CS241

Time $\longrightarrow$ int hour
int minute

public / private / protected

accessible only inside the class OR inside subclasses

$\swarrow$
accessible
anywhere

$\searrow$ accessible only INSIDE the class.

Default $\longrightarrow$ instance vars : private
methods : public

Constructors : Special method used to initialize an object.

name always matches the name of the class

default constructor $\longrightarrow$ no args

"this" keyword : refers to the current object

Getters : retrieve & return the value of an instance variable

Setter : set an instance variable

Immutability : when a ~~class~~ object can't be modified except in a constructor

$==$ $\longrightarrow$ only used for primitive data types
(int, double, long, float, char, boolean, etc. ...)

Never compare objects w/ $==$

```
String s1, s2;
    if (s1 == s2) { ....  BAD
    if (s1.equals (s2) { ....  GOOD
```

var instanceof class : returns true if the
                            var is an instance of the class

Interfaces — "class" that only has abstract methods
                                  (no code)