V. TEACHING-LEARNING ACTIVITIES Note:

Add a folder and name it as module1\_tla (tla means Teaching Learning Activities) before you commit your answer/document. Commit your answer/document on your remote repository that shared to your instructor github account.

A.ENGAGE: Reflection Misconception Check

How the OOP works in arrays, table, string and files manipulation?

**Answer: By using OOP we can easily copy and pass any data. Arrays and Table are similar in their concept in terms of storing and showing data especially the 2d array. By using OOP to these two we can easily duplicate the methods without consuming many lines of codes.**

**In terms of using OOP to string it is just passing and configuring the data, example if one would like to use thread in order to give effects to string then they would like to configure and make the string a stringbuffer, and OOP makes it much efficient if they would like to use it many times to different strings.**

B.EXPLORE: other class and methods 1. List down the other class and methods of string, file, array and table manipulation on the table below.

String Class; **String, StringBuffer, StringBuilder.**

String Method; **charAt(), contains(), getChars(), indexOf(), replace(), toCharArray(), toLowerCase(), toUpperCase().**

Array Class; **Array, ArrayList.**

Array Method; **System.arraycopy(from, fromStart, to, toStart, count);**

Table Class; **Jtable, DefaultTableModel.**

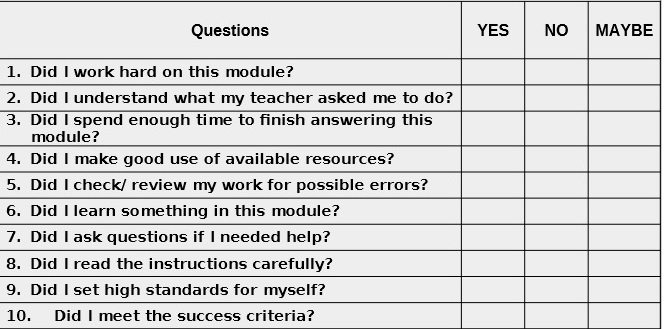
Table Methods; **getModel(),getRowCount(),getColumns().**

# Fie Class; Java.io.File

File Methods; **getAbsolutePath(),length(),list(),mkdir(),delete(),exists(),getName(),canRead().**

**E.EVALUATE Self-Assessment. Kindly check (✔) the box of your answer for each question. In this way, we will be able to assess how much we have learned and what are the things that needs to be**

**improved.**

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**✔** **✔**

**✔**

**✔**

**✔**

**✔**

**✔**

**✔**

**✔**

**✔**