

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.