Reading:
- Mitchell, Ch. 10

Objectives
1. be able to describe the "four basic concepts" found in object-oriented language
2. be able to describe how OO features allow programs to be organized in ways not possible in functional/procedural languages

Outline
1. object-oriented design
2. OO concepts
   (a) abstraction
      i. naming concepts
      ii. interface vs. implementation
      iii. encapsulation
   (b) dynamic lookup
   (c) subtyping
   (d) inheritance
3. compared to functional programming

Vocabulary
object-oriented design, semantics, dynamic lookup, abstraction, subtyping, inheritance, dynamic lookup, abstraction, design pattern