Object Oriented Programming: String method *equals*

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Java

Graphics Library: Calling Methods - Review

made from a Rectangle constructor:

Rectangle sam = new Rectangle(1.0, 2.0, 3.0, 4.0);

sam.draw()

another
Rectangle
method

one Rectangle method

sam.translate(1.0, 3.0);

Review boolean primitive types

```
boolean sarah;
sarah = 6 < 7;
System.out.println(sarah);
```

String class method: equals( )
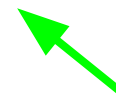
method definition:

boolean   equals(String s)

method
return
type

method
name

method
input
parameter

Graphics Library: Calling Methods - String class

outputs whether or not "pizza" is equal to a "burger"

made from a String constructor:
String sue = new String("pizza");

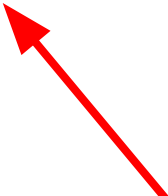System.out.print(sue.equals("burger")));

String
method

String
input
parameter

Next Lab...

Write a graphics Java program that moves a Rectangle object to the right each time the "d" key is pressed.

Next Lab...hint

```java
public static void main(String args[])
{


}
public void keyPress(String s)
{


}
```

whatever code is in between these { } executes one time, each time the key indicated by the String s is pressed once.