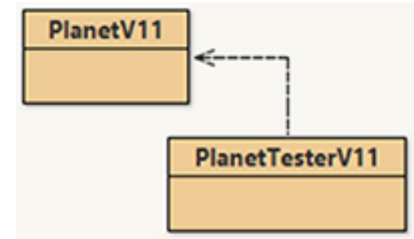


## 07.02 Virtual Lecture Notes

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Open the `PlanetV11` and `PlanetTesterV11` classes and do a quick desk check.



Next, examine the `PlanetTesterV11` class. The first key difference between this and the earlier version that dealt with an array of objects is shown in the following segment of code. The new `planet ArrayList` is declared, but the type must also be included between angle brackets.

```
ArrayList<PlanetV11> space = new ArrayList<PlanetV11>();

space.add(new PlanetV11(name1, diam1));
space.add(new PlanetV11(name2, diam2));
space.add(new PlanetV11(name3, diam3));
```

Next, notice that the `add()` method is used to add individual objects (records) into the `space ArrayList`. Examining the constructor of the `PlanetV11` class reveals that the two arguments for each planet are passed to corresponding parameters (**name** and **diam**), which in turn are reassigned to the private instance variables `n` and `d`. In addition, zeros are assigned to the other private instance variable (`r`) because its value will be calculated.

```
private String n;
private double d, r
//two parameter constructor
public PlanetV11(String name, double diam){
    n = name;
    d = diam;
```

```
        r = 0.0;  
    }
```

After this segment of code is executed, the structural organization of the data in each record of the **ArrayList** may be represented, as shown here:

index	Name	Diameter	Radius
0	Jupiter	142984	0.0
1	Mars	6794	0.0
2	Saturn	120536	0.0

With the data structure defined, the calculations can be performed. But notice that another **PlanetV11 ArrayList** object, **sp**, has been declared in an enhanced loop. The for:each loop iterates through the **ArrayList**, getting one record at a time and assigning it to **sp**. Then each method is invoked on the **sp** object to calculate radius of each **PlanetV11** object.

```
for(PlanetV11 sp: space) {  
    sp.calcRadius();  
    System.out.println(sp + " " + sp.getRadius());  
}
```

If the **sp** object was not used in a for:each loop, the **get()** method would need to be invoked before calling the method to calculate the area.

```
space.get(index).calcRadius();
```

Spend some time experimenting with the demo program until you are comfortable with the way it operates. Try adding some new planets to the **ArrayList** and observe the output.

