

Class: type, idea
collection of methods
and data

object: instance of a class.

BankAccount

✓ balance

double

✓ acct. number

int acctNum

✓ owner

String

{ location
router #

Modifiers or Mutators
"setters"

```

public void setBalance (double
                        newBalance) {
    balance = newBalance;
}

```

type must match

Accessors "getters"

```

public double getBalance() {

```

↑ return type

```

    return balance;
}

```

key word

↑ return value

```
printf(
  "Bank Account %d Owner: %s
    ↑           ↑
  acctNum     owner
```

```
balance = %f \n",
```

```

accountNum
  )
  owner
  balance
)
);
acc2.getAccountNum();
acc2.getOwner();
acc2.getBalance();
```