Object Oriented Programming 1 Week 8 - Other OOP Skills

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Athlone Institute of Technology 2021

Murach's Java Programming, C10

Chapter 10

Other object-oriented programming skills



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Objectives

Applied

- Add two or more classes to a package and make the classes in that package available to other classes.
- Create a JAR file that contains a library of one or more packages and make that library available to other applications.
- Add javadoc comments to the classes in one or more packages and generate the documentation for those packages.
- Use your web browser to view the documentation you added to a package.
- Code more than one class per file. When necessary, use nested classes.
- Declare and use an enumeration.



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Objectives (cont.)

- Enhance an enumeration by adding methods that override the methods of the Java and Enum classes. Use methods of the enumeration constants when necessary.
- Use a static import to import the constants of an enumeration or the static fields and methods of a class.

Knowledge

- List two reasons that you might store classes in a package.
- Describe how to create a directory structure for a package.
- Describe how to make one or more packages available to other applications.
- Explain why you might add javadoc comments to the packages you create.



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Objectives (cont.)

- Explain the purpose of using HTML and javadoc tags within a javadoc comment.
- Explain when you might code two or more classes in the same file and describe the advantage and disadvantage of doing that.
- Describe the difference between an inner class and a static inner class in terms of how they're related to the outer class.
- Explain what a local class is.
- Explain what an enumeration is and how you use one.
- Explain what static imports are and how you use them.



The directories and files for an application that uses packages

```
ch10_LineItem\src
murach
business
LineItem.java
Product.java
database
ProductDB.java
lineitem
LineItemApp.java
presentation
Validator.java
```



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```
The LineItem class
```

```
package murach.business;
import java.text.NumberFormat;
public class LineItem {...}
```

The Product class

```
package murach.business;
import java.text.NumberFormat;
public class Product {...}
```

The ProductDB class

```
package murach.database;
import murach.business.*;
public class ProductDB {...}
```



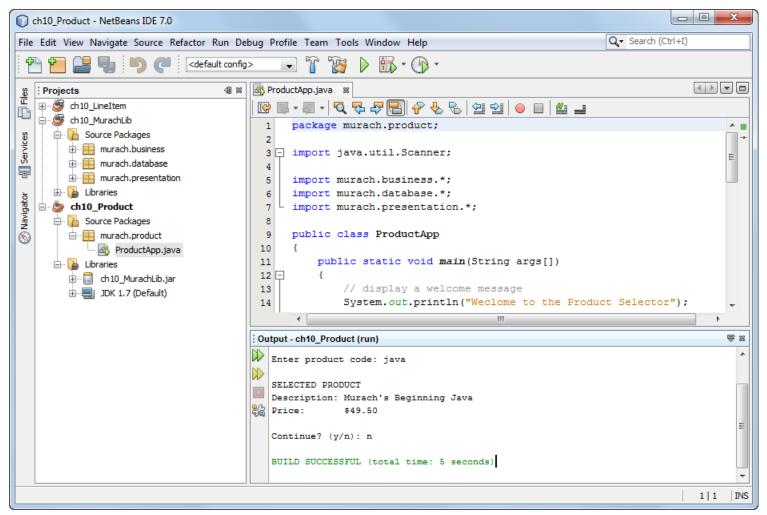
A NetBeans project that contains the Murach & Detail of the Project of the Projec

```
ch10_LineItem - NetBeans IDE 7.0
                                                                                         Q ▼ Search (Ctrl+I)
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
                         <default config>
                                                                                                      Projects
                                    package murach.database;
       imurach.business
              LineItem.java
                                         import murach.business.*;
            Product.java
       immurach.database
                                         public class ProductDB
            ProductDB.java
       i murach.lineitem
                                             public static Product getProduct(String productCode)
            LineItemApp.java
                                     8 -
                                     9
                                                 // In a more realistic application, this code would
       immurach.presentation
                                                 // get the data for the product from a file or database
                                    10
            11
                                                 // For now, this code just uses if/else statements
     i Libraries
                                    12
                                                 // to return the correct product
        ± □ JDK 1.7 (Default)
                                    13
                                                 // create the product
                                    14
                                                 Product product = new Product():
                                    15
                                    16
                                                 product.setCode(productCode);
                                    17
                                    18
                                                 if (productCode.equalsIgnoreCase("java"))
                                    19
                                                     product.setDescription("Murach's Beginning Java");
                                    20
                                    21
                                                     product.setPrice(49.50);
                                    22
                                                 else if (productCode.equalsIgnoreCase("jsps"))
                                    23
                                    24
                                    25
                                                     product.setDescription("Murach's Java Servlets and JSP")
                                    26
                                                     product.setPrice(49.50);
                                                                                                       1 | 1
```



A NetBeans project that uses a library

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How to create a library

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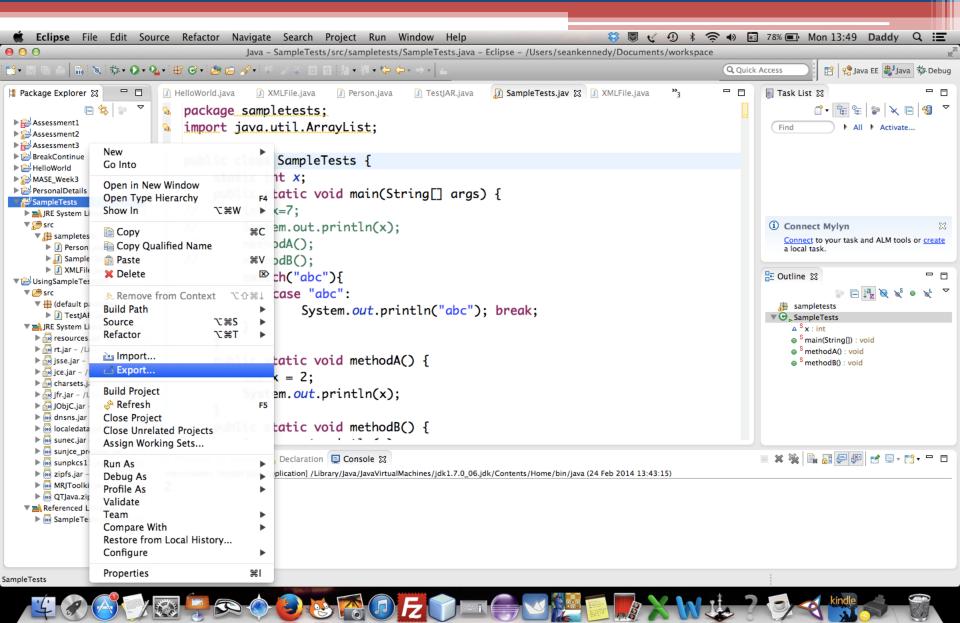
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- 1. Create a project that contains just the packages and classes that you want to include in the library.
- 2. Right-click on the project and select the Build command to compile the project. Then, NetBeans automatically creates a JAR file for the project and it stores it in the dist subdirectory for the project.

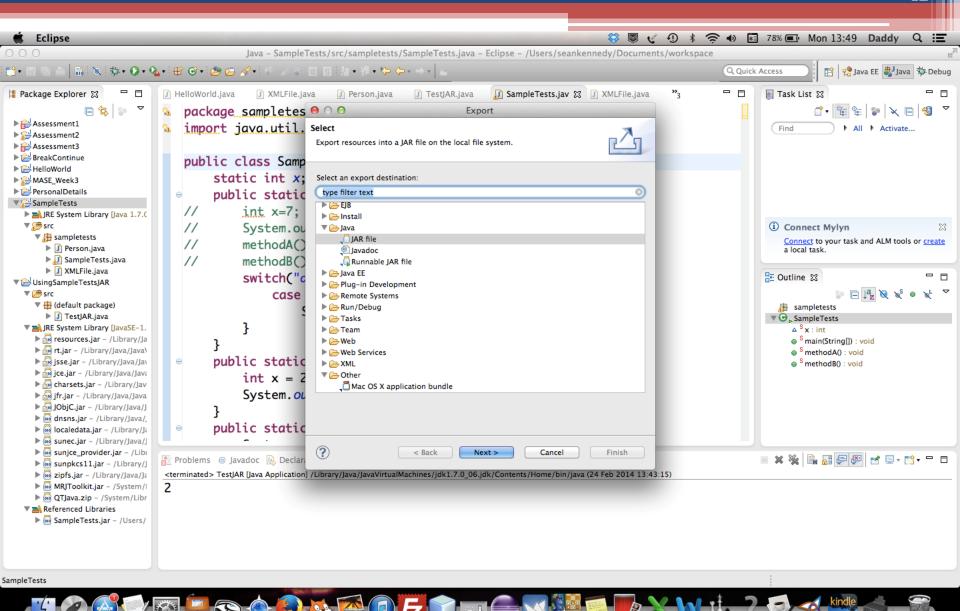
How to use a library

- 3. Create or open the project that will use the library.
- 4. Right-click on the Libraries directory and select the "Add JAR/Folder" command. Then, use the resulting dialog box to select the JAR file for the library.
- 5. Code the import statements for the packages and classes in the library that you want to use. Then, you can use the classes stored in those packages.

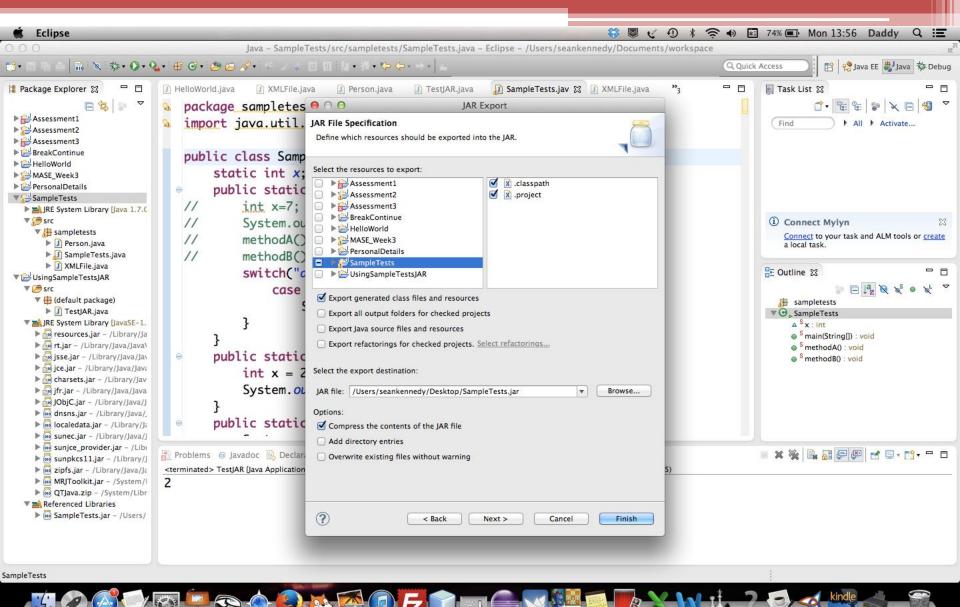




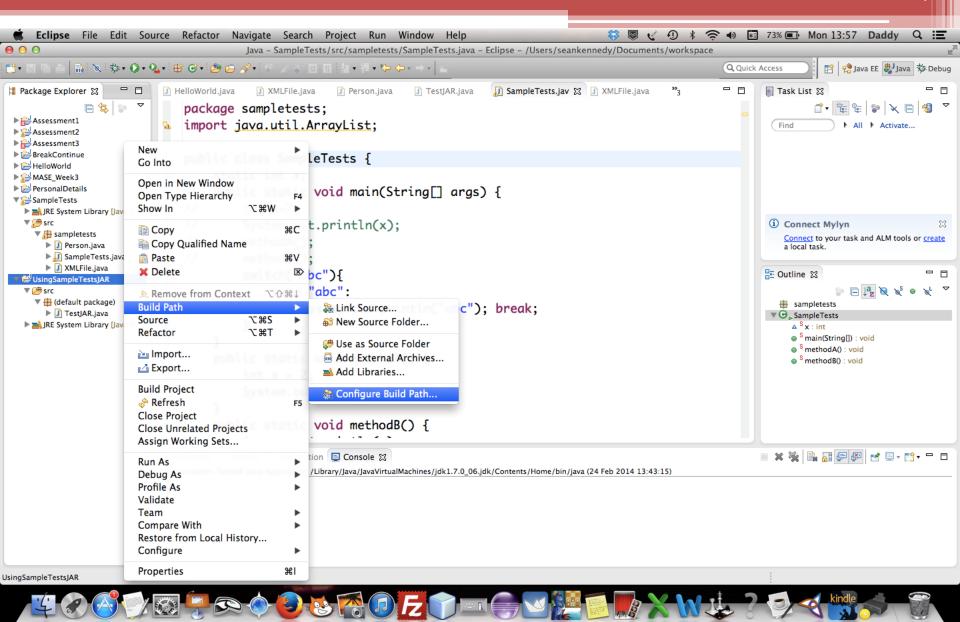




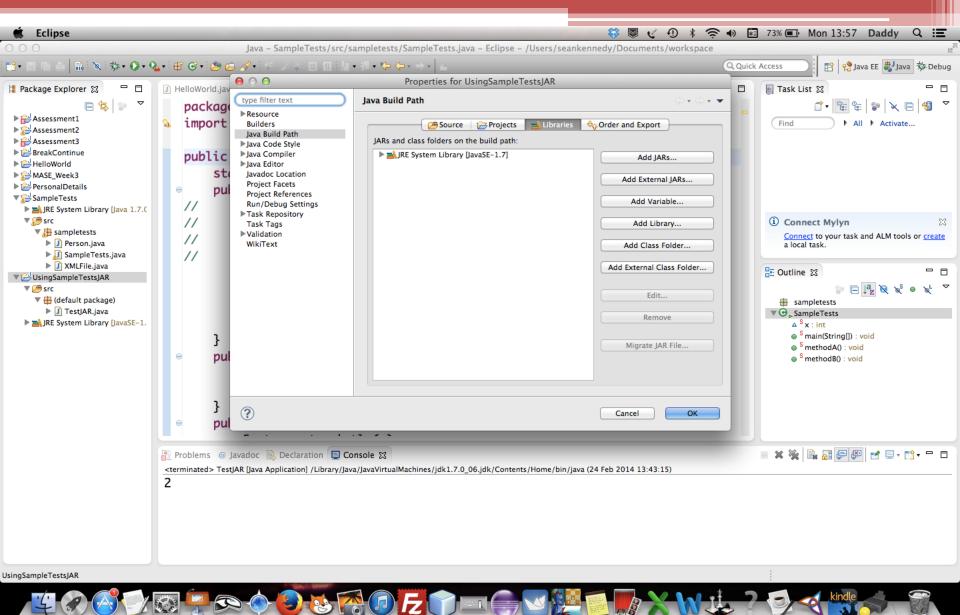




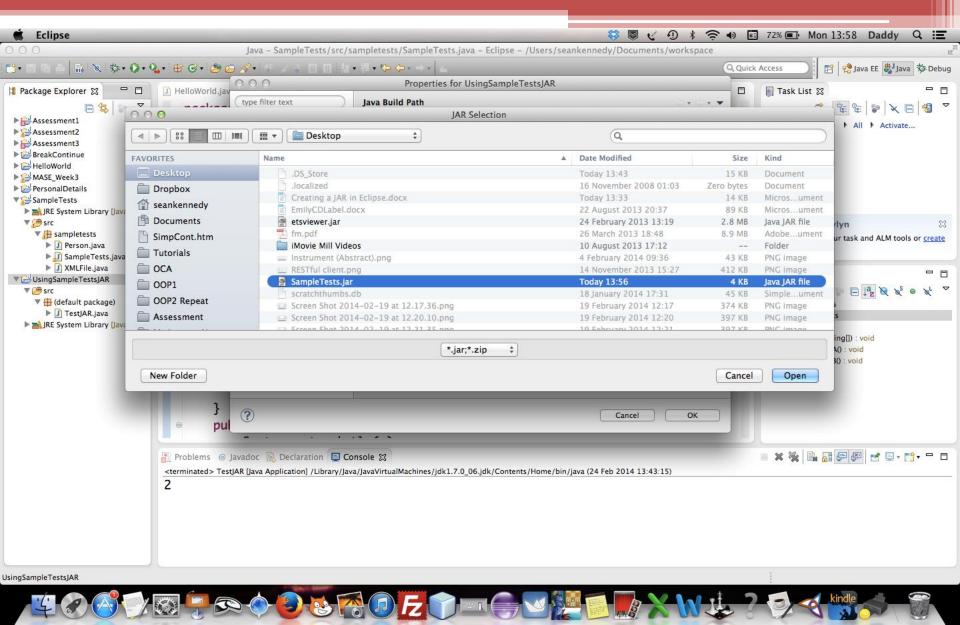




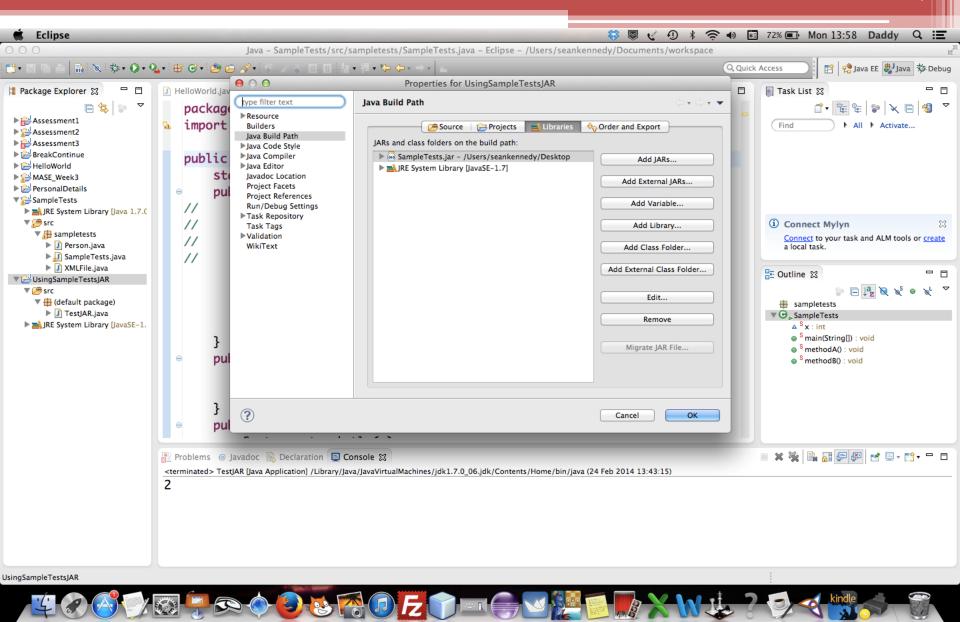




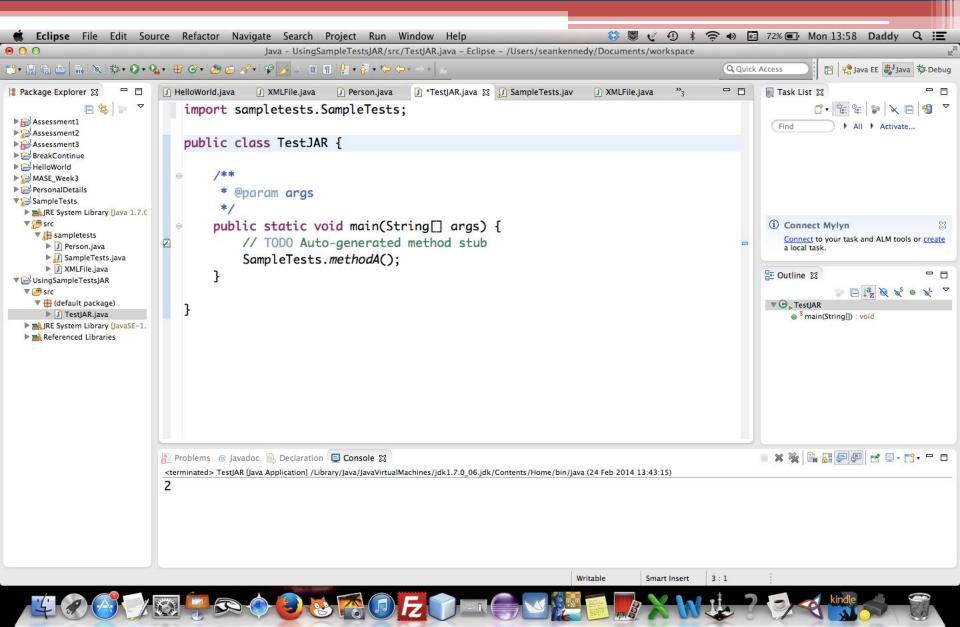














The Product class with javadoc commence Murach's Java

Check for Javadoc!!!!!

https://www.oracle.com/technical-resources/articles/java/javadoc-tool.html



The Product class with javadoc comments (cont.)

```
/****************
* Creates a new Product with default values.
***********************************
public Product()
   code = "";
   description = "";
  price = 0;
/********************
* Sets the product code to the specified String.
***********************************
public void setCode(String code)
   this.code = code;
```



The Product class with javadoc commence cont.)



Common HTML tag used to formate Java do Comments

<code></code>

Common javadoc tags

- @author
- @version
- @param
- @return



The Product class with comments in the product class with the product class with comments in the product class with the prod



The Product class with comments in the Murach & Unschillen HTML and javadoc tags (cont.)

```
/*****************
* Creates a <code>Product</code> with default
* values.
********************
public Product() {
   code = "";
   description = "";
   price = 0;
/********************
* Sets the product code to the specified
* <code>String</code>.
* @param code A <code>String</code> for the product
* code.
********************
public void setCode(String code) {
   this.code = code;
```



The Product class with comments at that up the HTML and javadoc tags (cont.)



Two classes declared within a file mame discrement, Murach's Java LineItem.java

```
import java.text.NumberFormat;

public class LineItem
{
    private Product product;
    private int quantity;
    private double total;
    .
    .
}

class Product
{
    // body of Product class
}
```

The generated class files

```
LineItem.class
Product.class
```



Two classes nested within anotheriates as Strogramming, Murach's Java

```
public class OuterClassName{
    // can contain instance variables and methods
    // can contain static variables and methods
    class InnerClassName{
        // can contain instance variables and methods
        // can't contain static variables or methods
        // can access all variables and methods of
        // OuterClass
    static class StaticInnerClassName{
        // can contain instance variables and methods
        // can contain static variables and methods
        // can access static variables and methods of
        // OuterClass
        // can't access instance variables or methods of
        // OuterClass
```



The class files generated for the rested of the rested of

OuterClassName.class
OuterClassName\$InnerClassName.class
OuterClassName\$StaticInnerClassName.class



A class nested within a method

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The class files generated for this class

```
ClassName.classClassName.class
```



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Enums

List of things that never change?

Why?

Can we use other things?



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Enum declaration

```
public enum Level {
    HIGH,
    MEDIUM,
    LOW
}
```

```
Level level = Level.HIGH;
```



Book Title, C1Name,

Enum if/switch

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```
Level level = ... //assign some Level constant to it
if( level == Level.HIGH) {
} else if( level == Level.MEDIUM) {
} else if( level == Level.LOW) {
}
```

```
Level level = ... //assign some Level constant to it

switch (level) {
   case HIGH : ...; break;
   case MEDIUM : ...; break;
   case LOW : ...; break;
}
```



Book Title, C1Name,

Useful enum information

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http://tutorials.jenkov.com/java/enums.html#:~:text=A %20Java%20Enum%20is%20a,were%20added%20in%2 oJava%205.



The syntax for declaring an enumeration Programming, C10 Murach & Murach's Java

```
public enum EnumerationName{
          CONSTANT_NAME1[,
          CONSTANT_NAME2]...
}
```

An enumeration that defines three shipping types

```
public enum ShippingType{
    UPS_NEXT_DAY,
    UPS_SECOND_DAY,
    UPS_GROUND
}
```

A statement that uses the enumeration and one of its constants

```
ShippingType secondDay = ShippingType.UPS_SECOND_DAY;
```



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A method that uses the enumeration as a parameter type

```
public static double getShippingAmount(ShippingType st) {
    double shippingAmount = 2.99;
    if (st == ShippingType.UPS_NEXT_DAY)
        shippingAmount = 10.99;
    else if (st == ShippingType.UPS_SECOND_DAY)
        shippingAmount = 5.99;
    return shippingAmount;
}
```

A statement that calls the method

```
double shippingAmount =
    getShippingAmount(ShippingType.UPS_SECOND_DAY);
// double shippingAmount2 = getShippingAmount(1);
    // Wrong type, not allowed
```



Two methods of an enumeration of an enumeration of the Murach & Murach's Java of the Murach & Murach's Of the Murach & Murach's Of the Murach & Murach's Of the Murach & Murach & Murach's Of the Murach & Mura

- name()
- ordinal()



An enumeration that overrides the atoString ming, method

```
public enum ShippingType{
    UPS NEXT DAY,
    UPS SECOND DAY,
    UPS GROUND;
    @Override
    public String toString()
        String s = "";
        if (this.ordinal() == 0)
            s = "UPS Next Day (1 business day)";
        else if (this.ordinal() == 1)
            s = "UPS Second Day (2 business days)";
        else if (this.ordinal() == 2)
            s = "UPS Ground (5 to 7 business days)";
        return s;
```



Code that uses the overridden to String murach & Murach's Java

Resulting output

```
toString: UPS Ground (5 to 7 business days)
```



How to code a static import statement

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import static murach.business.ShippingType.*;

The code above when a static import is used

```
ShippingType ground = UPS_GROUND;
System.out.println(
    "toString: " + ground.toString() + "\n");
```

