If you have not picked up a syllabus, please do so.

Assignment #1 – sign and return form on last page of syllabus – must be turned in by end of class Monday, January 25th to receive full credit.

Sign up for an Engineering Account.
Class [Programming Term]

- definition of some thing
- description

Objects

"thing"
The actual thing that does something in the program.
List of methods

Formal specification of an action [P6]

When we select, we are "calling" or "invoking" a method

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Method:

```
return_type method_name (parameter_list)
```

Return type: type of information returned after a method is executed

- `void` - means nothing is returned
- `boolean` - true or false is returned
- `int` - integer (whole) number
Method name
- selected by programmer

Rules:
- first character must be a letter
- method names can only contain letters, digits & underscores
  a_b

Parameter List
- Enclosed by ( )
- Can be empty
- If it’s not empty, it contains parameters
  > additional information needed to perform the method/action.
**METHODS RECAP**

- Three parts:
  - Return type – type of information that is returned from a method call; void if nothing returned
  - Name – the name given to the method by the programmer
  - Parameters – information that is needed to perform the actions of the method; empty () if none needed

Methods can have a return type, but no parameters; can have parameters, but no return type; can have no return type and no parameters; can have a return type and parameters.

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**B inherits from A**

B inherits all of A’s methods, but B will typically also define its own unique methods.

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indicated inheritance relationship between A & B