

Objects		
 Parts of Objects 	cts	
 Data 	0.5	
Features		
Actions		
States		
Changes ove	r time	
Patterns		
Relationships	s between the above	
•		

Overview of CSE 142

- · We'll learn how to model...
 - Objects
 - Relationships
 - Patterns
 - Data
 - Computation
- ...while learning how to create software systems using the Java programming language
- That is, the structures we describe & specify using the Java language will be effectively operational models.

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The World of Objects

- The *object* is the basic unit of modeling in modern programming systems.
- We'll learn to think about *properties* and *responsibilities* of objects
 - Properties: information relevant to the object
 - · Responsibilities: tasks an object performs
 - "Data" and "Methods"

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- We'll learn to think about how objects relate to each other in a system
- Note: Modeling the world with objects in software is called *object-oriented programming (OOP)*.

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Student Example You are a student Let's model a *student object* in the context of a course registration system Name examples of relevant properties:

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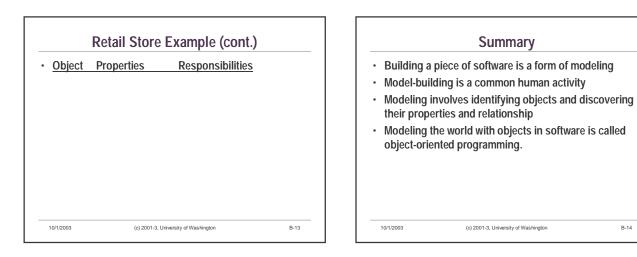
Student Example (cont.)

• What are some responsibilities (tasks) for the student in a course registration system?

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Retail Store Example	
	I a system to store inventory of a retail store en's and women's shoes
Give some	examples of objects in the system

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