Classes 2

Java
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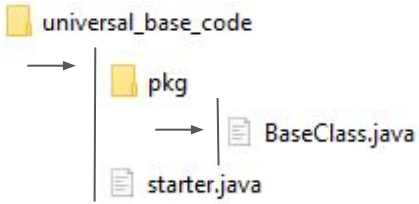
Classes in new files!

New file structure!

- Universal Base Code folder
  - Contains pkg and starter.java
    - pkg contains BaseClass.java



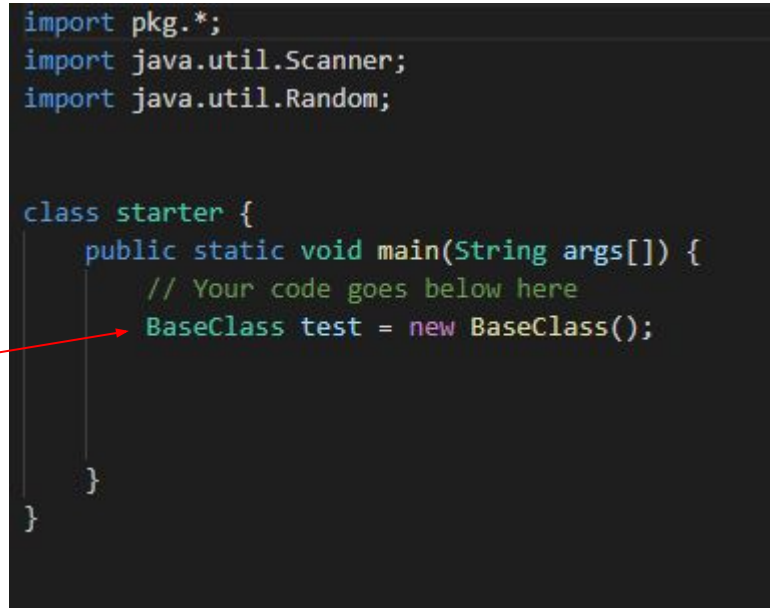
This is necessary for creating and using multiple file!

Starter.java new file structure

Two new things!

1. `import pkg.*;`
   a. This goes above everything!
   b. This command imports all custom Classes

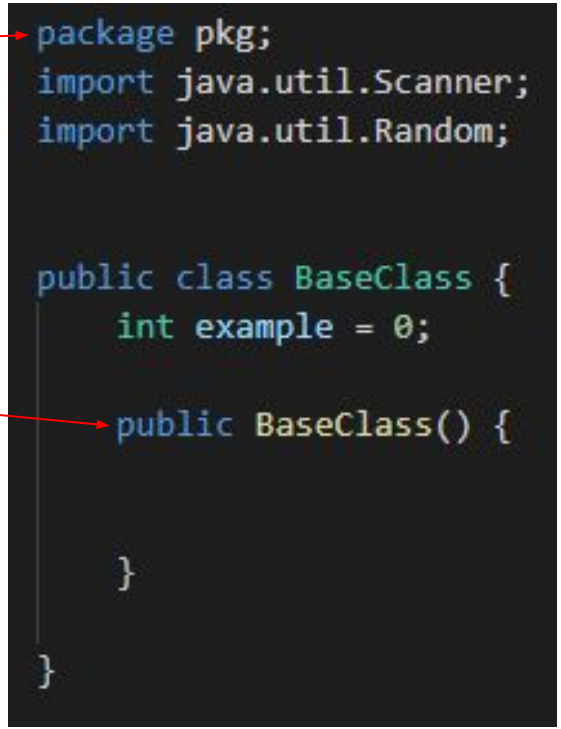
2. `BaseClass test = new BaseClass();`
   a. This is just a basic class
3. We can use BaseClass methods like this:
   test.exampleMethod();
   test.value;
   a. The above shows methods and variable access.



```
import pkg.*;
import java.util.Scanner;
import java.util.Random;


class starter {
    public static void main(String args[]) {
        // Your code goes below here
        BaseClass test = new BaseClass();



    }
}
```

Example Class - BaseClass

1. `package pkg;`
   a. This references the folder pkg to tell the starter.java that this file is part of the imported package.
2. The rest of the code looks similar to the Class that was previously created
3. Example Constructor
   a. We'll go into Constructors more later but leave this section and we will expand later



Note: In order to access "example" in starter.java we must add the word "public" before int. This will make the variable public for open use

Lab - Classes

1. Create a new file called “myCharacter.java”
2. Transfer all of your Character class that you previously made into this new class.
3. Do lab 21 again but with a new file!

Hint: try it like you had it before, you may need to add something before each variable to be able to access it in starter.java (access modifier)