

Primitive Types

ex: int
double
char
boolean

```
int x = 3;
```

x

3

```
double y = 6.5;
```

y

6.5

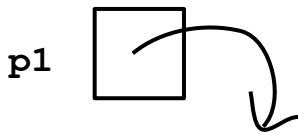
Objects/Classes

Blueprint: stored in a .java file

ex: Scanner
Random
DrawingPanel
Graphics
File
int[]

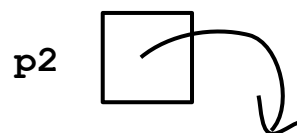
```
public class Point {  
    // state (fields)  
    int x;  
    int y;  
  
    // behavior (methods)  
    public void translate(int dx, int dy) {  
        x += dx;  
        y += dy;  
    }  
}
```

```
Point p1 = new Point();
```



```
Point {  
    // state (fields)  
    int x 3  
    int y 5  
  
    // behavior (methods)  
    public void translate(int dx, int dy) {  
        x += dx;  
        y += dy;  
    }  
}
```

```
Point p2 = new Point();
```



```
Point {  
    // state (fields)  
    int x 10  
    int y 8  
  
    // behavior (methods)  
    public void translate(int dx, int dy) {  
        x += dx;  
        y += dy;  
    }  
}
```