

Example of final :

in class Math :

```
public static final double PI = 3.14...;
```

convention: constants use
only uppercase and
underscore, e.g.

MAX_ITEMS

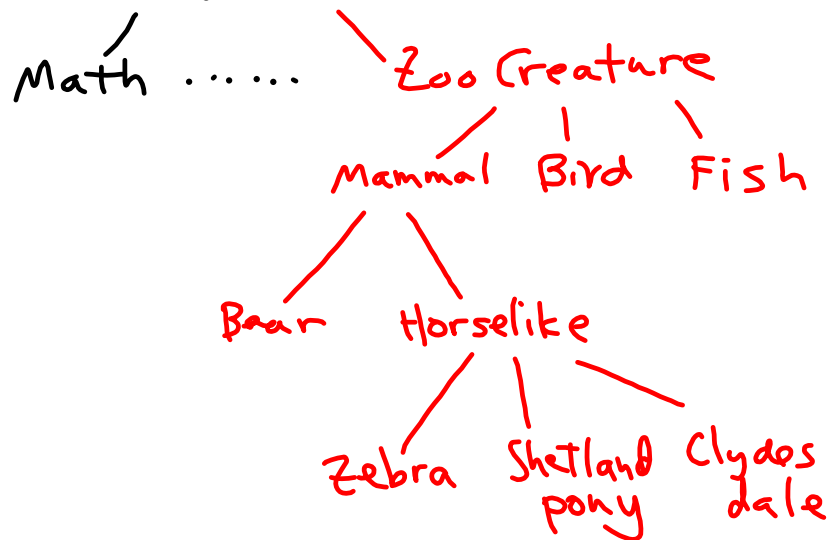
import - usually at very
beginning of program - what
other classes (or "packages")
will be needed.

```
import java.lang.Math;
```

put in before any classes
are defined.

class - collection of info
(instance variables aka "fields")
and behavior (methods)
collectively modeling something
in the "real world" your
program is about

class hierarchy in Java
Object



extends - identifies the
"superclass" of a class

```
public class Bear extends Mammal
```

interface - a class-like
entity that specifies only
public constants and
method signatures

```
public interface Eater {  
    public void nibble();  
}
```