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# WEEK TEN

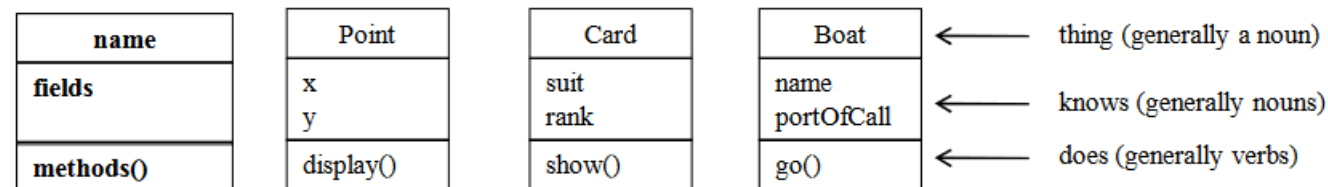
Acknowledgements: Slides created based off material provided by Dr. Travis Doom

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# OBJECT-ORIENTED PROGRAMMING (OOP)

- In contrast to procedural programming (using methods), OOP uses objects to decompose complexity
- An object often represents a real-world “thing”
- It is made up of:
  - *Fields*: instance variables; things the object has or knows
  - *Methods*: things the object can do



UML (Unified modeling language) diagrams

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# CREATING/USING AN OBJECT

- Generally, create a second file to create the new class in
  - Therefore, we have a class that creates/defines the object
  - And one with our main method to test the object
- Remember, object creation
  - `Scanner scnr = new Scanner(System.in);`
  - We will be able to do this for our own objects too
- Method access through an object
  - `scnr.next();`
- Field access through an object
  - `int[] nums = new int[5];`
  - `nums.length;`

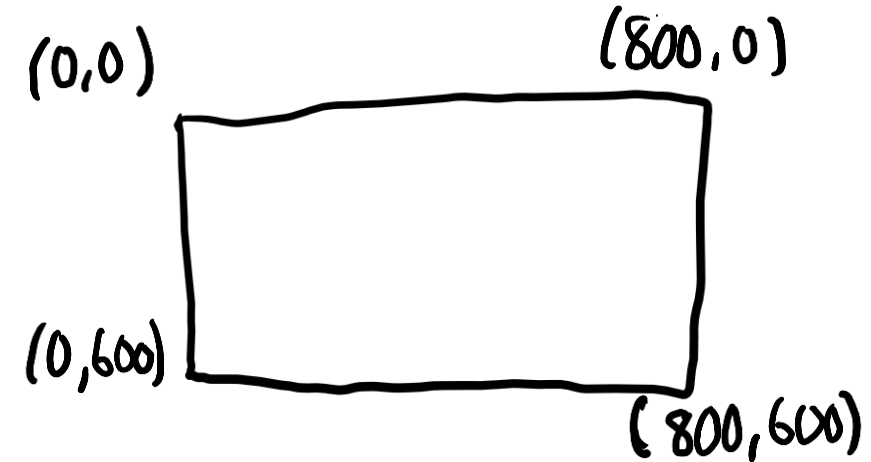
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# CLASS VARIABLES

- Local variables
  - Declared inside a class method
  - Scope is limited to that method
  - Cannot be used by other methods
- Instance variables
  - Declared inside the class but not in a method
  - Have scope of the entire class
  - Can be used in any class method
  - Can be accessed via the object (think `.length` for arrays)
  - Often, we want to limit this access

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# PROTECTING OBJECT FIELDS



- Imagine a class representing a pixel on your computer screen
  - The class has int fields for the x and y position
  - If the x and y fields are public, the user can access them through the object:

```
Pixel p = new Pixel();
```

```
int x = p.x;
```

- What happens if the user tries this?

```
p.x = -5;
```

- We can declare our fields as `private` to prevent malicious intent or user mistakes
- This restricts access to within the class itself (no longer can be accessed outside of the class)
- So how do we allow correct access to these fields?

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# MUTATORS/SET METHODS

- Methods whose only job is to provide “checked” access to variables
- They *mutate* or change the state of the object

```
public class Pixel {  
    private int x = 0;  
    private int y = 0;  
  
    public void setX(int newValue) {  
        if (newValue < 0) {  
            x = 0;  
        } else if (newValue > 800) {  
            x = 800;  
        } else {  
            x = newValue; }  
    }  
}
```

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# ACCESS MODIFIER COMPARISON

## Public field/method

- Can be accessed from within the class it is defined
- Can be accessed from outside the class it is defined in
- Most of the time, we want our methods to be public (unless we don't want someone using our class to call that method)

## Private field/method

- Can be accessed from within the class it is defined
- CANNOT be accessed from outside the class it is defined in
- Most of the time, we want our fields to be private
- We want the user to utilize our methods in order to access/modify the fields

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# ACCESSORS/GET METHODS

- Methods whose only purpose is to return the value stored in a private class field
- They *access* or *get* the value of the variable

```
public class Pixel {  
    private int x = 0;  
    private int y = 0;  
  
    public int getX() {  
        return x;  
    }  
}
```



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# ENCAPSULATION

- The idea of protecting our class data as much as possible
- Important rule for OOP style
  - Mark all instance variables as private
  - Create public getter/setter methods
- Even if you don't need extra checking now,
  - Good habit to get into
  - Helps limit changes you may have to make later

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# THIS

- Java keyword
- Used to refer to the current object
- Can be used to reference fields (or methods) of the class
- Necessary if we want to have instance (class) and local (method) variables of the same name

```
public class Pixel {  
    private int x = 0;  
    public void setX(int x) {  
        x = x; // won't change x  
    }  
}
```

```
public class Pixel {  
    private int x = 0;  
    public void setX(int x) {  
        this.x = x;  
    }  
}
```

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# CONSTRUCTORS

- Method that is automatically called when the object is created
- Shares the same name as the class (including capitalization)
- Used to initialize anything we may need once the object is created
- Have no return type

```
public class Pixel {  
    private int x = 0;  
    private int y = 0;  
    public Pixel(int x, int y) {  
        this.x = x;  
        this.setY(y);  
    }  
}
```

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# DEFAULT & MULTIPLE CONSTRUCTORS

- Default constructor: constructor that takes in no arguments (no-arg)
  - Will be run behind the scenes by the compiler if you do not explicitly define one
  - If you explicitly define a constructor, the compiler does not do this
- Constructor overloading (multiple constructors)
  - Overloading refers to having multiple methods with the same name but different parameters
  - You can have more than one constructor if they take different parameters
  - EX: you can write your own no-arg constructor *and* a constructor that takes two parameters

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# ACTIVITY

- Write a class for a Wright State student
- It should include the following fields:
  - Student's name
  - Student's age
  - Student's UID
  - Student's GPA
- Write two constructors:
  - One that takes in all of the above as parameters
  - A no-arg constructor that gives all of the above default values
- Write some methods:
  - A setter for the GPA that ensures the input is within a valid GPA range
  - A setter that ensures the student's age is valid
  - A getter for their name

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# ACTIVITY CONTINUED

- In the main method of a separate class (main class):
  - Create an object for the class you created
- Add a field to the class to represent whether the student is an alumni or not
- Write a method that checks if the student is able to graduate
  - If they have a GPA of at least 2.5, they may graduate
  - If they successfully graduate, update their alumni status
  - Have the method return a boolean to indicate whether they graduated successfully or not