

## Chapter 1 : ECOOP - Object-Oriented Programming, 16th European Conference

*ECOOP - Object-Oriented Programming: 16th European Conference Malaga, Spain, June , Proceedings (Lecture Notes in Computer Science) [Boris Magnusson] on calendrierdelascience.com \*FREE\* shipping on qualifying offers.*

Course outline Course Code: Aims and Objectives 1. This lesson will introduce you to objects, classes, inheritance, interfaces, and packages. Each discussion focuses on how these concepts relate to the real world, while simultaneously providing an introduction to the syntax of the Java programming language. What Is an Object? An object is a software bundle of related state and behavior. Software objects are often used to model the real-world objects that you find in everyday life. This lesson explains how state and behavior are represented within an object, introduces the concept of data encapsulation, and explains the benefits of designing your software in this manner. What Is a Class? A class is a blueprint or prototype from which objects are created. This section defines a class that models the state and behavior of a real-world object. It intentionally focuses on the basics, showing how even a simple class can cleanly model state and behavior. Inheritance provides a powerful and natural mechanism for organizing and structuring your software. This section explains how classes inherit state and behavior from their superclasses, and explains how to derive one class from another using the simple syntax provided by the Java programming language. What Is an Interface? An interface is a contract between a class and the outside world. When a class implements an interface, it promises to provide the behavior published by that interface. This section defines a simple interface and explains the necessary changes for any class that implements it. What Is a Package? A package is a namespace for organizing classes and interfaces in a logical manner. Placing your code into packages makes large software projects easier to manage. This section explains why this is useful, and introduces you to the Application Programming Interface API provided by the Java platform. Objects are key to understanding object-oriented technology. Real-world objects share two characteristics: They all have state and behavior. Dogs have state name, color, breed, hungry and behavior barking, fetching, wagging tail. Bicycles also have state current gear, current pedal cadence, current speed and behavior changing gear, changing pedal cadence, applying brakes. Identifying the state and behavior for real-world objects is a great way to begin thinking in terms of object-oriented programming. Take a minute right now to observe the real-world objects that are in your immediate area. For each object that you see, ask yourself two questions: Make sure to write down your observations. You may also notice that some objects, in turn, will also contain other objects. These real-world observations all translate into the world of object-oriented programming. Software objects are conceptually similar to real-world objects: An object stores its state in fields variables in some programming languages and exposes its behavior through methods functions in some programming languages. Consider a bicycle, for example: A bicycle modeled as a software object. By attributing state current speed, current pedal cadence, and current gear and providing methods for changing that state, the object remains in control of how the outside world is allowed to use it. For example, if the bicycle only has 6 gears, a method to change gears could reject any value that is less than 1 or greater than 6. Bundling code into individual software objects provides a number of benefits, including: The source code for an object can be written and maintained independently of the source code for other objects. Once created, an object can be easily passed around inside the system. If an object already exists perhaps written by another software developer , you can use that object in your program. Pluggability and debugging ease: If a particular object turns out to be problematic, you can simply remove it from your application and plug in a different object as its replacement. This is analogous to fixing mechanical problems in the real world. If a bolt breaks, you replace it, not the entire machine. There may be thousands of other bicycles in existence, all of the same make and model. Each bicycle was built from the same set of blueprints and therefore contains the same components. In object-oriented terms, we say that your bicycle is an instance of the class of objects known as bicycles. A class is the blueprint from which individual objects are created. The following Bicycle class is one possible implementation of a bicycle: You may have noticed that the Bicycle class does not contain a main method. The responsibility of creating and using new Bicycle objects belongs to some other class in your application. Different kinds of objects often have a certain amount

in common with each other. Mountain bikes, road bikes, and tandem bikes, for example, all share the characteristics of bicycles current speed, current pedal cadence, current gear. Yet each also defines additional features that make them different: Object-oriented programming allows classes to inherit commonly used state and behavior from other classes. In the Java programming language, each class is allowed to have one direct superclass, and each superclass has the potential for an unlimited number of subclasses: A hierarchy of bicycle classes. The syntax for creating a subclass is simple. At the beginning of your class declaration, use the `extends` keyword, followed by the name of the class to inherit from: This makes code for your subclasses easy to read. However, you must take care to properly document the state and behavior that each superclass defines, since that code will not appear in the source file of each subclass. You press the "power" button to turn the television on and off. In its most common form, an interface is a group of related methods with empty bodies. Interfaces form a contract between the class and the outside world, and this contract is enforced at build time by the compiler. If your class claims to implement an interface, all methods defined by that interface must appear in its source code before the class will successfully compile. A package is a namespace that organizes a set of related classes and interfaces. Conceptually you can think of packages as being similar to different folders on your computer. You might keep HTML pages in one folder, images in another, and scripts or applications in yet another. Because software written in the Java programming language can be composed of hundreds or thousands of individual classes, it makes sense to keep things organized by placing related classes and interfaces into packages. The Java platform provides an enormous class library a set of packages suitable for use in your own applications. Its packages represent the tasks most commonly associated with general-purpose programming. For example, a `String` object contains state and behavior for character strings; a `File` object allows a programmer to easily create, delete, inspect, compare, or modify a file on the filesystem; a `Socket` object allows for the creation and use of network sockets; various GUI objects control buttons and checkboxes and anything else related to graphical user interfaces. There are literally thousands of classes to choose from. This allows you, the programmer, to focus on the design of your particular application, rather than the infrastructure required to make it work. Load the page in your browser and bookmark it. As a programmer, it will become your single most important piece of reference documentation.

**Chapter 2 : European Conference on Object-Oriented Programming**

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### Chapter 5 : European Conference on Object-Oriented Programming - Wikipedia

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