2. Objects

Description

Objects are the basic building blocks that are used to create a model of a given system/application in an application domain. An object is an entity that exists inside a computer and we may use objects to represent information about phenomena in the application domain. Such information may be values describing properties of the phenomena.

Objects may carry out activities in the form of actions that may be executed. Such actions may compute new values from values stored in objects and save these values in objects.

In this chapter, we will try to envision how a computer may be used to support a simple administrative system from the real world using objects. As an example, we will use a bank.