

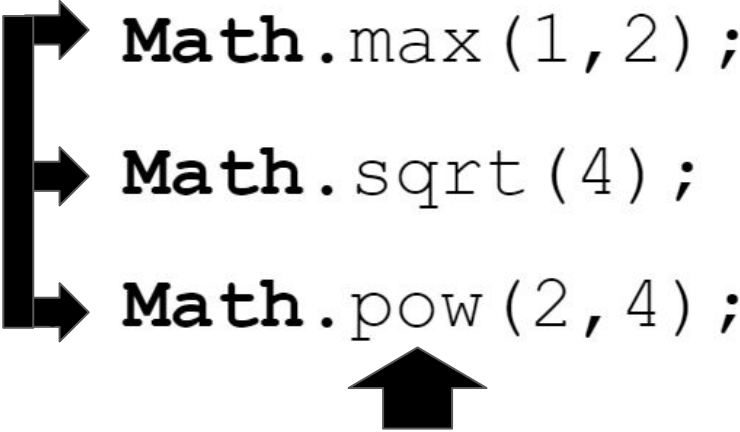
Object Oriented Programming: String method *equals*

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Java

Review Methods

Math Methods

Classes!



```
→ Math.max (1, 2) ;  
→ Math.sqrt (4) ;  
→ Math.pow (2, 4) ;
```

Method!

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

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...

- Ask the user to be a Wizard, Warrior, or a Rogue.
- Output their given role
- Make sure they know if their input was wrong

*Your code should be able to take in both