

JAVA FUNDAMENTALS COURSE

EXERCISE

OBJECT CREATION IN BLUEJ



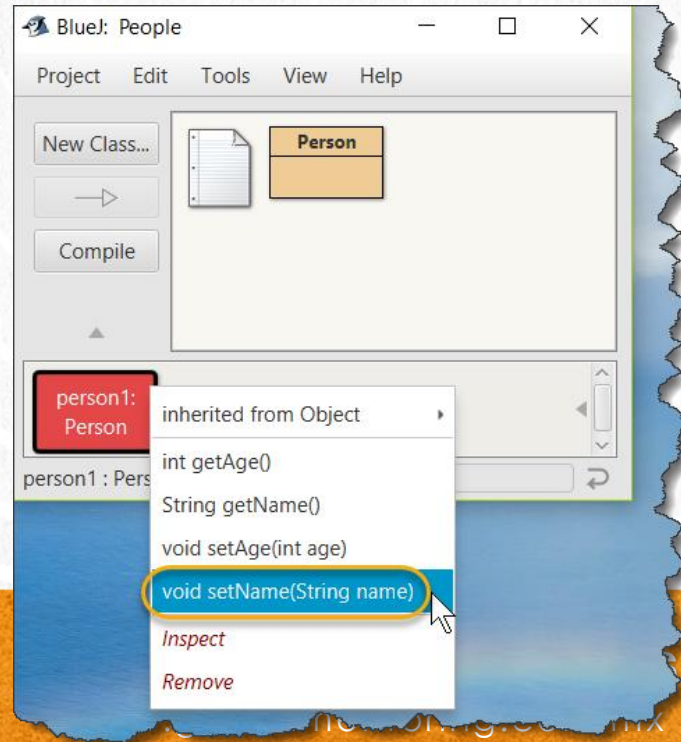
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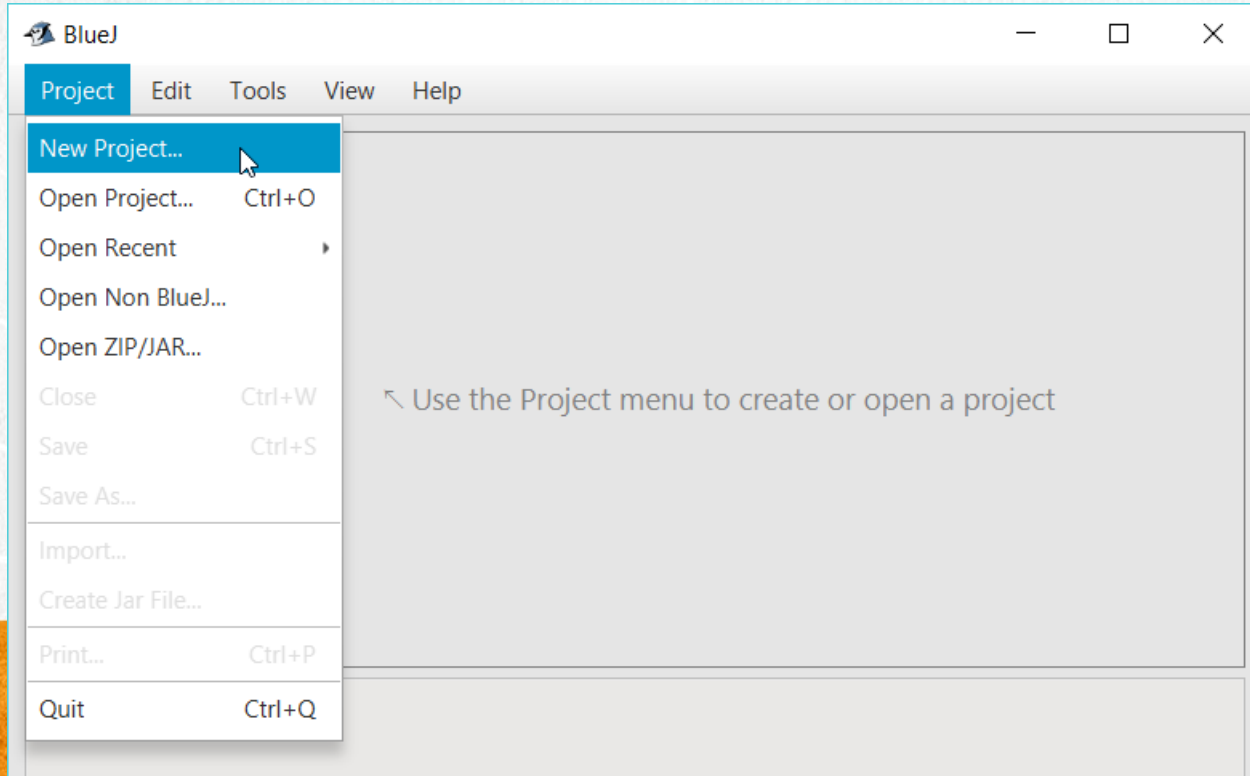
EXERCISE OBJECTIVE

Put into practice the creation of Classes in BlueJ. At the end we should observe the following:



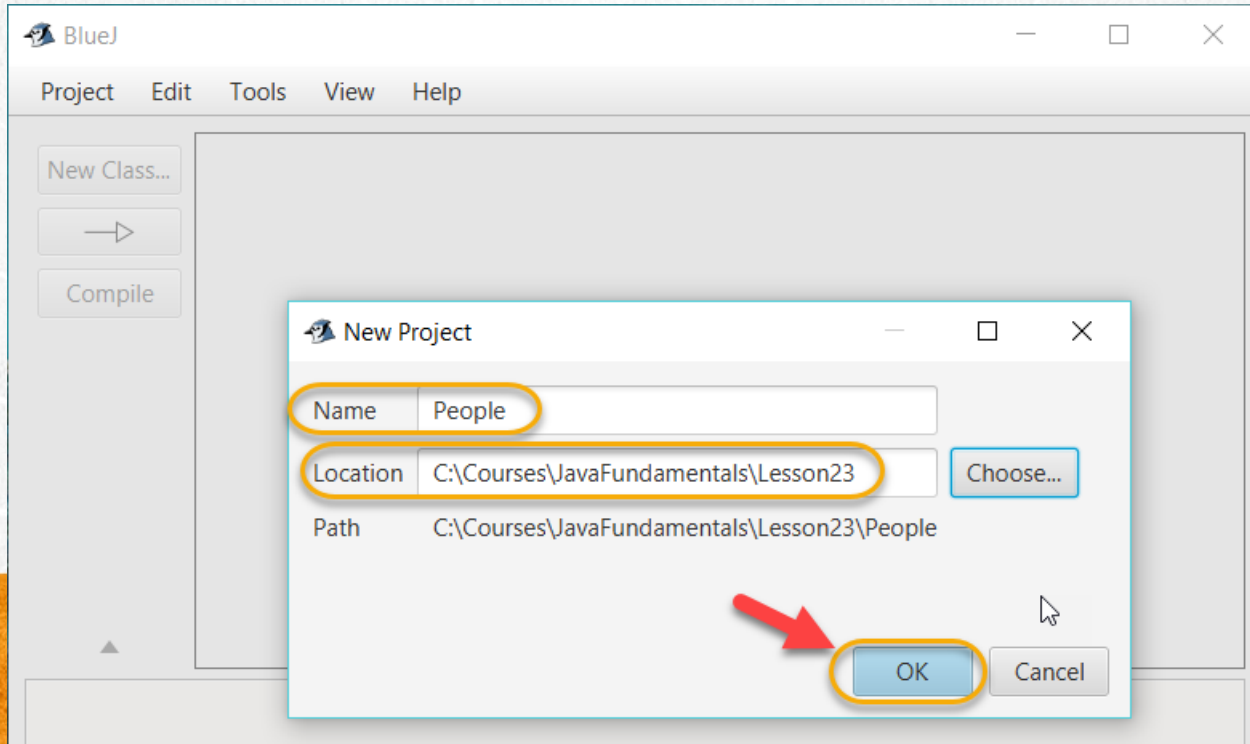
1. CREATE A NEW PROJECT

Create a new project:



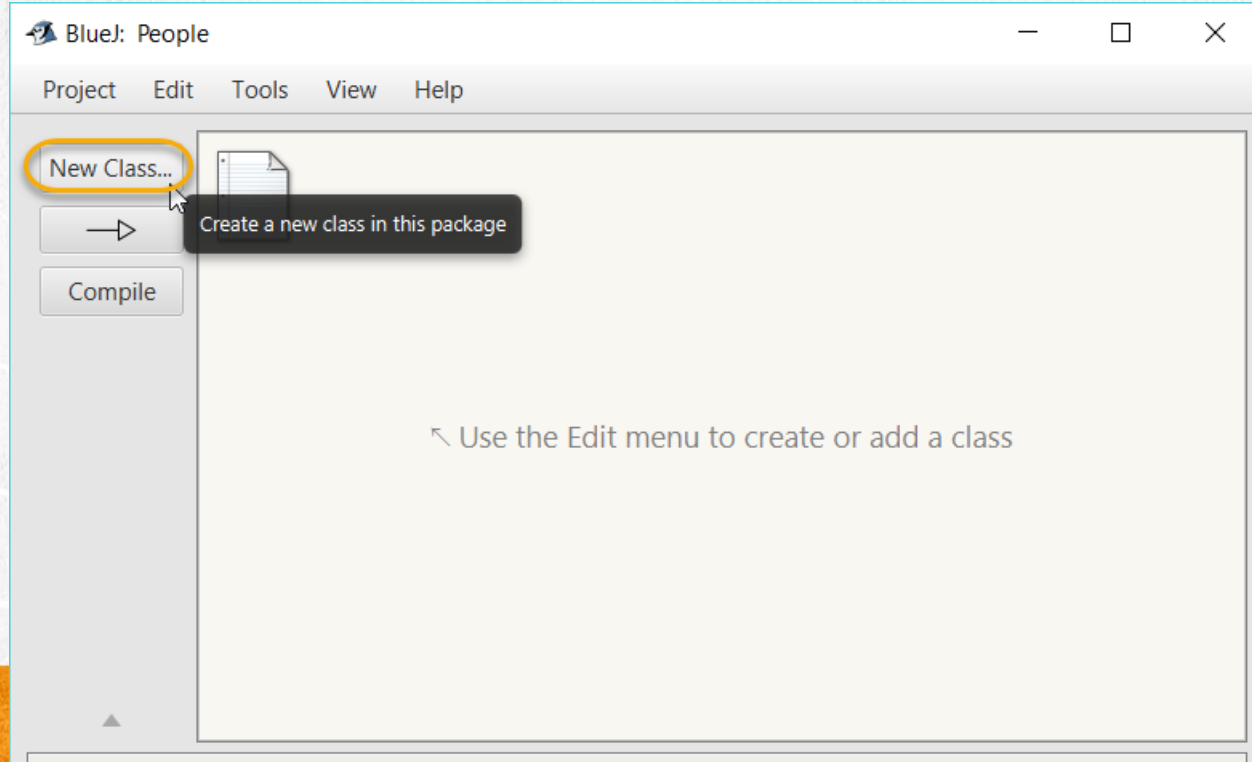
1. CREATE A NEW PROJECT

We select a folder where we want to create the project, and later we provide the name of the project:



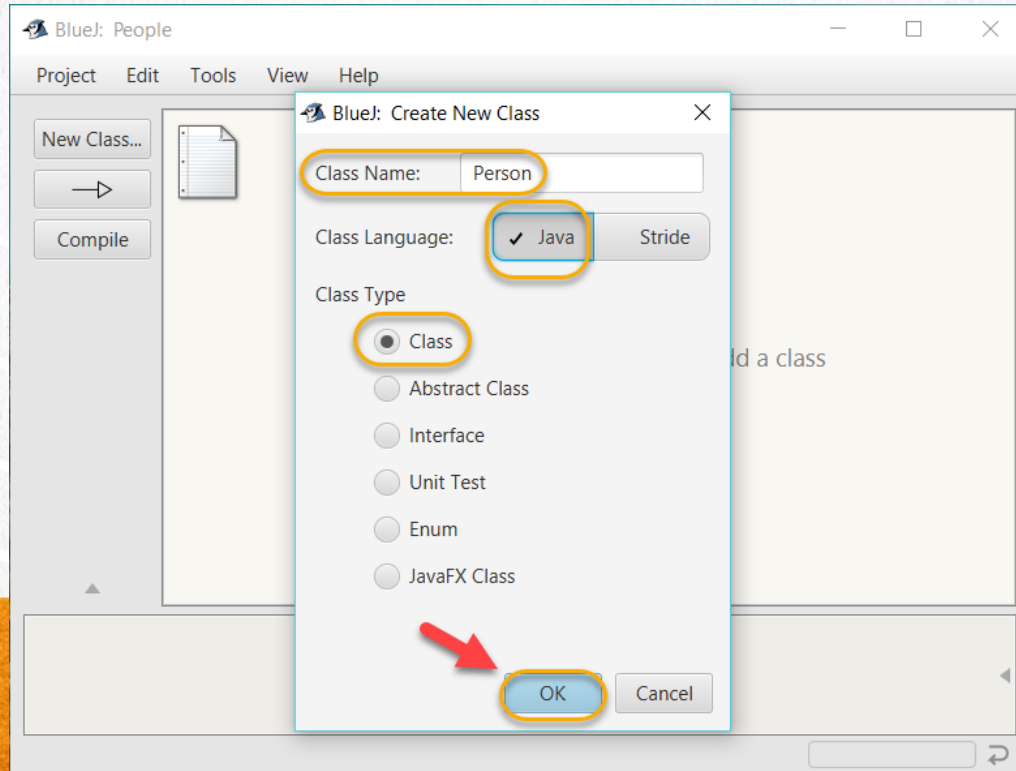
2. CREATE A NEW CLASS

Create a new class:



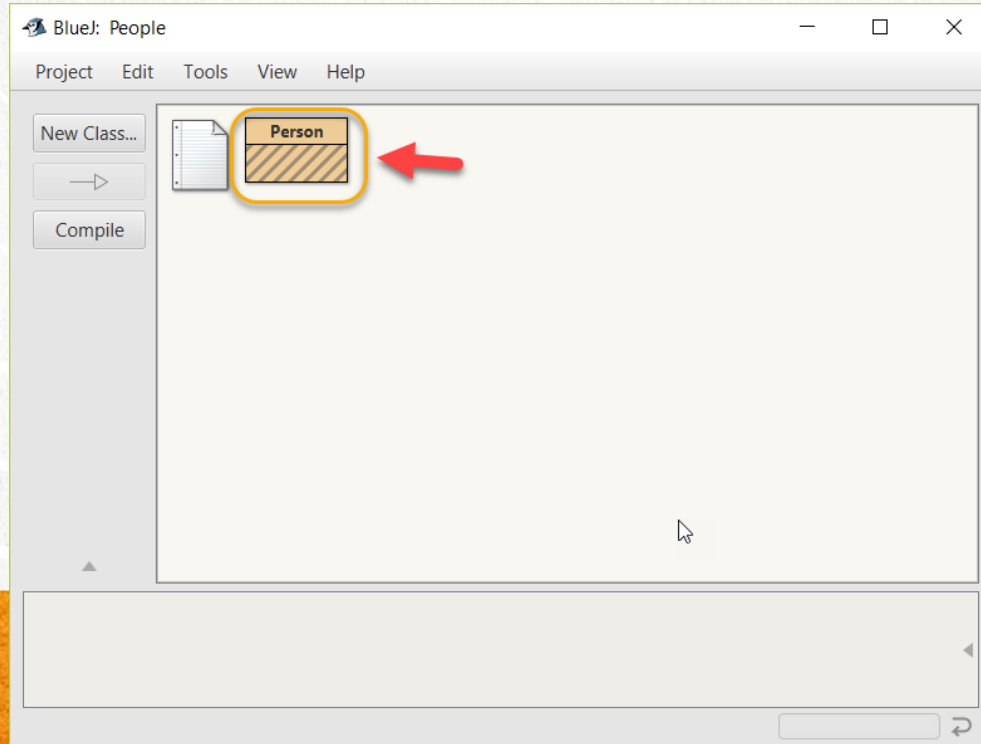
2. CREATE A NEW CLASS

We create a new class called Person. We double-click on the class called Person:



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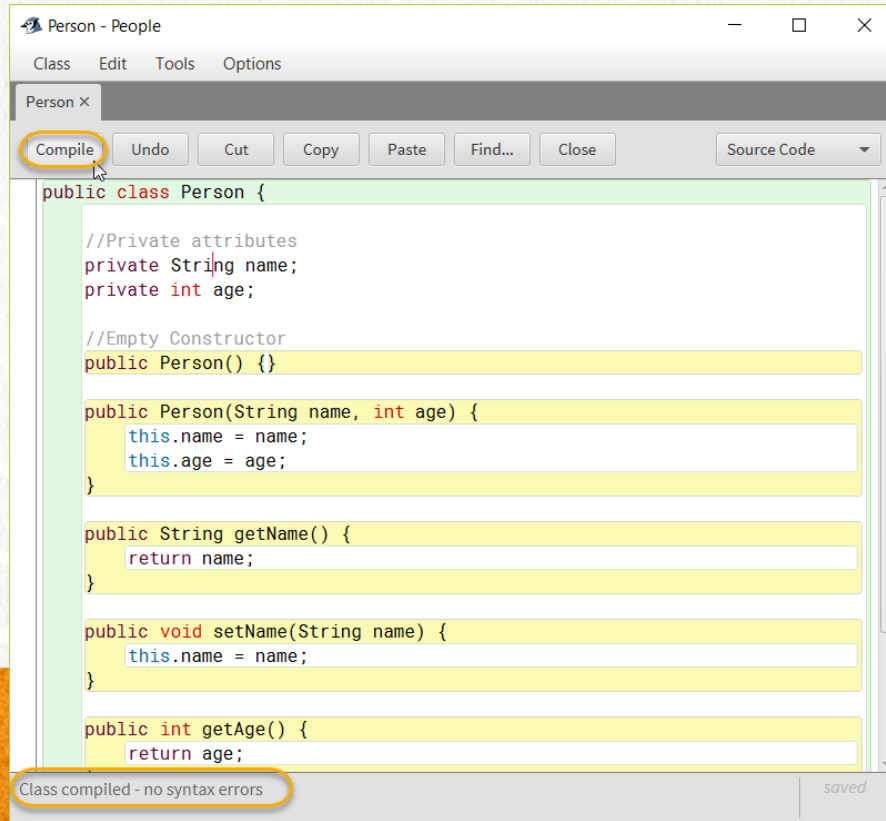
3. MODIFY THE CODE

Person.java:

```
public class Person {  
  
    //Private attributes  
    private String name;  
    private int age;  
  
    //Empty Constructor  
    public Person() {}  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public void setName(String name) {  
        this.name = name;  
    }  
  
    public int getAge() {  
        return age;  
    }  
  
    public void setAge(int age) {  
        this.age = age;  
    }  
}
```

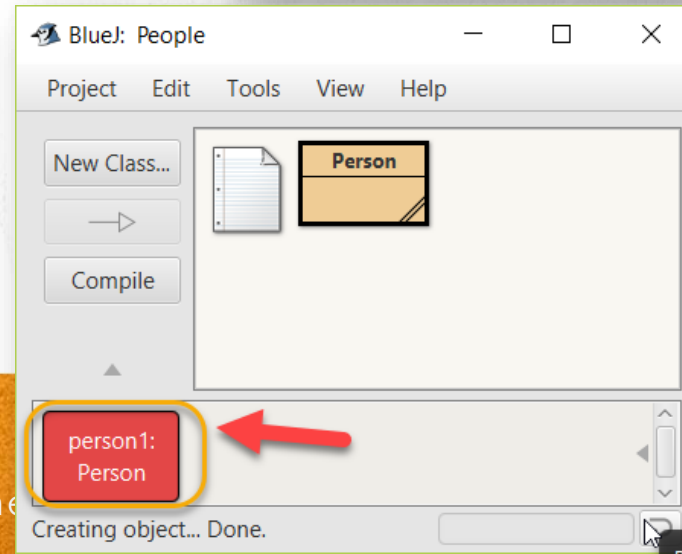
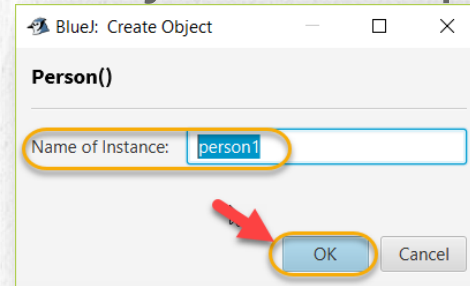
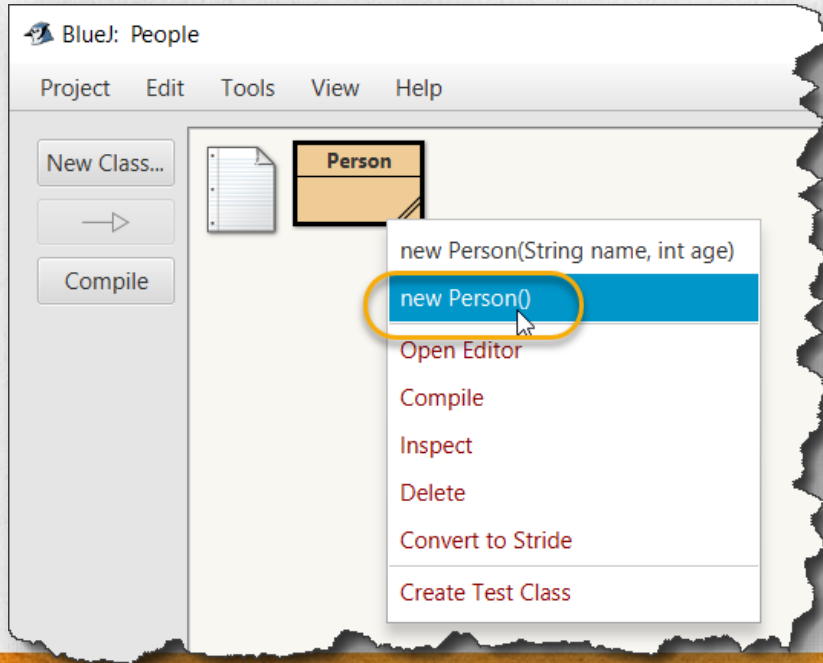

4. COMPILE THE JAVA CLASS

Compilamos la clase Persona. After that we can close the Class:



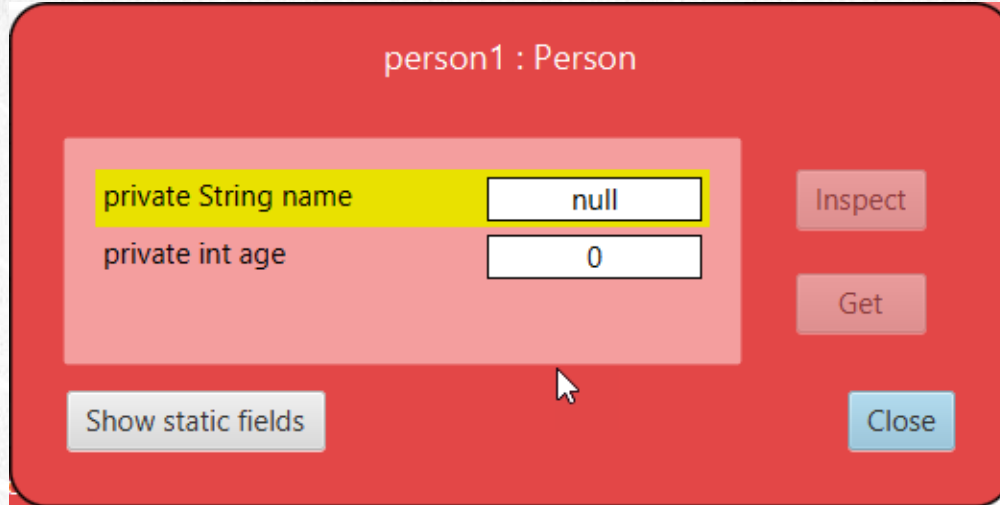
5. CREATE A NEW OBJECT

We right click on the class and create an object called person1:



6. CREATE AN OBJECT

We double click on the created object person1:



7. MODIFY THE STATE OF THE OBJECT

We change the value of the name attribute. We right click on the person1 object and select the desired method. It is important to place the double quote in the value of "John" since it is a string:

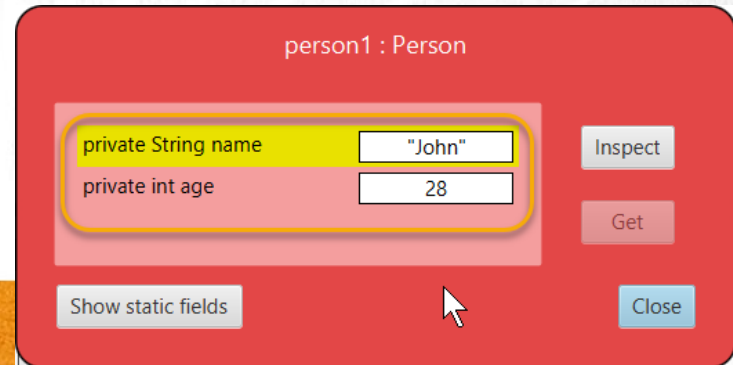
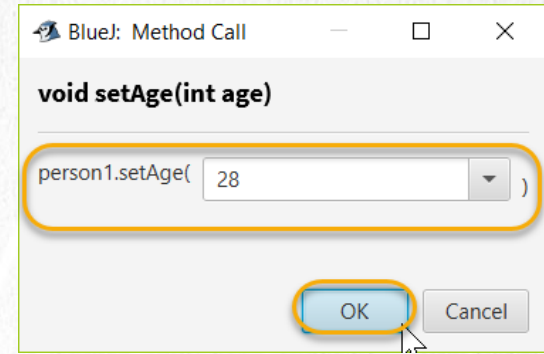
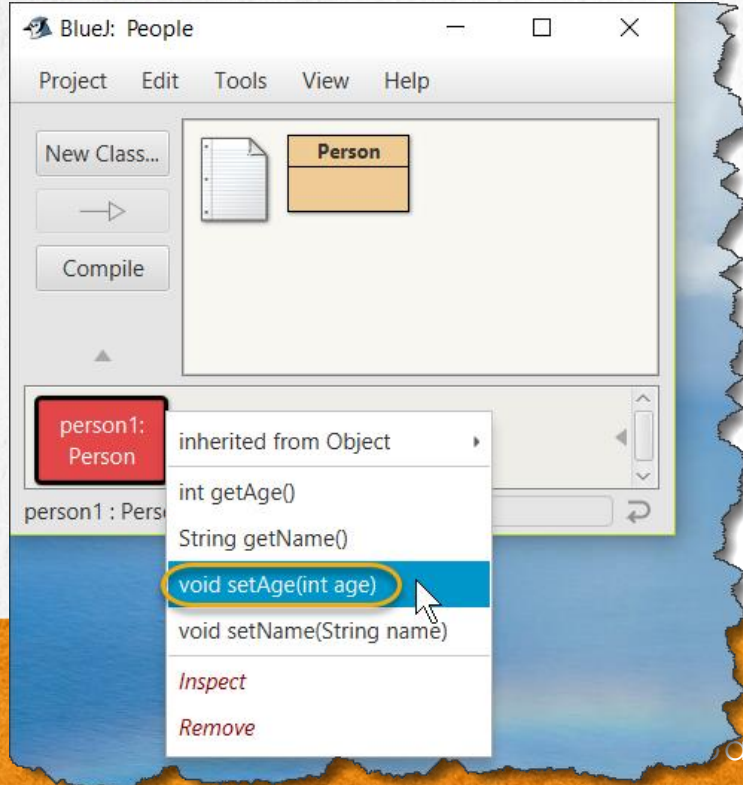
The image illustrates the process of modifying the state of an object in BlueJ. It consists of three main components:

- BlueJ: People Window:** Shows the 'Person' class and the 'person1' object. A right-click context menu is open over the 'person1' object, with the 'void setName(String name)' method highlighted.
- Method Call Dialog:** A dialog box titled 'BlueJ: Method Call' showing the method call 'person1.setName("John")'. The 'OK' button is highlighted.
- Object Monitor:** A window titled 'person1 : Person' showing the object's state. The 'private String name' attribute is highlighted, and its value is 'John'. The 'Inspect' button is highlighted.

Yellow arrows indicate the flow of the process: from the 'person1' object in the first window to the 'Method Call' dialog, and then to the 'Object Monitor' window.

7. MODIFY THE STATE OF THE OBJECT

We change the other attribute. We right click on the person1 object and select the desired method:



EXERCISE CONCLUSION

With this exercise we could observe how to create an object graphically, as well as modify the state of the object by calling the respective methods.

There are more ways to create objects in BlueJ.

For more information:

<http://www.bluej.org/>

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