Comp 304 REEHAN SHAIKH

Note Title 1/23/2006

2) Info / Implementation Hiding (User goes thru interface to use software)

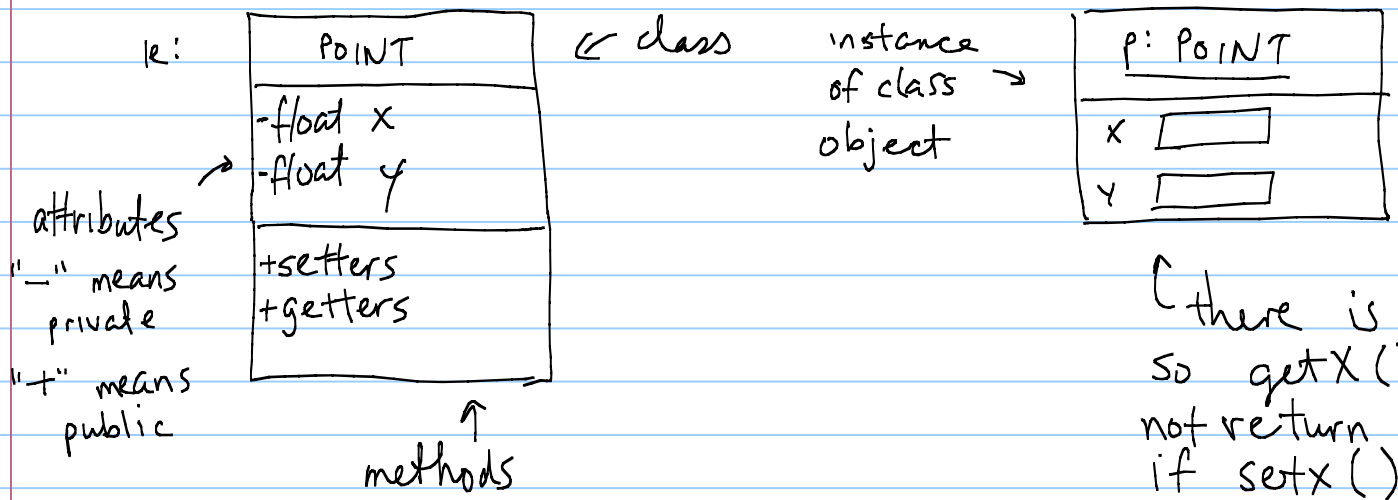
Use of Encapsulation: to restrict from external view:
- info: variables, attributes, data
- implementations: code, operations, methods
- decisions internal to the encapsulation unit

Why do this?
Independence, abstraction
Can break design if user relies on some impl but later, designer changes impl.
Evolution since user / designer are independent, provided they agree on some interface.
Code Re-use is high.

3) State retention:

Math function: SIDE EFFECT free: No memory, no state
Same argument always gives same result.

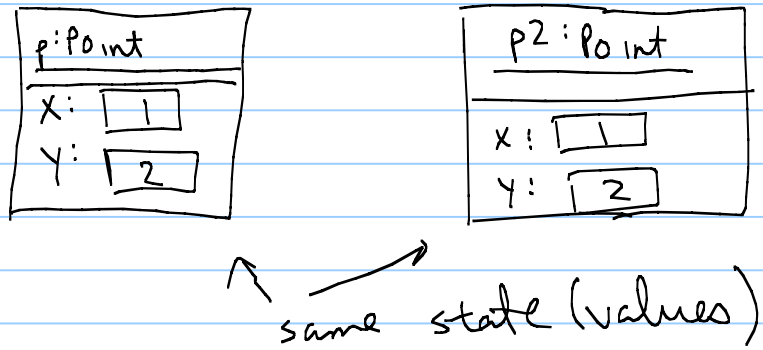
```
int f(int i){
  int j;
  j = 2*i;
  return j;}
```



We are now object structured!

4) Object identity: Each object can be identified & treated as a distinct identity.

ie:



To distinguish, give Name, label, unique obj. id handle, reference

Rules: Same handle remains w/ obj. for all its life
Unique, distinct from all other handles $\forall t$