

Something **new**:  
More Car Class...


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Java

# Review

- the class definition has three parts:

- 1) fields (also called global variables or instance variables)

- 2) constructors

-  3) methods

Add a method to Car class  
that allows user to set the  
value of the step variable

```
Car fred = new Car(13,59);  
fred.setStep(5);
```



this method changes the instance variable step  
to the value of 5

# Lab

- add a *setStep()* method to your Car class

- the header is:

*public void setStep(int st)*

- test it by constructing a Car object
  - if the user presses the “s” key, the Car should stop
  - if the user presses the “g” key, the Car should go

# Hints

- 1) declare an integer instance variable in your Car class called *step*
- 2) set the value of *step* in your constructor to 1 (this is a default value).
- 3) define a return method called *getStep()* to your Car class that returns the value of the *step* variable:

```
public int getStep( )
```

- 4) rewrite your client (starter.java) translate command so that it calls *getStep()*:

```
fred.translate(fred.getStep( ),0);
```