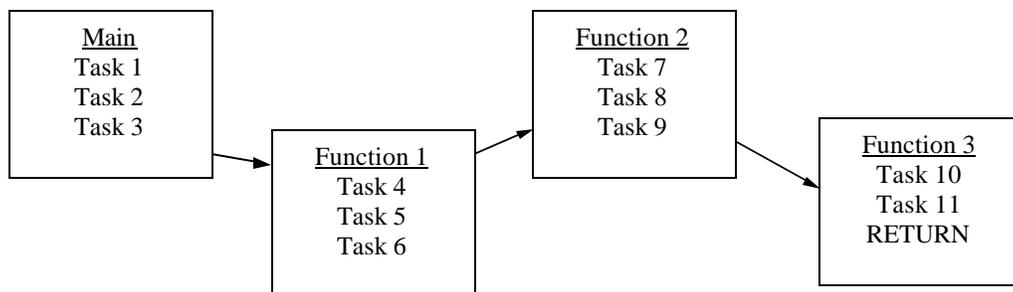


Objects: a preview of things to come

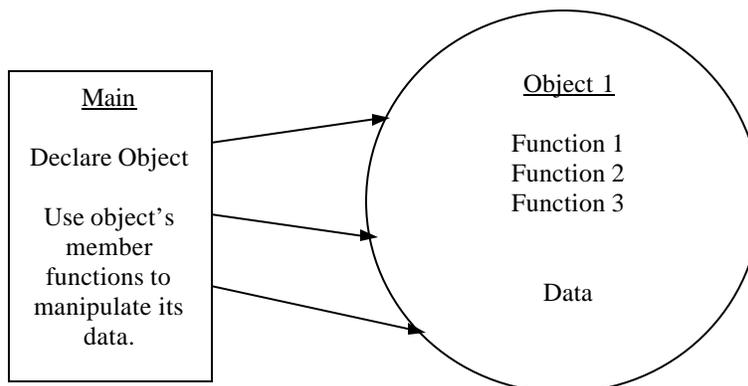
What is an object? It is a programming construction that holds the functionality and data associated with it within itself. You've seen a couple already: *streams* are objects, and *structs* are pseudo-objects.

Programming the CSE 142 way. . .



Pass around variables to different functions that do work on the data.

Wouldn't it be nice if. . .



Streams work like this! They are *objects*.

More coming soon to a lecture near you!