

JAVA FUNDAMENTALS COURSE

EXERCISE

JAVA OBJECT CREATION



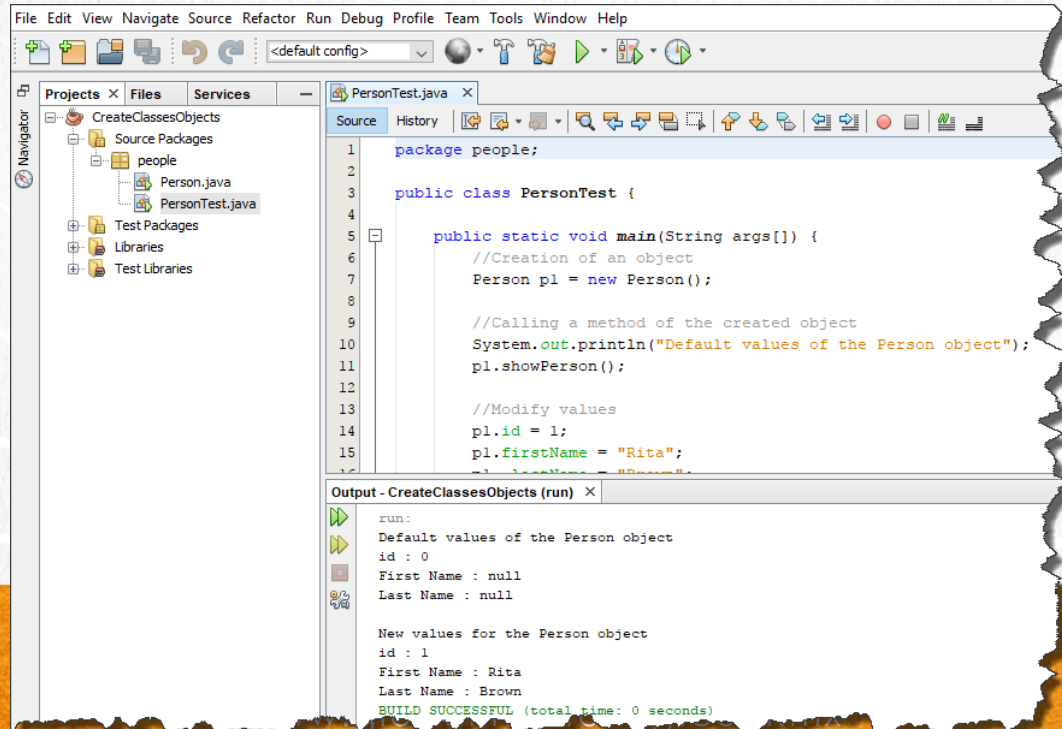
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EXERCISE OBJECTIVE

Create a program to practice creating objects in Java. At the end we should observe the following:



The screenshot shows an IDE window with the following components:

- Navigator:** Displays a project structure with 'CreateClassesObjects' containing 'Source Packages' (with 'people' sub-package), 'Test Packages', 'Libraries', and 'Test Libraries'. The 'people' package contains 'Person.java' and 'PersonTest.java'.
- Source Editor:** Shows the code for 'PersonTest.java':

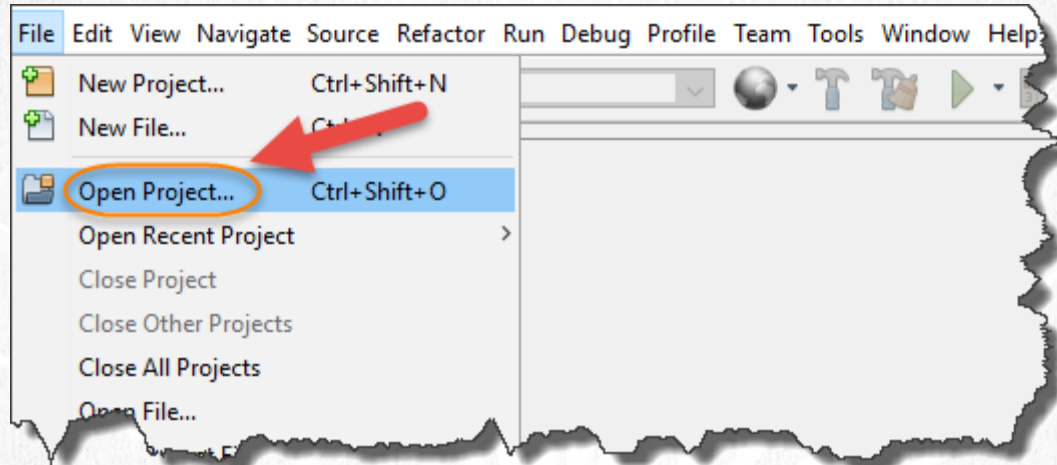
```
1 package people;
2
3 public class PersonTest {
4
5     public static void main(String args[]) {
6         //Creation of an object
7         Person p1 = new Person();
8
9         //Calling a method of the created object
10        System.out.println("Default values of the Person object");
11        p1.showPerson();
12
13        //Modify values
14        p1.id = 1;
15        p1.firstName = "Rita";
16        p1.lastName = "Brown";
17    }
18 }
```
- Output Console:** Shows the execution results for 'run:':

```
run:
Default values of the Person object
id : 0
First Name : null
Last Name : null

New values for the Person object
id : 1
First Name : Rita
Last Name : Brown
BUILD SUCCESSFUL (total time: 0 seconds)
```

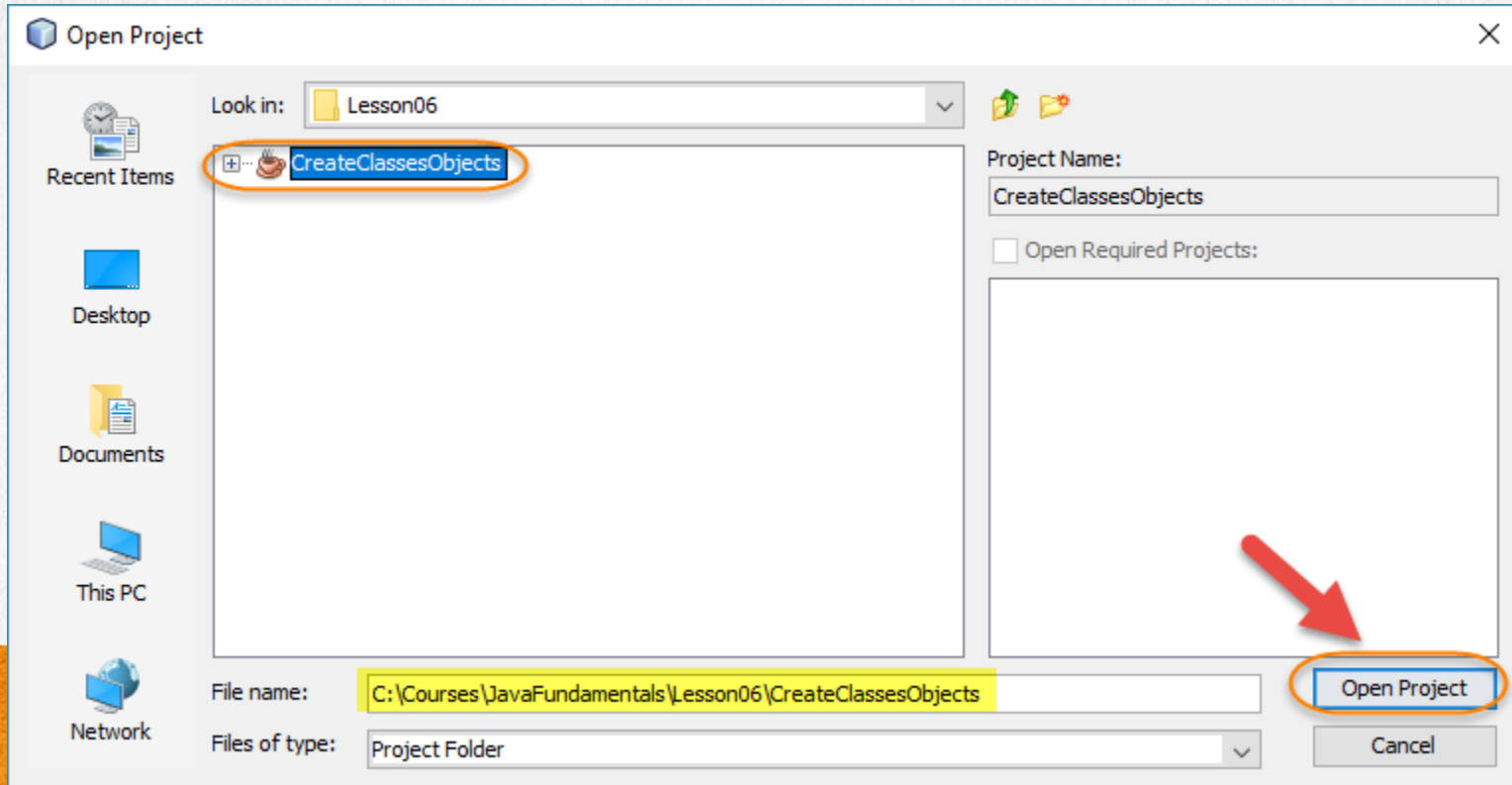
1. OPEN PROJECT

Open the previous project:



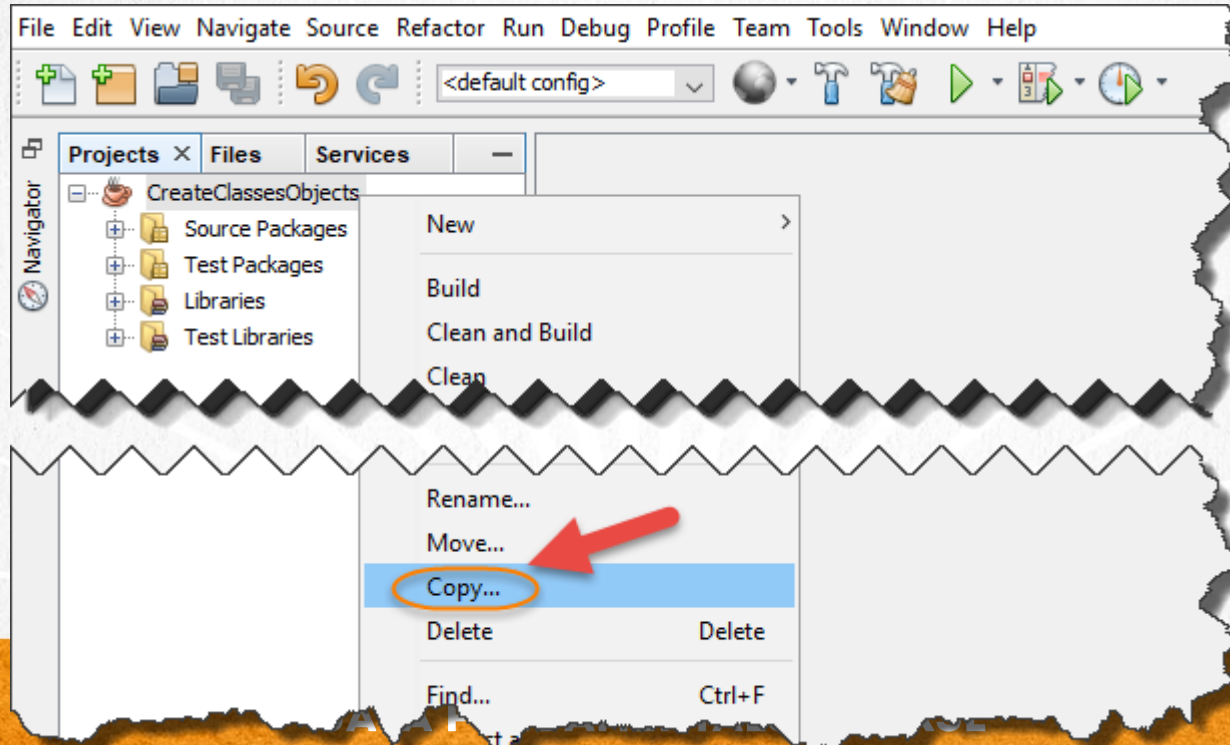
1. OPEN PROJECT

Open the previous project:



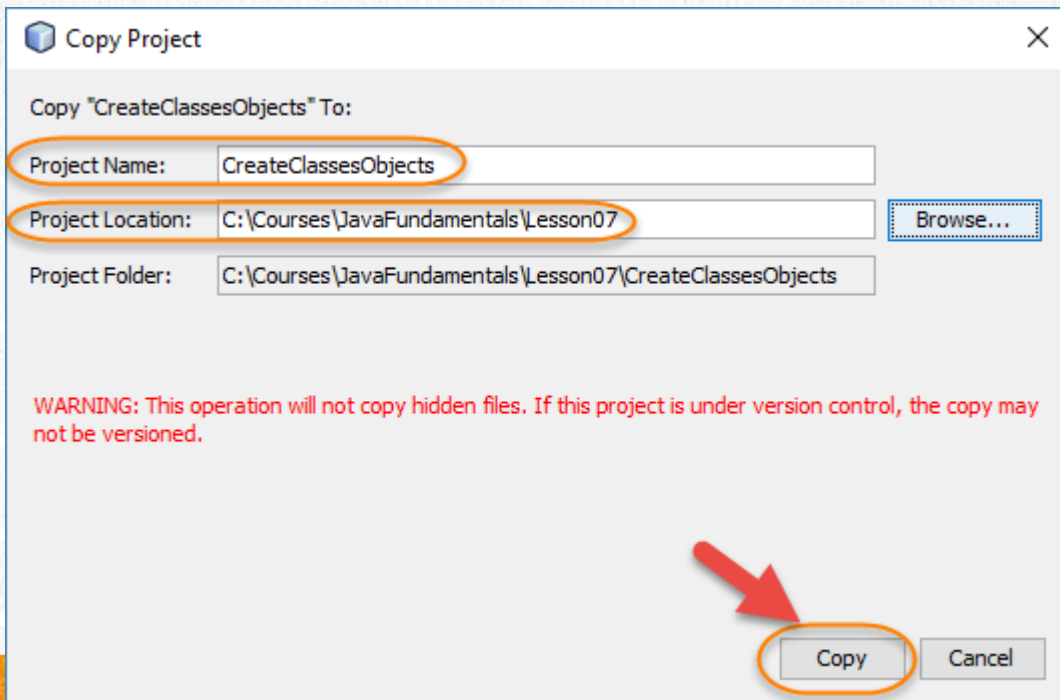
2. COPY PROJECT

Copy the Project in order to create a new one:



2. COPY PROJECT

The Project name is the same, but change the location as shown below:

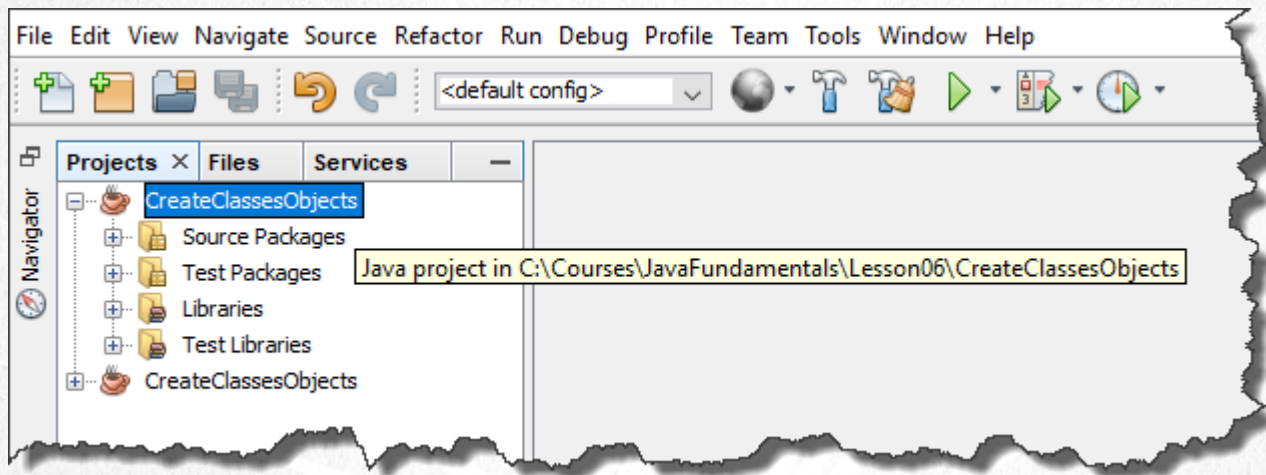


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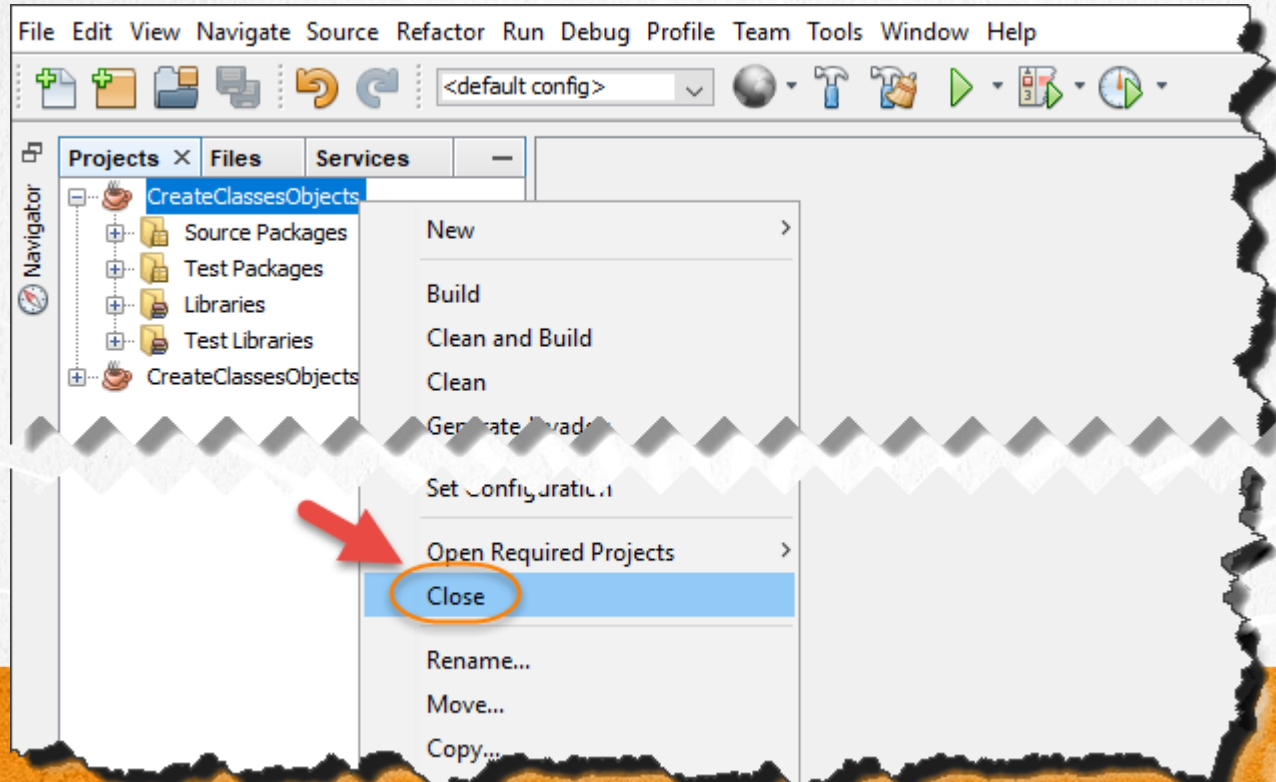
3. CLOSE THE PROJECT

Close the previous Project. First we identify the project to be closed, leaving the cursor on the project to identify it:



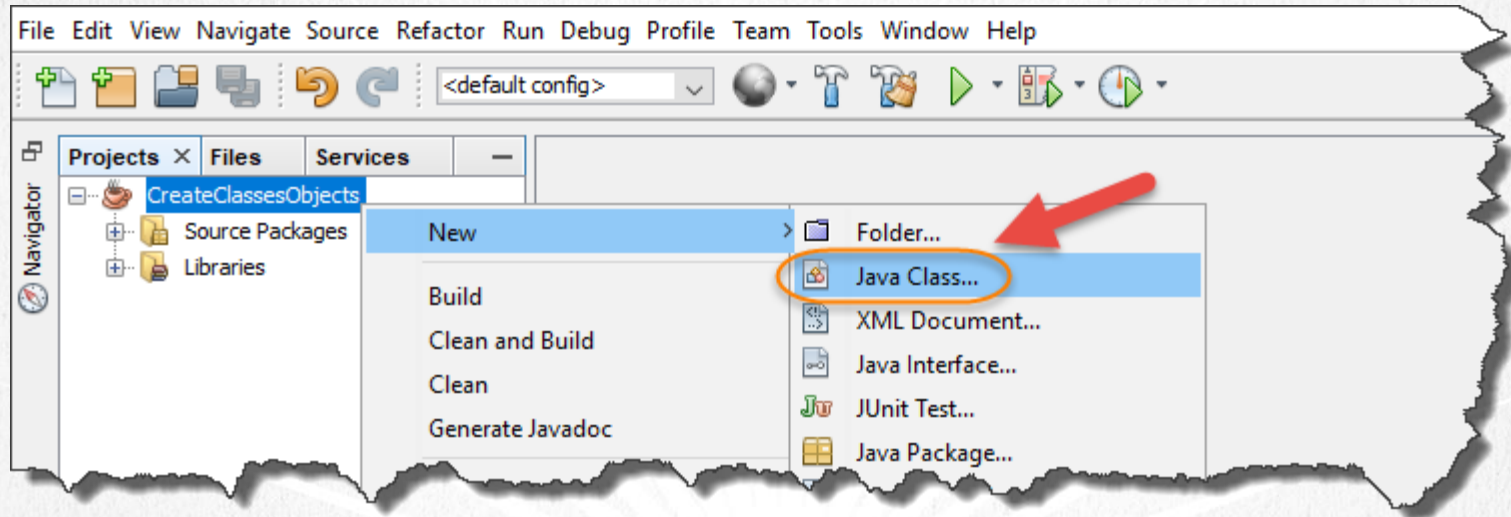
3. CLOSE THE PROJECT

We close the previous project and leave open the new one:



4. CREATE A NEW JAVA CLASS

Create a new Java class called PersonTest:



4. CREATE A NEW CLASS(CONT)

Create a new Java class called PersonTest:

New Java Class

Steps

1. Choose File Type
2. **Name and Location**

Name and Location

Class Name:

Project:

Location:

Package:

Created File:

< Back Next > **Finish** Cancel Help

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PASO 5. MODIFICAMOS EL CÓDIGO

PersonTest.java:

```
package people;

public class PersonTest {

    public static void main(String args[]) {
        //Creation of an object
        Person p1 = new Person();

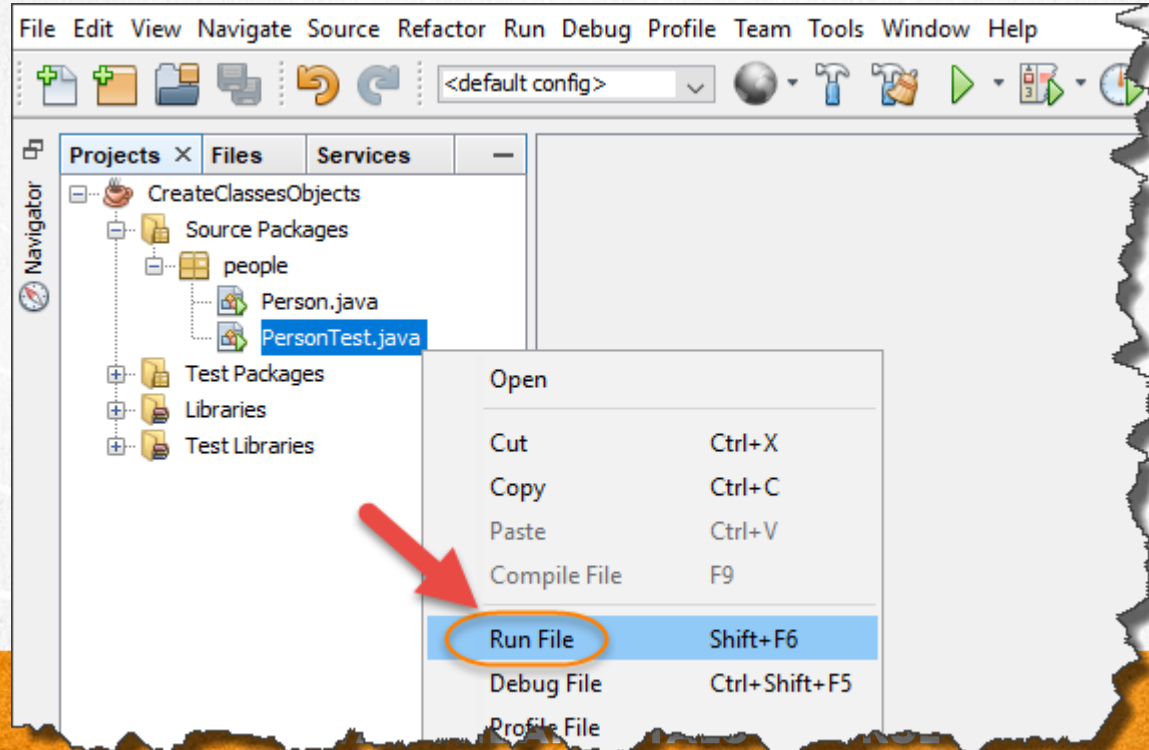
        //Calling a method of the created object
        System.out.println("Default values of the Person object");
        p1.showPerson();

        //Modify values
        p1.id = 1;
        p1.firstName = "Rita";
        p1.lastName = "Brown";

        //We call the method again
        System.out.println("\nNew values for the Person object");
        p1.showPerson();
    }
}
```

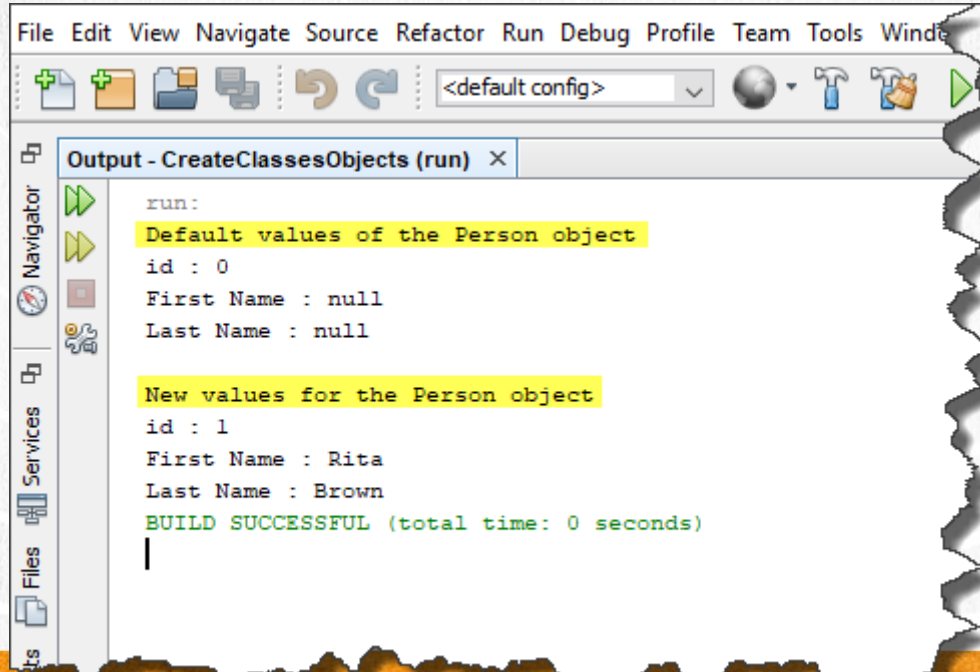

6. EXECUTE THE PROJECT

We run the project as show below:



6. EXECUTE THE PROJECT (CONT)

The result is as follows:



```
run:
Default values of the Person object
id : 0
First Name : null
Last Name : null

New values for the Person object
id : 1
First Name : Rita
Last Name : Brown
BUILD SUCCESSFUL (total time: 0 seconds)
```

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EXERCISE CONCLUSION

In this project, we have created a Persona object from the class of the same name.

We also saw that if we do not assign values to the attributes of the Person class, its values are 0 or null depending if they are primitive or object types. Null means no value assign yet.

Later, we assign values using an int and String values, and we display the information to the standard output (console). Thus we could observe the values that each attribute has in this object.

ONLINE COURSE

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