Interacting Objects

Chapter 6
Design, Design, Design...
Classes and Relationships

- **World**
  - **IS A**
  - **Space**

- **Actor**
  - **IS A**
  - **SmoothMover**
  - **HAS A**
  - **Body**
    - **n**
    - **uses**
    - **Vector**

Relationships:
- Inheritance: World to Space
- Aggregation: 1 SmoothMover to Body
Now define the classes: Space

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<th>Space</th>
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SmoothMover

Lets do it during lecture
Body

Let's do it during lecture
What is visibility of the methods?

From where can you call the methods?
How can you call methods in other classes?
What is private and public (an protected)?
Examples of calls:
move()
Greenfoot.generateRandomNumber(int n)
getWorld().getImage();

Etc.