

# Class Examples

---

## Lecture 6: Intro to Object-Oriented Programming



### Ex 1: Creating a Simple Class

- **Files:** MovieExample.java
- **Topic:** Creating a class with properties, instance methods, and objects to represent movies in a streaming service.
- **Learning Goals:**
  - Understand how to define a class with properties (fields).
  - Create instance methods that operate on object data.
  - Instantiate objects from a class using the **new** keyword.
  - Access and modify object properties using dot notation.
  - Call instance methods on specific objects.



### Ex 2: Constructors and Static vs Instance Methods

- **Files:** RestaurantExample.java
- **Topic:** Creating a Restaurant class with constructors, instance methods, and static methods to track individual restaurant data and overall statistics.
- **Learning Goals:**
  - Define a constructor that initializes object properties when created.
  - Use the **this** keyword to distinguish between parameters and instance variables.
  - Create instance methods (non-static) that work with specific object data.
  - Create static methods (class methods) that belong to the class itself.
  - Understand when to use instance methods vs static methods.
  - Call static methods directly on the class name vs calling instance methods on objects.