

Using Objects

Using object

Recap, audio file:

When asked to “changeVolume”, the data representing the volume changes.

When asking the audio file to “changeVolume”, we’re using the object.

Asking the object to do something is also called invoking a method.

Using object

Imagine we have a collection of audio files. This can be used to show the user a list of audio files to play.

We use the objects to remember which songs can be played. If the user later on wants to play an audio file, we use that specific object to play the song.

method

“.. is a sequence of program instructions that perform a specific task, packaged as a unit.”

<https://en.wikipedia.org/wiki/Subroutine>

Instance method

A method operating on a specific object.

Most common method.

[https://en.wikipedia.org/wiki/Method_\(computer_programming\)](https://en.wikipedia.org/wiki/Method_(computer_programming))