Glossary

Class - contains the template for instances of new objects.

Factory Method - method used to create new instances of an object.

Method - the functions used to display and change state variables.

Subclasses - objects below yours.

Superclass - object above yours.

Types of OOP Languages

1) **Object**-based languages, objects are supported. (C, Pascal etc)

2) **Class**-based languages, objects belong to classes. (Simula)

3) Object-**oriented** languages, classes support information hiding.

4) Object-oriented **data-abstraction** languages, classes support information hiding. (Objective C, C++)

5) Strongly typed object-oriented languages, types are determinable at compile time.

Note: Objective C is level 4 system.

References

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5 - Object-Oriented Resources

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Other Suggested Readings

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