河南工业大学

《JAVA 程序设计》实验报告

专业班级: 物联网 1603 学号: __201616070320__ 姓名: 郭治洪

实验单元二 Java 类的应用、继承

实验三 Java 类的应用

实验时间: ____2018.9

【实验目的】

- 1、定义自己的 Java 类。
- 2、能够应用类。

【实验环境】

JDK 、 Eclipse

【实验内容】

- 1.定义一个学生类,包括属性:学号、姓名、年龄(取值介于 0-100 之间)、成绩(取值介于 0-100 之间),定义一个方法显示学生信息。并测试该类。 2.定义一个长方形类,有长、宽属性,并给出计算面积及周长的方法。并测试该类。
- 3. 设计一个人类 Person,包含姓名,年龄,性别基本信息,修饰为私有的;定义构造方法,用来初始化基本信息;定义方法 show,用来显示基本信息值。测试该类。

【详细分析】

对象和类的概念:

- 对象:对象是类的一个实例(对象不是找个女朋友),有状态和行为。例如,一条狗是一个对象,它的状态有:颜色、名字、品种;行为有:摇尾巴、叫、吃等。
- 类: 类是一个模板,它描述一类对象的行为和状态

源文件声明规则:

在本节的最后部分,我们将学习源文件的声明规则。当在一个源文件中定义

多个类,并且还有 import 语句和 package 语句时,要特别注意这些规则。

- 一个源文件中只能有一个 public 类
- 一个源文件可以有多个非 public 类

源文件的名称应该和 public 类的类名保持一致。例如:源文件中 public 类的类名是 Employee,那么源文件应该命名为 Employee.java。

如果一个类定义在某个包中,那么 package 语句应该在源文件的首行。

如果源文件包含 import 语句,那么应该放在 package 语句和类定义之间。如果没有 package 语句,那么 import 语句应该在源文件中最前面。

import 语句和 package 语句对源文件中定义的所有类都有效。在同一源文件中,不能给不同的类不同的包声明

创建对象:

对象是根据类创建的。在 Java 中,使用关键字 new 来创建一个新的对象。 创建对象需要以下三步:

- 声明: 声明一个对象,包括对象名称和对象类型。
- **实例化**: 使用关键字 new 来创建一个对象。
- 初始化: 使用 new 创建对象时,会调用构造方法初始化对象。

【实验源码】

1. 实验 1 源码

```
/*
 * Java Experiment 05:Definition and utility class 1
 * Data:2018.9
 * Collage:Internet of Things
 * Class:IoT 1603
 * Name:GuoZhiHong
 * Student ID:201616070320
 */

package Experiment05;

public class Experiment05 {
    public static void main(String[] args) {
        Student StudentA=new Student();
    }
}
```

```
StudentA.PrintStudentInfo();
      Student StudentB=new Student("201808","John",20,99);
      StudentB.PrintStudentInfo();
      StudentA.SetStudentInfo("201809", "Mike", 19, 88);
      StudentA.PrintStudentInfo();
   }
}
class Student {//Delimit Class student
   String StudentID; //String StudentID="NULL"; Initialize member
variables
   String Name;
   int age;
   int grade;
   public Student() {//Reloading Constructor
      this.StudentID="NULL";
      this.Name="NULL";
      this.age=0;
      this.grade=0;
      //SetStudentInfo("NULL","NULL",0,0);
   }
   public Student(String StudentID, String Name, int age, int grade)
{//Constructor(without values, auto set defalut values)
      //SetStudentInfo(StudentID, Name, age, grade);//calling the
set method
      this.StudentID=StudentID;
      this.Name=Name;
      this.age=age;
      this.grade=grade;
   }
   public void SetStudentInfo(String StudentID,String Name,int
age, int grade) {//set values
      this.StudentID=StudentID;
      this.Name=Name;
      this.age=age;
      this.grade=grade;
   }
```

```
// public void SetStudentInfo() { //Overload set method to set the
<u>defalut</u> values
// SetStudentInfo("NULL","NULL",0,0);
// }
   public void PrintStudentInfo() {
      System.out.println("There is the student's info:");
      System.out.println("Student ID: "+StudentID);
      System.out.println("Name: "+Name);
      System.out.println("Age: "+age);
      System.out.println("Grade: "+grade);
   }
   public void SetStudentID(String StudentID) {
      this.StudentID=StudentID;
   }
   public String GetStudentID() {
      return StudentID;
   }
   public void SetName(String Name) {
      this.Name=Name;
   }
   public String GetName() {
      return Name;
   }
   public void SetAge(int age) {
      this.age=age;
   }
   public int GetAge() {
      return age;
   }
   public void SetGrade(int grade) {
      this.grade=grade;
   }
   public int GetGrade () {
      return grade;
   }
```

}

2. 实验 2 源码

```
* Java Experiment 06:Definition and utility class 2
* Data:2018.9
* Collage:Internet of Things
* Class:IoT 1603
* Name:GuoZhiHong
 * Student ID:201616070320
 */
package Experiment06;
import java.util.Scanner;
public class Experiment06 {
   public static void main(String[] args) {
      Scanner in = new Scanner(System.in);
      Rectangle RectangleA=new Rectangle();
      Rectangle RectangleB=new Rectangle(20.18,19.98);
      double length=0.0;
      double width=0.0;
      do {
         System.out.println("Input the rectangle length:");
         length=in.nextDouble();
         System.out.println("Input the rectangle width:");
         width=in.nextDouble();
         if(!(length>0&&width>0))
             System.out.println("Input Error,please retry!");
         else
             break:
      }while(true);
      in.close();
      RectangleA.SetRectangle(length, width);
      System.out.println("The rectangle A 's area is " +
RectangleA.GetArea());
      System.out.println("The rectangle A 's perimeter is " +
RectangleA.GetPerimeter());
      System.out.println("The rectangle B 's area is " +
RectangleB.GetArea());
```

```
System.out.println("The rectangle B 's perimeter is " +
RectangleB.GetPerimeter());
   }
}
class Rectangle {
   double length=0.0;
   double width=0.0;
   public Rectangle(double length, double width) {
      this.length=length;
      this.width=width;
   }
   public Rectangle() {}
   public void SetRectangle(double length, double width) {
      this.length=length;
      this.width=width;
   }
   double GetArea() {
      return length*width;
   }
   double GetPerimeter() {
      return 2.0*(length+width);
   }
```

3. 实验 3 源码

```
/*
 * Java Experiment 07:Definition and utility class 3
 * Data:2018.9
 * Collage:Internet of Things
 * Class:IoT 1603
 * Name:GuoZhiHong
 * Student ID:201616070320
```

```
*/
    The relationship between various access modifiers and their access
capabilities:
                                              public protected
friendly private
                                                   V
                                                               Y
Same class
        Y
Same package
                                                                Y
Subclasses in different packages
                                                   V
                                                               V
                                                               N
Non-subclasses in different packages
 */
package Experiment07;
public class Experiment07 {
    public static void main(String [] args) {
        Person PersonA=new Person():
        Person PersonB=new Person ("Mike", "M", 20);
        PersonA. set ("John", "M", 21);
        PersonA. show():
            Error code, the private member (including the private
method or the private member variable) can not be used other class
            System.out.println("The person 's name is
"+PersonA. name);
            System. out. println ("The person's sex is "+PersonA. sex);
            System.out.println("The person 's ages is
"+PersonA. ages);
         */
        //the public method can be called in other class, so the
following code can run
        System. out. println ("The person 's name is
"+PersonB. getName());
        System. out. println ("The person's sex is
"+PersonB. getSex());
        System. out. println ("The person 's ages is
"+PersonB.getAge());
```

```
class Person {
    private String name="NULL";
    private String sex="NULL";
    private int ages=0;
    //The private member variable only can be used its class
    Person (String name, String sex, int ages) { //Constructor
        this. name=name;
        this. sex=sex;
        this. ages=ages;
    Person () {}
    //The method can get the private member variable in the class
    public String getName() {
        return name;
    public String getSex() {
        return sex;
    public int getAge() {
        return ages;
    public void set(String name, String sex, int ages) {
        this. name=name;
        this. sex=sex;
        this. ages=ages;
    public void show() { //show method
        //Its has the public access permission, so it can be called in
its class, its package, other classes and other packages
        System. out. println ("The person's name is "+name);
        System. out. println("The person 's sex is "+sex);
        System. out. println("The person 's ages is "+ages);
```

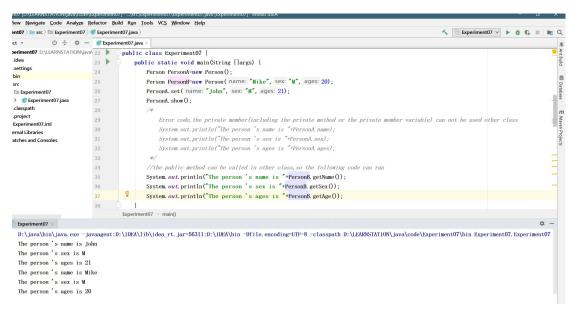
【实验结果】

1. 实验 1 截图

2. 实验 2 截图

```
DesperimentOSjava 12 DesperimentOSjava DesperimentOSjava DesperimentOSjava DesperimentOSjava DesperimentOSjava DesperimentOSjava PerimentOSjava PerimentOSjava PerimentOSjava PerimentOSjava DesperimentOSjava Des
```

3. 实验 3 截图



【实验体会】

通过实验 3 我又重新学习了 OOP, 重新复习和学习了类的定义,构造函数,成员变量,局部变量的概念,还了解了访问权限修饰符对于成员类型对于同一类,同一包,不同包的子类,不同包的非子类的影响。对我今后的学习和工作影响深远。

下面开始学习 JAVA 继承,继续加油。

实验四 Java 继承的应用

实验时间: _____2018.9

【实验目的】

- 1、掌握继承概念。
- 2、定义父类和子类,并测试。

【实验环境】

JDK Eclipse

【实验内容】

1.定义 Book 类,包括属性 title (书名)、price (价格)及 pub (出版社),pub 的默认值是"在路上出版社",并在该类中定义方法 getInfo (),来显示三个属性的值。再定义一个公共类 BookPress,其内包括主方法。在主方法中,定义 3 个 Book 类的实例 b1,b2 和 b3,分别调用各个对象的 getInfo ()方法,如果"在路上出版社"改为"天天向上出版社",请在程序中实现 b1,b2 和 b3 的 pub 改名操作。完成功能后,思考:如果 book 类的实例众多,如何优化这样的批量改名操作?

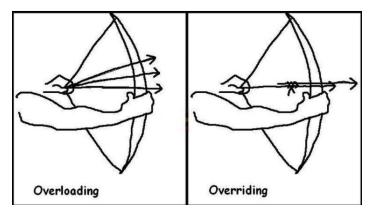
- 2. 设计一个人类(Person)和学生类(Student),要求:
- (1) Person 中包含 4 个数据成员 name,addr,sex 和 age,分别表示姓名、 地址、类比和年龄。设计一个输出方法 talk()来显示着 4 中属性。
- (2) Student 类继承 Person 类,并增加成员 Math、English 存放数学与英语成绩。用一个 6 参构造方法、一个两参构造方法、一个无参构造方法和覆写输出方法 talk()用于显示 6 中属性。对于构造方法参数个数不足以初始化 4 个数据成员时,在构造方法中采用已经指定默认值来实施初始化。

【详细分析】

Java 中方法的重载和方法的覆写的区别:

	区别	重载	要写	
1	英文表达	overloading	override	
2	发生范围	发生在同一个类里面	发生在继承关系之中	
3	定义	方法名相同 参数类型和个数不同	方法名相同 参数类型,个数,方法的返回值都要相同	
4	权限	没有访问权限控制	被要写的方法不能比父类中的原方法访问权限还要高	

重载和方法的类比图:



方法的重写(Overriding)和重载(Overloading)是 java 多态性的不同表现,重写是父类与子类之间多态性的一种表现,重载可以理解成多态的具体表现形式。

- (1)方法重载是一个类中定义了多个方法名相同,而他们的参数的数量不同或数量相同而类型和次序不同,则称为方法的重载(Overloading)。
- (2)方法重写是在子类存在方法与父类的方法的名字相同,而且参数的个数与类型一样,返回值也一样的方法,就称为重写(Overriding)。
- (3)方法重载是一个类的多态性表现,而方法重写是子类与父类的一种多态性表现。

各种访问权限修饰符和它们访问能力之间的关系

		成员的可见性				
		public	protected	friendly	private	
	同一类	√	~	~	√	
	同一包	√	√	√	×	
	不同包中的子类	√	√	×	×	
7	不同包中的非子类	√	×	×	×	
		1				

Java 变量类型图:



成员变量:

类变量从该类的准备阶段起开始存在,直到系统完全销毁这个类,类变量的作用域与这个类的生存范围相同;

而实例变量则从该类的实例被创建起开始存在,直到系统完全销毁这个实例,实例变量的作用域与对应实例的生存范围相同。

正是基于这个原因,可以把类变量和实例变量统称为成员变量。其中类变量可以理解为 类成员变量,它作为类本身的一个成员,与类本身共存亡;实例变量则可以理解为实例成员 变量,它作为实例的一个成员与实例共存亡。

只要类存在,类就可以访问类变量 类.类变量

只要实例存在,实例就可以访问实例变量 实例.实例变量

当然实例也可以访问类变量。但是需要注意的是因为实例不拥有类变量,所以通过实例 来访问类变量进行操作,实际上是对类变量进行操作 , 当有其他实例来访问类变量时, 访 问的类变量是被对象访问操作过的类变量。 成员变量无需显示初始化,只要为一个类定义了类变量或实例变量,系统就会在这个类的准备阶段或创建该类的实例时进行默认初始化。

局部变量:

局部变量根据定义形式的不同,又可以分为如下三种:

形参: 在定义方法签名时定义的变量, 形参的作用域在整个方法中都有效

方法局部变量:在方法体内定义的局部变量,它的作用域是从定义该变量的地方生效, 到该方法结束时失效

代码块局部变量:这个局部变量的作用域从定义该变量的地方生效,到该代码结束时失效。

一个变量只在一对{}中起作用。。

java 允许局部变量和成员变量同名,如果方法中局部变量和成员变量同名,局部变量就会覆盖成员变量,如果需要在这个方法中引用被覆盖成员变量,则可使用 this (对于实例变量)或类名(对于类变量)作为调用者来限定访问成员变量。

区别:

- 1.成员变量在类中,局部变量在方法中
- 2.声明成员变量时可以不初始化(被 final 修饰且没有 static 的必须显式赋值),而局部 变量必须手动初始化
- 3.成员变量可以被 public, protect, private, static 等修饰符修饰, 而局部变量不能被控制修饰符及 static 修饰; 两者都可以定义成 final 型
 - 4.成员变量存储在堆,局部变量存储在栈
 - 5.存在时间不同

【实验源码】

1. 实验 1 源码

```
/*

* Java Experiment 08:Class and inheritance 1

* Data:2018.9

* Collage:Internet of Things

* Class:IoT 1603

* Name:GuoZhiHong

* Student ID:201616070320

*/
```

```
Special thanks: YaoDongYang
    I completed this experiment with reference to the article on his blog.
    Title: Use of the static keyword in Java
   URL:
https://blog.sunriseydy.top/technology/code/java/java-static/
package Experiment08;
public class BookPress {
   public static void main (String [] args) {//Main method, Executed when
the class is loaded, and only executed once
       Book b1=new Book("Test Book1", 20, "在路上出版社");
       Book b2=new Book("Test Book2", 18, "在路上出版社"):
       Book b3=new Book("Test Book3", 9, "在路上出版社");
       bl.getInfo();
       b2. getInfo();
       b3. getInfo():
       //The member variables need to be called by its instantiated
object
         b1. SetPub("天天向上出版社");
//
         b2. SetPub("天天向上出版社");
//
         b3. SetPub("天天向上出版社"):
//
       //The following code is error, because the private variable only
can be used on its class
         Book. pub=SetPub("天天向上出版社");
//
       //The following code will change the class variable, and all
objects of the class which read this will change
       Book. SetPub("天天向上出版社");
       //Also, the static method only can be used by its class name
       bl. getInfo();
       b2. getInfo():
       b3. getInfo();
class Book {
   private String title="NULL";
   private int price=0;
     private String pub="在路上出版社";
   private static String pub="在路上出版社";
        The class variable: By using static keywork
```

```
Only can be called by its class name, it is common to all
instantiated objects of class
        If it is changed, its read by all objects of the class will change
        The member variables will be created on the memory when create
an object instance
        Also, the member variables need to be called by its instantiated
ob iect
        But the class variable only create one on the memory and it is
common to all instantiated objects of class
    Book () {
    Book (String title, int price, String pub) {
        this. title=title;
        this. price=price;
        this. pub=pub;
    public void getInfo() {
        System. out. println("The book 's title is "+title);
        System. out. println("The book 's price is "+price);
        System. out. println("The book 's pub is "+pub);
    public static void SetPub(String pub) {
        //this.pub=pub; it is error
        Book. pub=pub; //only change by this
```

2. 实验 2 源码

```
* Java Experiment 09:Class and inheritance 2

* Data:2018.9

* Collage:Internet of Things

* Class:IoT 1603

* Name:GuoZhiHong

* Student ID:201616070320

*/

/*

Special thanks: YaoDongYang & ShiZiMo & ZhengWangWang

They gave me the reference code,

Also they explained the class inheritance, the Override methods and
the access modifiers.
```

```
Here are the code:
   public class Person { //The parent class of all classes is the object
class
       private String name;
       private int age;
       private String sex;
       public String getName() {
           return name;
       public void setName(String name) {
            this. name = name;
       public int getAge() {
           return age;
        public void setAge(int age) {
           this.age = age;
       public String getSex() {
           return sex;
       public void setSex(String sex) {
           this. sex = sex;
       public Person(String name, int age, String sex) {
            //super(); It called the constructor in the parent class, The
system is automatically completed, you can not write
            this. name = name;
            this. age = age;
            this. sex = sex;
        public Person() {
           //super();
        @Override
       public String toString() {//Rewrote the toString method of the
Object class
           return "Person [name=" + name + ", age=" + age + ", sex=" +
sex + "7";
       public void show() {
            System.out.println("我叫"+name+", 我的年龄是: "+age+", 我
```

```
的性别是: "+sex);
       public static void main(String[] args) {
           Person p = new Person("张三", 23, "男");
           p. show();
*/
package Experiment09;
public class Experiment09 {
   public static void main(String [] args) {
//
         Person p=new Person();
//
         p. talk();
       Student StudentA=new Student ("John", "HAUT", "M", 20, 99, 88);
       Student StudentB=new Student (77, 66);
       Student StudentC=new Student();
       StudentA. talk();
       System. out. println("--
       StudentB. talk();
       System. out. println("-----
       StudentC. talk();
       System. out. println("-----
       StudentB. SetInfo("Mike", "HAUT", "M", 19);
       StudentC. SetInfo("Alice", "HAUT", "F", 9, 55, 44);
       StudentA. talk():
       System. out. println("-----
       StudentB. talk();
       System. out. println("-----
       StudentC. talk():
       System. out. println("-----
class Person {
   private String name="NULL";
   private String addr="NULL";
   private String sex="NULL";
   private int ages=0;
   Person (String name, String addr, String sex, int ages) { //Constructor
       this. name=name;
       this. addr=addr:
```

```
this. sex=sex;
        this. ages=ages;
    public void SetInfo(String name, String addr, String sex, int ages) {
        this. name=name;
        this. addr=addr;
        this. sex=sex:
        this. ages=ages;
    Person() { //Overload Constructor
        super();//Call no parameter constructor in the parent class
    @Override
    public String to String () {//Override the to String method of the parent
class
        return "The person's name is " + name+", \n"
                + "The person's addr is "+addr+", \n"
                +"The person 's sex is "+sex+", \n"
                +"The person 's age is "+ages+".";
    public void talk() {
        System. out. println(this. toString());
class Student extends Person {
    private int Math=0;
    private int English=0;
    Student() {
        super();//Call no parameter constructor in the parent class
        //Sometimes you can omit not writing, the system will
automatically call
    Student (String name, String addr, String sex, int ages, int Math, int
English) {
        super (name, addr, sex, ages); // Pass the argument to its parent
class constructor
        //it can only use the construtor in the subclass
        this. Math=Math;
        this. English=English;
```

```
Student (int Math, int English) {
        super();//Call no parameter constructor in the parent class
        this. Math=Math;
        this. English=English;
    @Override
    public void talk() {//Override the talk method
        //the overriding requires method name, parameter types, parameter
numbers, method return value must be the same
        super. talk();//Call the talk method of the parent class
        System. out. println ("The person's math grade is "+Math);
        System. out. println ("The person's math English"+Math);
    public void SetInfo (String name, String addr, String sex, int ages, int
Math, int English) {
        /*
            This method can not be called overriding,
            because the overriding requires method name, parameter
types, parameter numbers, method return value must be the same
        super. SetInfo(name, addr, sex, ages); // Pass the argument to its
parent class constructor
        //we have to use this method to set, because the super can only
use the construtor in the subclass
        this. Math=Math;
        this. English=English;
    @Override
    public void SetInfo(String name, String addr, String sex, int ages)
{//Override the SetInfo method
        super. SetInfo(name, addr, sex, ages);//Pass the argument to its
parent class constructor
        //we have to use this method to set, because the super can only
use the construtor in the subclass
```

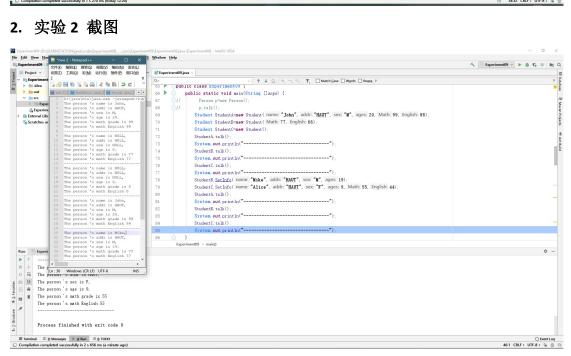
【实验结果】

1. 实验 1 截图

```
BookPress [D\LEARNSTATION] jera\Lood\\Experiment@\BookPress] -_\tric\Experiment@blook
file Edit Yiew Navigate Çode Analyze Befactor Build Run Tools VC$ Window Help
|| BookPress | | src \ Dil Experiment@\ @ BookPress java \
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               SookPress V ▶ # C, ■ BE Q
                                                                                                                                                                                              upublic static void main(String []args) U/Main method.Executed when the
Book blener Book (title: Test Book!, price: 20, pub: "在路上出版社")
Book blener Book (title: Test Book?, price: 18, pub: "在路上出版社")
Book blener Book (title: Test Book?, price: 9, pub: "在路上出版社")
                                                                                                                                                                                                         b2. getInfo();
b3. getInfo();
                                                                                                                                                                           b3.grinfo();

(//The member variables need to be called by its instantiated object
bi.Serhok(天和上版股上);
bi.Serhok(天和上版股上);
bi.Serhok(天和上版股上);
//The following code its errer, because the private variable only can be used on its class
// Book.pub-Serhok(天和上版股上);
//The following code its errer, because the private variable only can be used on its class
// Book.pub-Serhok(天和上版股上);
//The following code with charge the class variable, and all objects of the class which read this will change
Book.Serhok(天和上版股上);
//Also, the static satic of only can be used by its class.
```

2. 实验 2 截图



【实验体会】

感谢我的朋友,学长们的帮助和代码参考,我成功理解了 Java 的继承,多态,以及方 法重载和重写的区别。同时我还学习了如何调用父类构造器传递参数,以及调用父类方法传 递参数,同时了解一些变量类型和范围,以及 static 关键字,以及访问权限修饰符。

不过我还是不太懂访问权限修饰符对于类和包的影响,可能是我写的程序太少了,而且 才刚刚开始,没有做什么项目,不过我相信未来会有所改观了。

继续加油。