|  |
| --- |
| Guitar |
| - serialNumber: String  - price: String  - builder: String  - model: String  - backWood: String  - topWood: String |
| //Constructor  Guitar()  Guitar(String serialNumber, int price, String builder, String model, String backWood, String topWood)  //getter, setter  getSerialNumber():String  setSerialNumber():String  getPrice():int  setPrice():int  getBuilder():String  setBuilder():String  getModel():String  setModel():String  getBackWood():String  setBackWood():String  getTopWood():String  setTopWood():String  //other logic method  creatSound(). |

|  |
| --- |
| Inventory |
| listGuitar: Array |
| addGuitar(guitar:Guitar): void  searchGuitar(id:String):  Guitar(by serialNumber) |

**Stack:**

Guitar()

Guitar(String serialNumber, int price, String builder, String model, String backWood, String topWood)

**Dynamie:**

obj1 = new Guitar()

obj2 = new Guitar()

addGuitar(guitar: Guitar)

searchGuitar(id: String)

What are object in the program:

+ Guitar: serialNumber

price

builder

model

backWood

topWood

Do you access all fields of obj1 in the class Tester.java? Why?

* Yes, because they are stored in 1 packgae

What is the current object when the program runs to the line “obj2.createSound();”?

* Object is obj1.

In the method main, can you use the keyword “this” to access all fields of obj2? Why?

* No, because “this” used for reference to the object of the current class.