

Where to put code

With Class Scope (eg., in a class, before all the methods)	If it is naturally a trait, or behavior, of the class. Things defining a robot, or a robot's behavior, go in the robot class.
Within a class's method (eg., in one of the methods defined as part of a class)	If it is a clear-cut behavior that is repeated, and it operating on data from that class only. Robots move, but they don't add walls to a city.
In another class	If there is a natural separation of data and behavior. Robots and Things are very different, so they have different classes.
In the method of a different class	If the behavior is clear-cut, and repeated, and perhaps operates on many different classes contained by the new class. A robot game method may control one or more robots.

***NOTE:** These are all building blocks. A complex class may be made of many simpler classes, and a complex method may use many simpler methods.