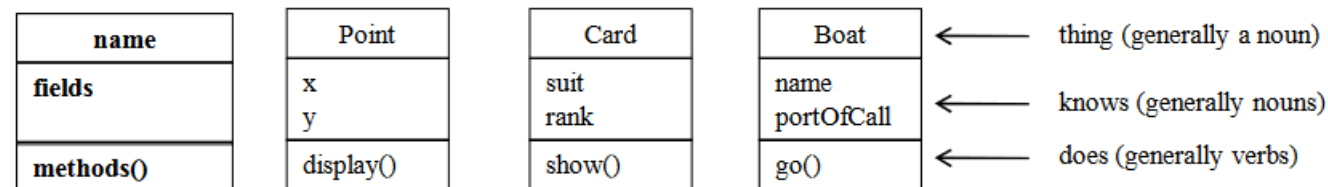

WEEK TEN

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

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

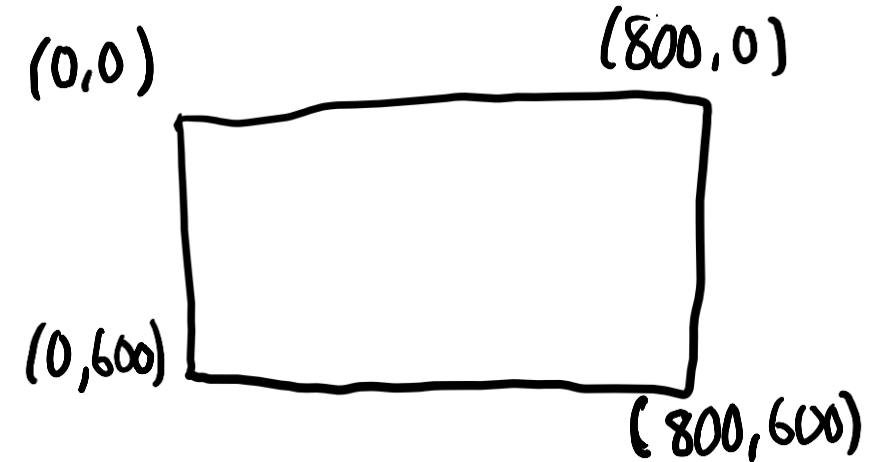
CREATING/USING AN OBJECT

- 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;`

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

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?

MUTATORS/SET METHODS

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

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

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

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;  
    }  
}
```

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

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;  
    }  
}
```

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