Lab 8

Class = a block of code that exists at compile time.

MainConversation creates Conversation creates Ruler

manages

Object – a runtime manifestation of a class. Exists in memory at runtime. Born via “new”

A class is a blueprint from which objects are created.

System

MainConversation Conversation Ruler

lincoln

C

To communicate from one object to another use **object.part**

**generator.nextInt()**

**c.numRulers**

**lincoln.identify()**

String concatenation

**+** is used to

append one string to the end of another “Peanut” + “butter”

append a number to a string “number of courses is “ + numCourses

Note: a string literal cannot cross two lines in a program