

# Notes

CSC144 Software Architecture

21 March 2018

- 2 definitions of class
  - a blueprint for the construction of objects (a.k.a., an “instance of the class”)
  - object is a bundle of related data and methods for working with that data
  - a bundle of related methods (there can never be any instances of this kind of class)
  - call methods of first kind of class by writing name of class, a period, and name of method
  - call methods of second kind of class by writing name of an object (an instance of the class), a period, and name of method
- uses of classes
  - modeling mathematical objects, quantities in the physical world, things in our social/economic/political world
  - data structures (collections)—lists, tables, trees
  - elements of a user interface—buttons, labels, menus, scrollbars
  - elements of an image—points, rectangles, ellipses, curves, arcs, colors
  - events—mouse click, mouse motion, keyboard
  - exceptions—array index out of bounds, file not found