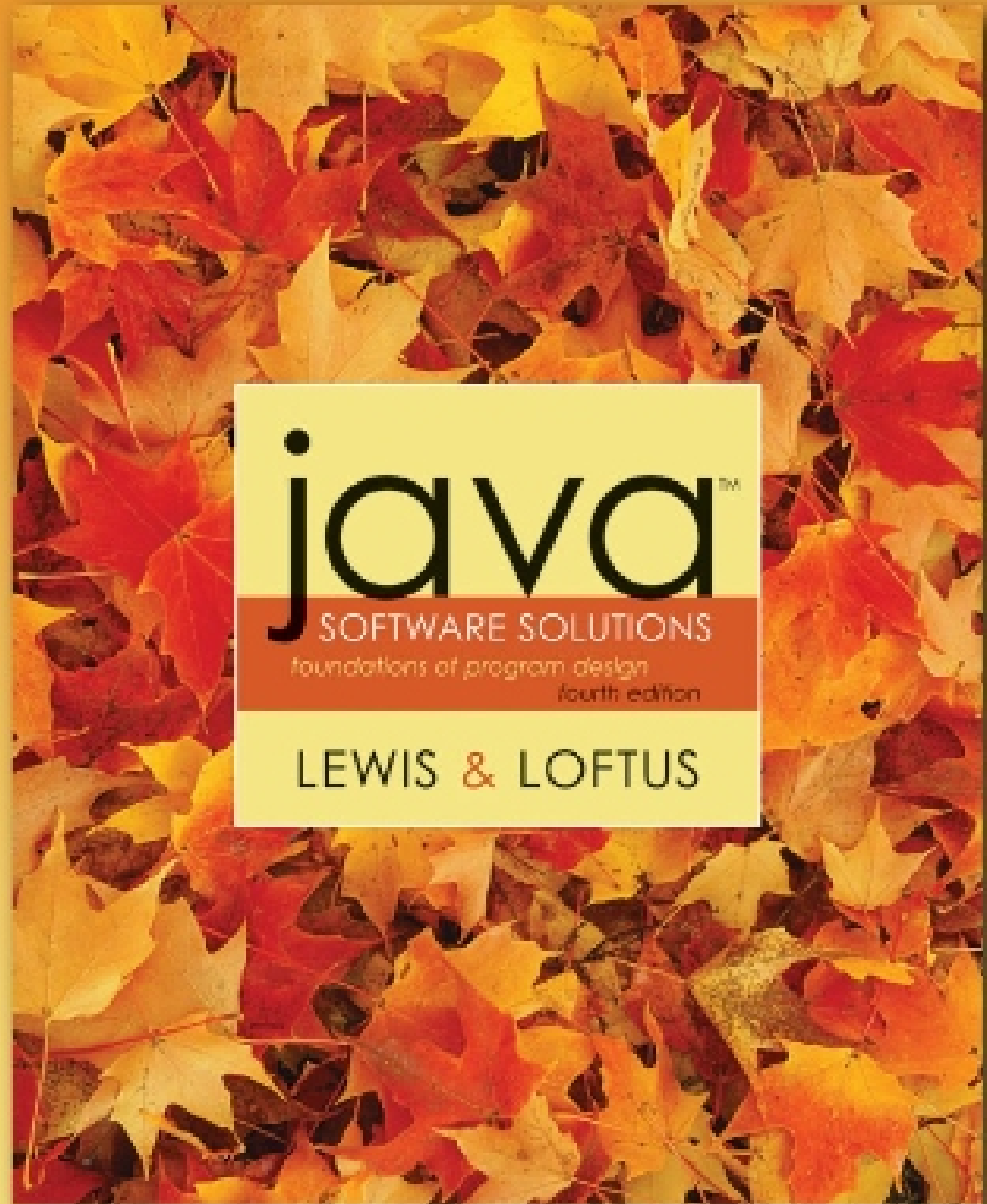


Chapter 4

Writing Classes

Part Two



Outline

Anatomy of a Class



Encapsulation

Anatomy of a Method

Encapsulation

- We can take one of two views of an object:
 - internal - the details of the variables and methods (their names and algorithms) of the class that defines it (We can do 'detailed design')
 - external - the services that an object provides and how the object interacts with the rest of the system (We can do high-level, architectural design). Need both!!!! We document this in UML.
- From the external view, an object is an encapsulated entity, providing a set of specific services. This shows components.
- These services define the interface to the object