
Intro to Classes

CS 1110/1111 – Introduction to Programming
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Some slides courtesy Addison-Wesley / Tony Gaddis

Object-Orientation

- The point of programming is to model the world in such a way that a computer can:
 - Understand the world
 - Make decisions about the world
 - Help us with tasks regarding the world
- Making this transition is hard!

Object-Orientation

- Where do we see objects?
- How do we “break up” a situation?