

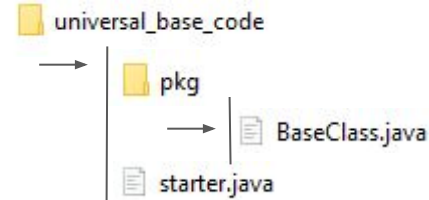
Classes 2

Java
Mr. Poole

Classes in new files!

New file structure!

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

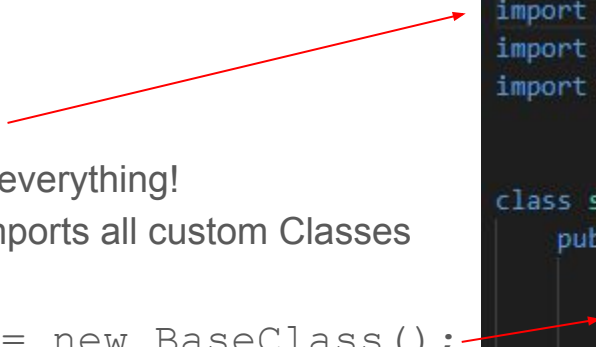


This is necessary for creating and using multiple file!

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



```
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

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

public class BaseClass {
    int example = 0;

    public BaseClass() {

    }
}
```

Lab - Classes

1. Create a new file called "Character.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!