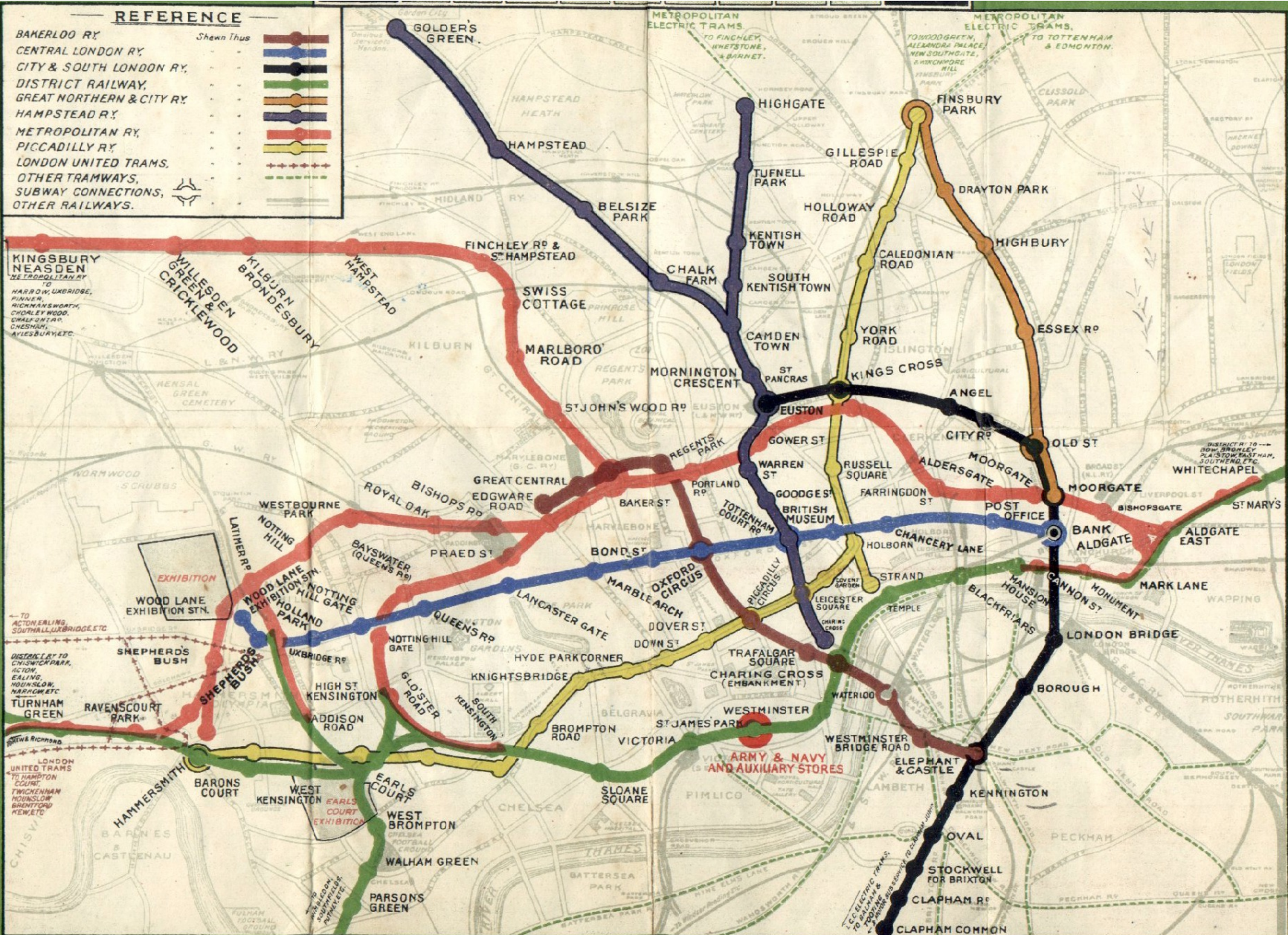


Creating Classes

REFERENCE

- BAKERLOO RY. *Shown Thus*
- CENTRAL LONDON RY.
- CITY & SOUTH LONDON RY.
- DISTRICT RAILWAY.
- GREAT NORTHERN & CITY RY.
- HAMPSTEAD RY.
- METROPOLITAN RY.
- PICCADILLY RY.
- LONDON UNITED TRAMS.
- OTHER TRAMWAYS.
- SUBWAY CONNECTIONS.
- OTHER RAILWAYS.





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Abstraction

- Abstraction is the process of capturing only those ideas about a concept that are relevant to the current situation.



Abstraction

- ***Control abstraction***: Giving function names to sections of code that then "stand" for that code.
- When we call a function, the **user** of the function (usually) doesn't care **how** the function works, they just care that it **does** work.
 - To a user, the only relevant part is that the function does what it promises to do.

Abstraction

- ***Data abstraction***: Choosing to represent a concept by certain features and ignoring others.



Classes

- The point of a class is to combine data abstractions with appropriate control abstractions (functions), resulting in one entity that has ***state*** (instance variables) and associated ***behaviors*** (methods).