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# Object Construction and Usage

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# Topics

- Describe classes in UML
- Define classes
- Initiate and use objects
- Access modifiers

# Class

- Defines the set of common objects that have same the same attributes, operations, relationships, and semantics
- Represents a thing
- Notation

Employee
-title: String -baseSalary: float
<<constructor>>+Employee() <<abstract>>+calcSalary(year: int): float

**Name:** must be unique within its group

**Attributes**

**Operations**

# Attribute

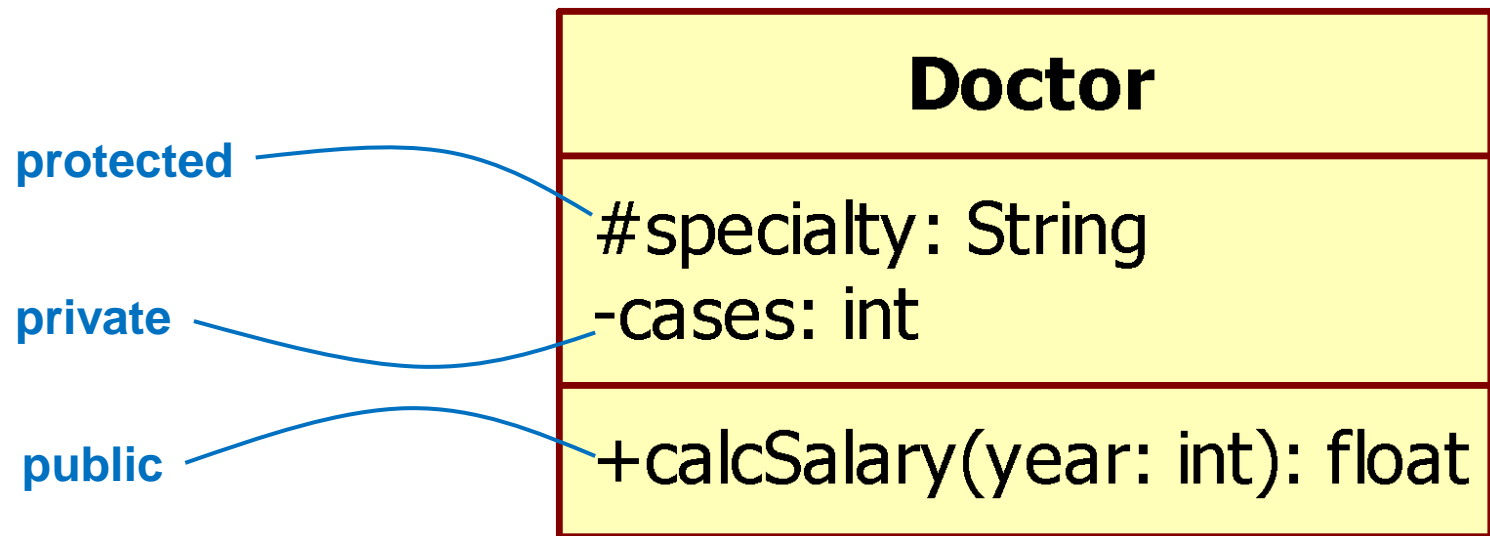
- Defines data that characterize a class
- An abstraction of the kind of data or object
  - *title* is an attribute of the kind of *String* object
- Data type is specified by a semicolon “:”

Employee
-title: String -baseSalary: float
<<constructor>>+Employee() <<abstract>>+calcSalary(year: int): float

} *Title* and *baseSalary* are two attributes of *String* and *float* data types, respectively

# Operation

- An operation specifies a service that can be requested from objects of the class
- Attribute and operation visibility



# A simple scenario

- Bob is a farmer. He grows and produces a lot of delicious bananas, and he wanted to sell some. He went to an agricultural e-commerce website name [hailua.com.vn](http://hailua.com.vn). He post his bananas to sell.
- Alice is a software programmer who spends most of her time on computer. She does not have time for shopping, she decided to buy some bananas from [hailua.com.vn](http://hailua.com.vn). She ended up buying the ones from Bob. Bob then shipped the product to Alice. One day later, she received it.

# Modeling the scenario

- Using the concepts discussed to form
  - Object model
  - Class diagram

# Object and class

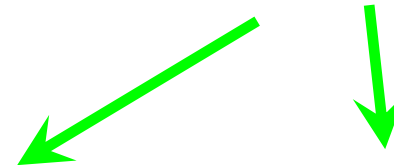
## ■ Class concept

- Variable ~ Type
- Object ~ Class
  - Class is object type
  - A description of
    - Attributes
    - Methods

### Person:



Name.  
Age.  
Hair Color.  
Eat( ).  
Work( ).



### Person1:



Name: Peter.  
Age: 25.  
Hair Color: Brown.  
Eat().  
Work().

### Person2:



Name: Thomas.  
Age: 50.  
Hair Color: White.  
Eat( ).  
Work( ).



# Define a class in Java

- Usage

- Declare class

```
<scope> class <Class Name> {  
    <Attribtes>;  
    <Methods>;  
}
```

- Implement methods the same as functions

- Declare the main method within a class

- **public static void** main(String agrs[])

# Class naming

# Package

- Package is like a folder containing classes and child packages
- It is used to organize classes and packages
- Declaration
  - `package <name>`
  - `package <name>.<name>`

# Package

- Naming convention
  - Lowercase ASCII letters
  - Top-level domain: com, edu, gov, mil, net, org, <country>
  - Subsequent components are organizations' names, departments, etc.
- Examples
  - com.ibm.rational
  - edu.fuv.cs

# Let's define several classes in the scenario

- Seller
- Buyer
- Product

# Product class

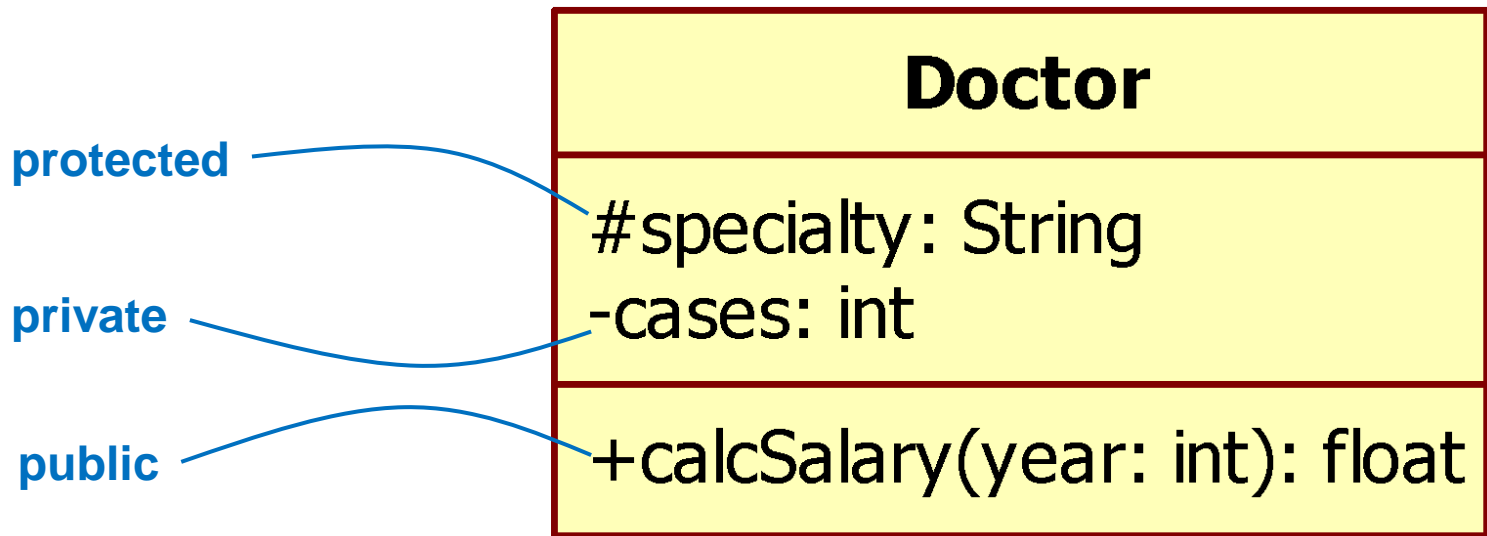
```
public class Product
{
    private String  name;
    private String  description;
    private float  weight;
    private float  price;

    public void setPrice(float newPrice) {...}

    public static void main(String agrs[]) {
        ...
    }
}
```

# Scope/Visibility

- Attribute and operation visibility



# Scope

- Scope concept

- Working range:

- Variable

- Declared block

- Class

- Within class

- Method

- Within method

- In Java, everything has to be within classes

- Scope control

Keyword	Scope
private	Inside class only
public	Inside and outside class
protected	Inside class and child classes



# Scope

## ■ Example: private vs. public.

```
class A
{
    private int x;
    public int y;
    private void calculate() {};
    public int getX() {};
}
```

```
public class B {
    public static void main(String args[])
    {
        A obj = new A();

        int x = obj.x;      // Wrong
        obj.x = 1;          // Wrong

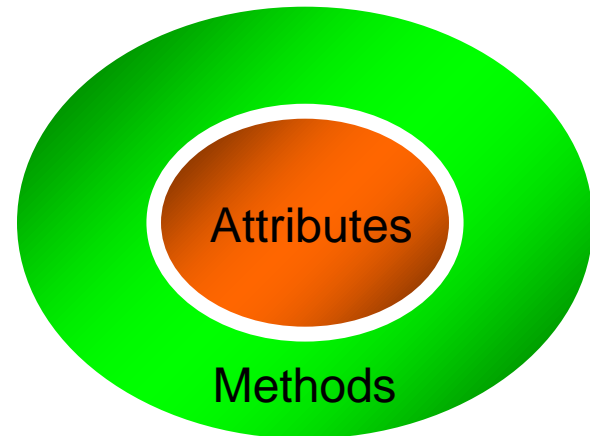
        int y = obj.y;      // Right
        obj.y = 2;          // Right

        int t = obj.getX(); // Right
        obj.calculate();    // Wrong
    }
}
```

# Scope

- General rule
  - Attributes: use **private** to hide inside
  - Methods: use **public** to provide functions

```
class Product {  
    private String name;  
    private float price;  
    public void setPrice(float newPrice);  
}
```



# Naming conventions

## ■ Class

- Class names should be nouns
- Mixed case with the first letter of each word capitalized

## ■ Package

- Lowercase ASCII letters
- Top-level domain: com, edu, gov, mil, net, org, <country>
- Subsequent components are organizations' names, departments, etc.
- Examples
  - com.ibm.rational
  - edu.fuv.cs

# Naming conventions

- Variable
  - Lowercase first letter
  - Internal words start with capital letters
  - Should be short and meaningful
  - One letter word should be avoided except for temporary "throwaway" variables
  - Examples
    - age
    - myAge
    - length
    - customerName

# Naming conventions

- Method
  - Should be verbs
  - Mixed case with the first letter lowercase
  - Internal words with the first letter capitalized
  - Examples
    - `getAge`
    - `setAge`
    - `getLength`
    - `getCustomerName`