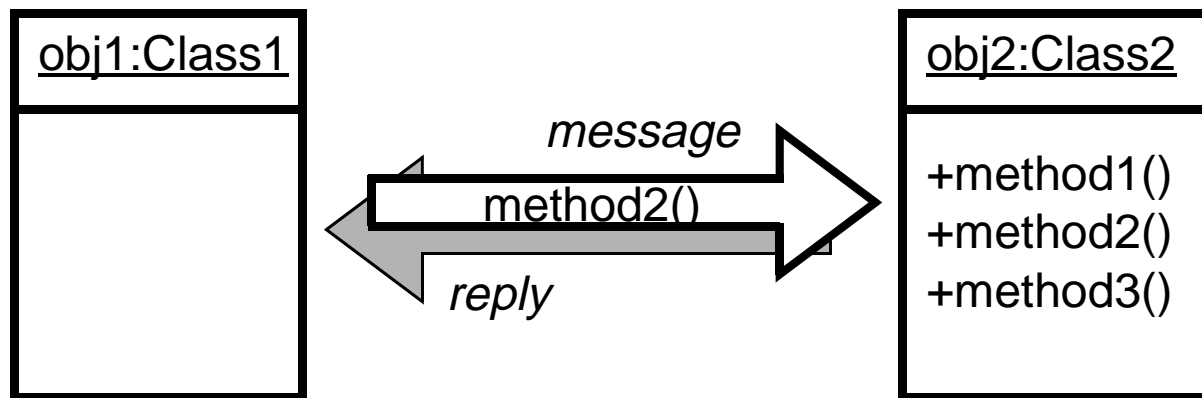


# Messages



Define

- A **message** is sent to an object to invoke a method.



- The only way to interact with an object is to send it a message. Each message must correspond to a method in the receiving object's protocol.

# Implications For Testing

- The separation of specification from implementation allows functional test cases (written from the specification) to be created separately from and prior to structural test cases (written from the implementation).
- Messaging between objects is similar to subroutine or function calls in procedural systems but they occur more frequently and may use dynamic binding.
- How does this affect testing?