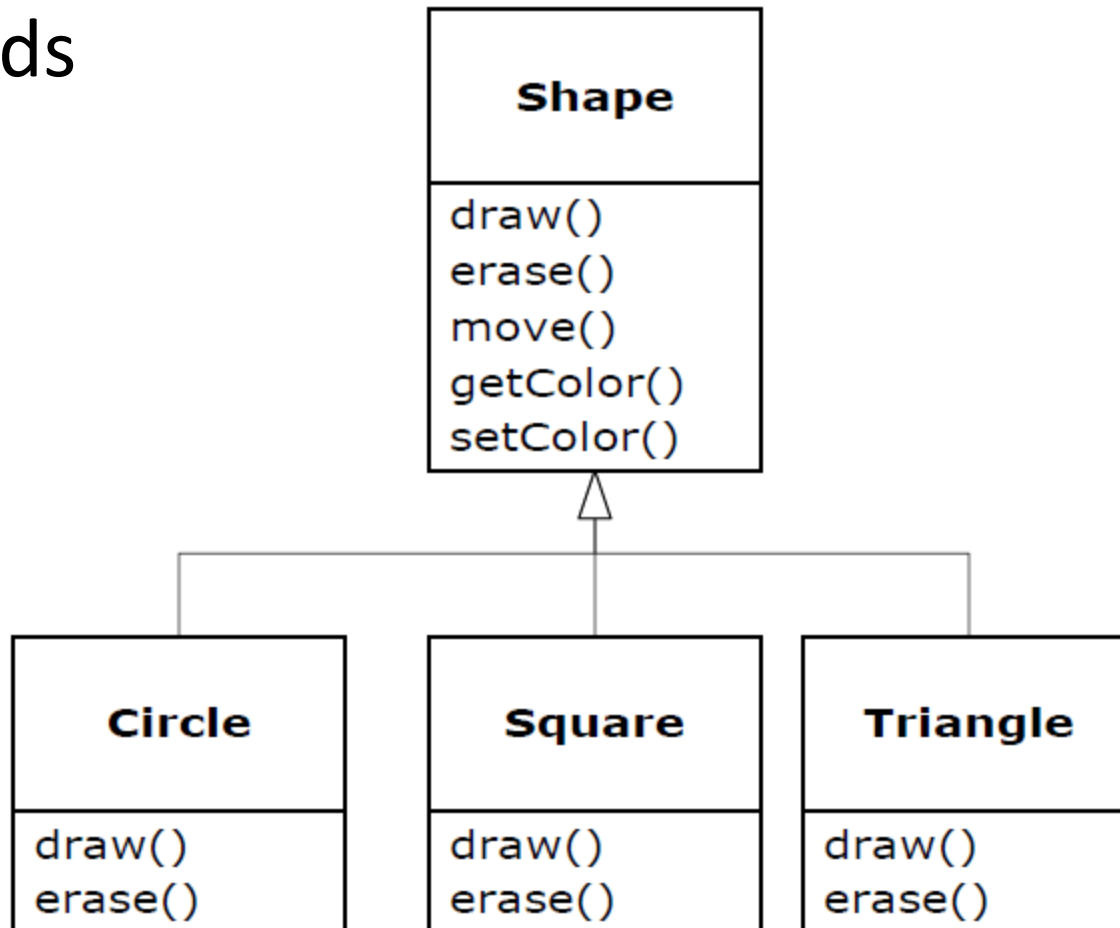
Reusing the implementation

- *composition and aggregation*

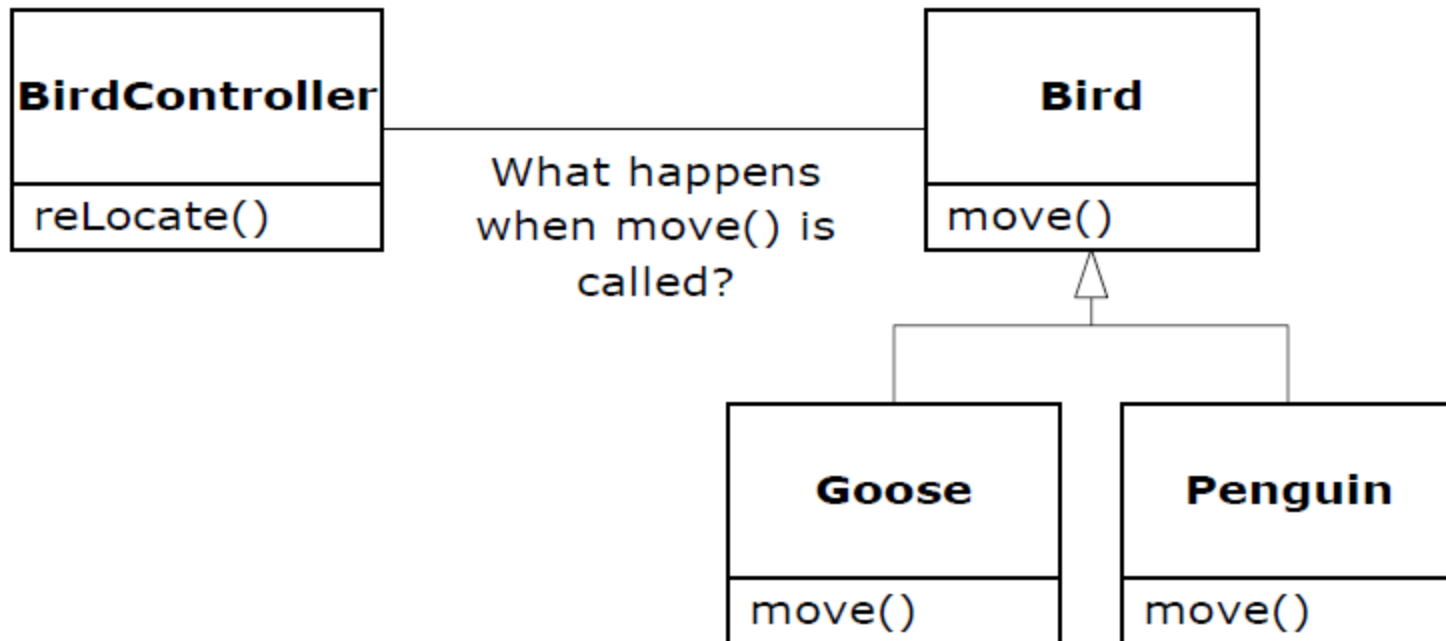


Inheritance: reusing the interface

- extends



Polymorphism



More about objects

- Please read chapter 1 and 2 in TIJ.
- More topics and details are covered therein.