COSC 101: Fall 2017
Lecture 24: Classes and Objects

1) Take a look at the Pixel Class.

   a) Identify the object.

   b) Identify the constructor.

   c) How do we create a pixel?

   d) Identify the state of the object.

   e) What are some of the methods that operate on the object?

   f) How can we change the state of a pixel in our program?
2) Revisit part of our Higher Lower Card game program. How might we reorganize some of this program?

What objects might we have?

What would the state of those objects be?

What methods might make sense for our new objects?

Write a class for one of the above objects. Your class should include state, constructor, and methods to operate on the object.