# ITEC 1620 Object-Based Programming

Lecture 16
Object-Based
Programming II

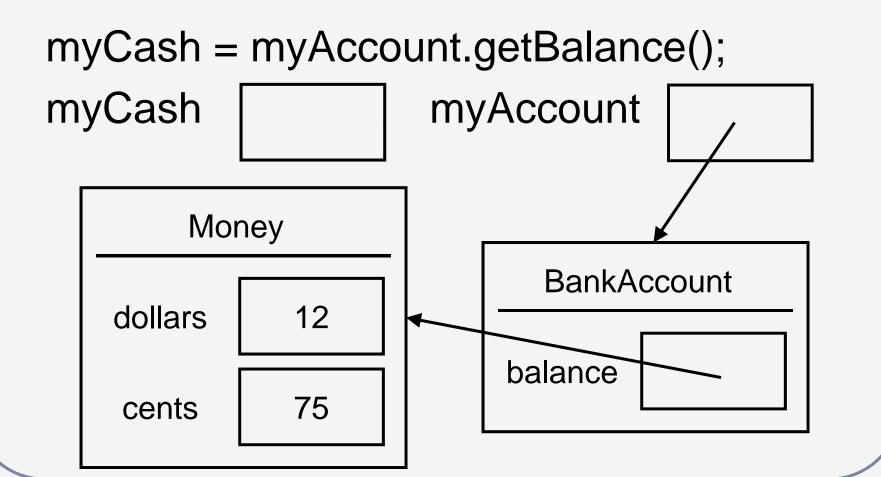
### Objects in Objects

- A class is a collection of related data
- Some of this data may have already been aggregated into classes
- Objects in objects

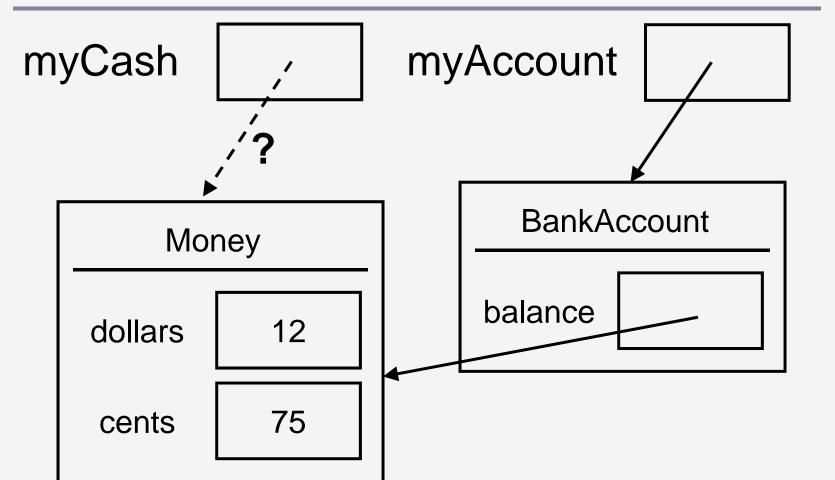
# Objects in Objects II

- BankAccount
  - ClientInformation client
  - String accountNumber
  - Money balance
  - float interestRate
  - AccountInformation account

## Objects in Objects III



# Objects in Objects IV



# Objects in Objects V

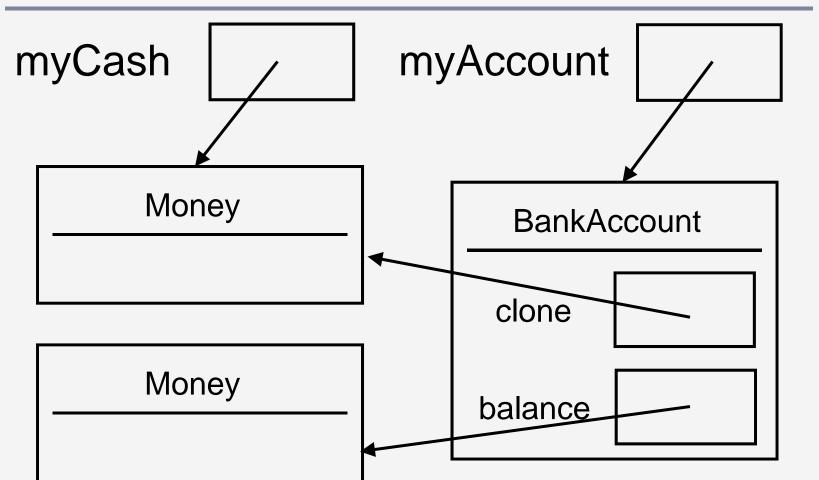
• Problem?

# Objects in Objects VI

- Pass-by-copy
  - Here's a copy of the data

- Pass-by-reference
  - Here's where the data is

# Objects in Objects VII



#### Review

- Objects are a collection of data
- Use methods to access data

- Money → dollars, cents
- BankAccount → balance
- CashCard → balance, MAX\_BALANCE

### Example

- Three classes
  - CallRecord
  - CallingCard
  - Time
- Two code fragments (part of PhoneCompany)

// calculate end time CallRecord phoneCall; Time endTime;



// calculate unpaid time CallRecord call; CallingCard card; Time unpaid;

