

# Java – Software Solutions....

## Chapter 2: Objects and Primitive Data

# Objects and Primitive Data

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- Now we can explore some more fundamental programming concepts
- Chapter 2 focuses on:
  - predefined objects
  - primitive data
  - the declaration and use of variables
  - expressions and operator precedence
  - creating and using objects
  - class libraries

# Introductory Notions

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- Need ability to create and use objects.
  - Provide 'services'
- Objects are fundamental to writing programs in an OOP language.
- Objects 'do' all the things we want:
  - Manipulate strings
  - Make computations
  - Do input/output
  - Draw shapes...