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CS210 Assignment #8

1. There are differences between object-oriented programming and procedural programming. One of the main differences, is that object orientated program reasons a program through sets of objects, in comparison to procedural programming which follows sets of actions.
2. An object is of the class type. An object is defined as a class. Only one object per a class technically can be defined. Objects hold the current state, behavior, and how to construct it.
3. The state of object String is it’s sequence of characters.
4. Calculator object might have state for input.

7. public class Name {

String firstName;

String lastName;

char middleName;

}

11. public class Name {

String firstName;

char middleName;

String lastName;

// Returns name in normal order

public String getNormalOrder() {

return firstName + " " + middleName + ". " + lastName;

}

public String getReverseOrder() {

return lastName + ", " + firstName + " " + middleName + ".";

}

}

15. public String toString() {

return getNormalOrder();

}

19. public Name (String initialFirst, char initialMiddle, String initialLast) {

firstName = initialFirst;

middleName = initialMiddle;

lastName = initialLast;

}

26. public class Name {

private String firstName;

private char middleName;

private String lastName;

public Name (String initialFirst, char initialMiddle, String initialLast) {

firstName = initialFirst;

middleName = initialMiddle;

lastName = initialLast;

}

// Returns name in normal order

public String getNormalOrder() {

return firstName + " " + middleName + ". " + lastName;

}

public String getReverseOrder() {

return lastName + ", " + firstName + " " + middleName + ".";

}

public String toString() {

return getNormalOrder();

}

}

27. public void setFirstName (String firstName) {

this.firstName = firstName;

}

public void setMiddleName (char middleName) {

this.middleName = middleName;

}

public void setLastName (String lastName) {

this.lastName = lastName;

}