```
// Ryerson CPS109 -- Ferworn F09 updated F15
// The simple mechanics of objects and classes
public class SimpleOOP
{
```

← Class definition

```
   private static int class_variable;
   public int instance_variable = 999;
```

← Class varicble

info hiding

```
   public SimpleOOP()
   {
     System.out.println("constructor for SimpleOOP() invoked.");
     };
```

"Constructor"

method

```
   public static void class_method()
   {
     System.out.println("class_method() was invoked.");
     };
```

- tells us its a class methd.

class method

Belongs to objects

```
   public int instance_method1()
   {
      System.out.print("instance_method1() invoked.");
       System.out.println("Instance variable: " + instance_variable);
       return instance_variable;
   }
```

instance method (no "static")

```
   public void instance_method2(int parameter)
   {
      System.out.print("instance_method2() invoked.");
       instance_variable = parameter;
       System.out.println("Instance variable: " + instance_variable);
   }
```

instance method

```
  public static void main(String[] args)
  {
       System.out.println("line 0.");
       SimpleOOP A_SimpleOOP;
       System.out.println("line 1.");
       int local_variable;
       System.out.println("line 2.");
       A_SimpleOOP = new SimpleOOP();
       System.out.println("line 3.");
       class_method();
       System.out.println("line 4.");
       A_SimpleOOP.instance_method2(8);
       System.out.println("line 5.");
       local_variable = A_SimpleOOP.instance_method1();
       System.out.println("line 6.");
       System.out.println(local_variable);
       System.out.println("line 7.");
       System.out.println(A_SimpleOOP.instance_variable);
       System.out.println("line 8.");
       System.out.println(A_SimpleOOP.instance_method1());
       System.out.println("line 9.");
       // Self Check: How many 8's get printed
  }
}
```

← invoking, calling, executing

Test program