

# 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

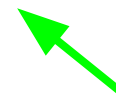


method  
return  
type

equals(String s)



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”));
```

An orange arrow points from the variable 'sue' in the line 'String sue = new String(“pizza”);' to the 'sue' parameter in the line 'System.out.print(sue.equals(“burger”));'.

String  
method

A blue arrow points from the text 'String method' to the 'sue' parameter in the line 'System.out.print(sue.equals(“burger”));'.

String  
input  
parameter

A green arrow points from the text 'String input parameter' to the 'burger' parameter in the line 'System.out.print(sue.equals(“burger”));'.

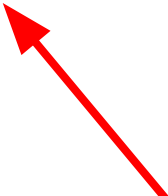
# Next Lab...

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

# Next Lab...**hint**

analogous to the `onMouseClicked` method, there is a `keyPress` method as shown below (its in base code).

```
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.