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Building Java Programs Chapter 3 Lecture 3G-1: Graphics reading: Supplement 3G 2 Objects (briefly) object: An entity that contains data and behavior. data: variables inside the object behavior: methods inside the object You interact with the methods; the data is hidden in the object. A class is a type of objects.

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Authors' web site for Building Java Programs, a textbook designed for use in a first course in computer science. Building Java Programs: A Back to Basics Approach , 5th edition by Stuart Reges and Marty Stepp

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