
Module 4 Classes and Objects

Lecture Using a Class: Methods

Module 4 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
3: Apply	1	Use Provided Classes	Develop a console application that uses provided classes	Basic OO Concepts, Basic Programming Concepts
6: Create	2	Design New Class	Design a new class	Basic OO Concepts

Last time we learned how to use a constructor to instantiate objects of a class and how to access a property to get state information about an object
This time, we'll use methods to access object behavior

In-Lecture Quiz

When we want an object to take some action, we call

- A: a friend
 - B: a method
 - C: a foul
 - D: Ghostbusters
-

Lab4 Class Library

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Collapse All

Code: All

Members: Show All


Lab4 Class Library

Deck Members





[Deck Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The [Deck](#) type exposes the following members.


Constructors

	Name	Description
	Deck	Constructor

Methods

	Name	Description
	Cut	Cuts the deck of cards at the given location
	Print	Prints the contents of the deck
	Shuffle	Shuffles the deck Reference: http://download.oracle.com/javase/1.5.0/docs/api/java/util/Collection.html
	TakeTopCard	Takes the top card from the deck. If the deck is empty, returns null

Properties

	Name	Description
	Empty	Gets whether the deck is empty

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Code: C#

Lab4 Class Library

Deck.Shuffle Method

[Deck Class](#) [See Also](#) [Send Feedback](#)

Shuffles the deck Reference:
<http://download.oracle.com/javase/1.5.0/docs/api/java/util/Collections.html#shuffle%28java.util.List%29>

Namespace: [Lab4](#)
Assembly: Lab4 (in Lab4.exe) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Shuffle()
```

See Also

[Deck Class](#)
[Lab4 Namespace](#)

Lab4 Class Library

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Code: All

Members: Show All


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Deck Members





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Code: C#

Lab4 Class Library

Deck.Cut Method

[Deck Class](#) [See Also](#) [Send Feedback](#)

Cuts the deck of cards at the given location

Namespace: [Lab4](#)
Assembly: Lab4 (in Lab4.exe) Version: 1.0.0.0 (1.0.0.0)

Syntax

C#

```
public void Cut(  
    int location  
)
```

Parameters

location
Type: [System.Int32](#)
the location at which to cut the deck

See Also

[Deck Class](#)
[Lab4 Namespace](#)

Lab4 Class Library

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Code: All

Members: Show All


Lab4 Class Library

Deck Members





[Deck Class](#) [Constructors](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

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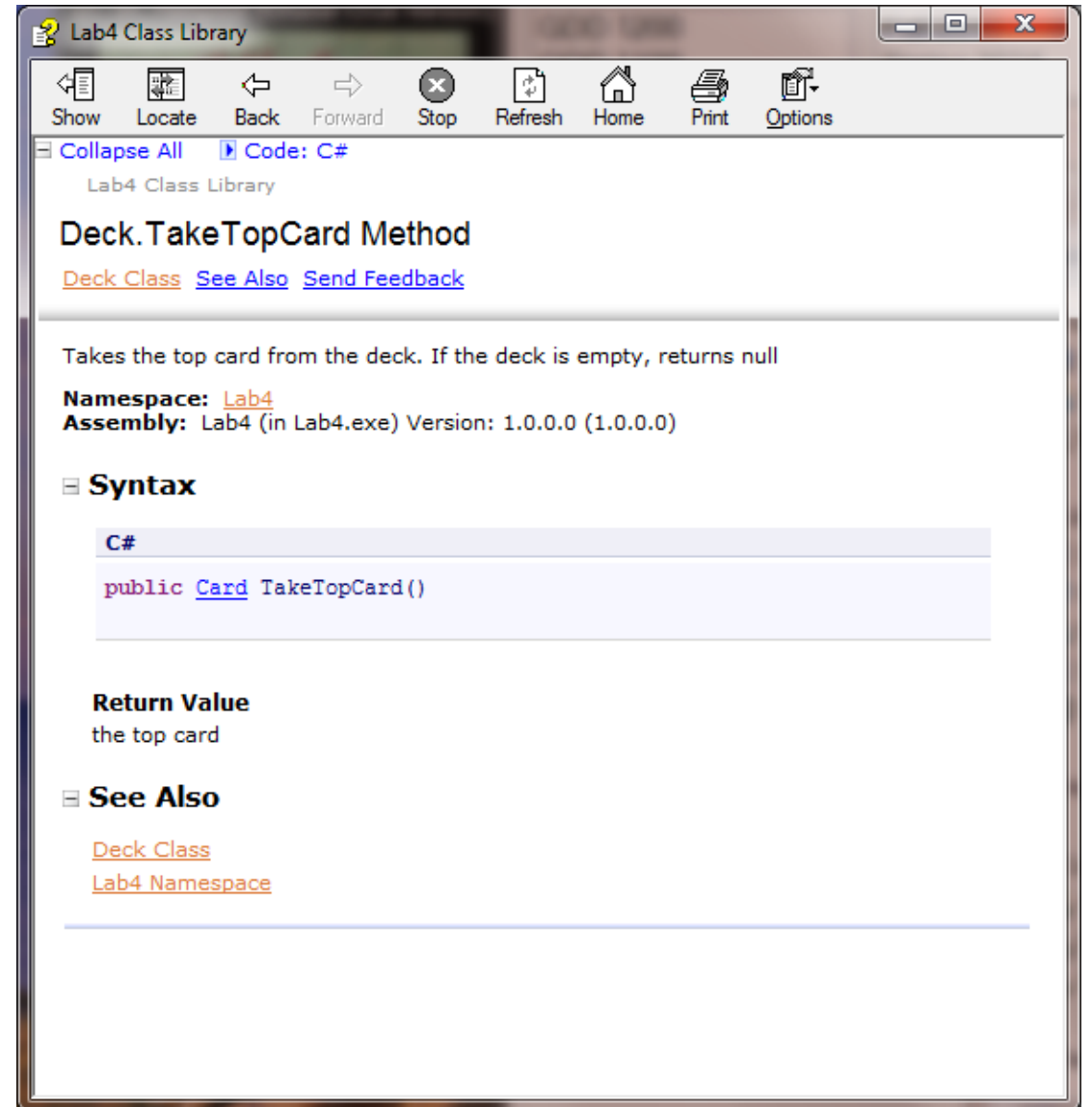
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- Recap
 - Learned how to call various methods
 - Next Time
 - We'll design a class
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