5.1 OOP Wrapping Up

3 Sep 2015

Objectives

- Define a class with data members and methods.
- Using 'private' and 'public'.
- Using 'static' and non-static.

Class Creation

- Class contains:
 - 1. Data (called attribute, property or data member)
 - 2. Code (called method or behavior)
 - Constructor
 - Regular Method

Class Creation

```
public class Student {
   //data members===========
   private String id;
   private String name;
   //methods============
   public Student(String _id, String _name) {
       id = _id;
       name = \_name;
   public String getId() {
       return id;
   public String getName() {
       return name;
```

1. List all data members (using 'private')

```
public class Address {
    //data member
    private String homeID;
    private String street;
    private String amphur;
    private String province;
    private int postalCode;
```

2. Create all methods

Create constructor (using 'public')

Create getter-setter (if need) (using 'public')

```
//getter-setter
public String getHomeID() {
    return homeID;
}

public void setHomeID(String _homeID) {
    homeID = _homeID;
}
```

 Create other method (if need) (using 'public' for public method, using 'private' for internal use method)

- Class is complex data type, data members of class can be:
 - 1. Simple Data Type eg. int, double, String, ...
 - 2. Other Class eg. Address Class

- Ex. Using Address and Student Class
 - Address Class

```
public class Address

//data member
private String homeID;
private String street;
private String amphur;
private String province;
private int postalCode;
```

```
//constructor
public Address(String _homeID, String _street,
        String _amphur, String _province,
        int _postalCode) {
    homeID = _homeID;
    street = _street;
    amphur = _amphur;
    province = _province;
    postalCode = _postalCode;
//method
public String getAddressString(){
    return homeID + ", " + street
            + ", " + amphur + ", " + province
+ ", " + postalCode;
```

Student Class

```
public String getName() {
    return name;
}

public Address getAddress() {
    return address;
}
```

Main Class

– Output:

```
run:
```

John Doe's address: 112/50, Vibhavadi, Donmuang, Bangkok, 10210

 Expression: s1.getAddress().getAddressString() is called 'Method Chaining'

```
s1.getAddress().getAddressString();

a.getAddressString();
```

112/50, Vibhavadi, Donmuang, Bangkok, 10210

'public' vs 'private' method

• Public method is visible to all other classes.

Private method is visible only in its class.

'public' vs 'private' method

- Ex. Using public and private method
 - MyClass1 Class

```
public class MyClass1 {
    public void publicMethod() {
        System.out.println("public method");
    }
    private void privateMethod() {
        System.out.println("private method");
    }
}
```

'public' vs 'private' method

Main Class

'public' vs 'private' data member

 Public data member is visible to all other classes.

Private data member is visible only in its class.

'public' vs 'private' data member

- Ex. Using public and private data member
 - MyClass1 Class

```
public class MyClass1 {
    public int publicData;
    private int privateData;
}
```

'public' vs 'private' data member

Main Class

'static' vs 'non-static' method

- Static method is class method. To call static method using this syntax:
 - ClassName.staticMethod(<parameter>)

- Non-static method is instance method. To call instance method we must create new object then using this syntax:
 - objectName.nonStaticMethod(<parameter>)

'static' vs 'non-static' method

- Ex. Using static and non-static method
 - MyClass1 Class

```
public class MyClass1 {
    public static void staticMethod() {
        System.out.println("static method");
    }
    public void nonStaticMethod() {
        System.out.println("non-static method");
    }
}
```

'static' vs 'non-static' method

Main Class

```
public class Lab2 {
   public static void main(String[] args) {
        MyClass1.staticMethod(); //---ok

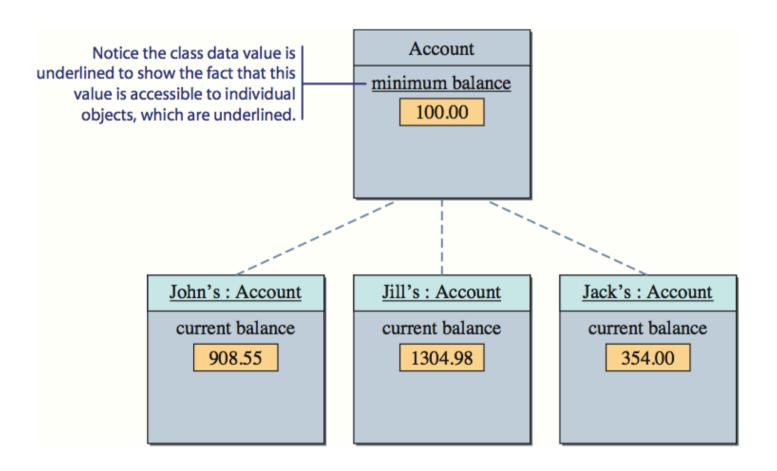
        MyClass1.nonStaticMethod(); //---error

        MyClass1 c = new MyClass1();
        c.nonStaticMethod(); //---ok
    }
}
```

 Static data member is class data member. All objects of this class share the same copy of static data member.

 Non-static data member is instance data member. Each objects of this class contains its own copy of all instance variables.

Ex. Using static and non-static data member



- Ex. Using static and non-static data member 2
 - Student Class

```
//methods===================
public Student(String _id, String _name) {
   studentCount += 1;
   id = _id;
   name = \_name;
public String getName() {
   return name;
public static int getStudentCount() {
   return studentCount;
```

Main Class

```
public class Lab2 {
    public static void main(String[] args) {
        Student s1 = new Student("560001", "Jane");
Student s2 = new Student("560002", "Jack");
        Student s3 = new Student("560003", "John");
        System.out.println(s1.getName() + " is 1 of "
                 + Student.getStudentCount() + " students");
        System.out.println(s2.getName() + " is 1 of "
                 + Student.getStudentCount() + " students");
        System.out.println(s3.getName() + " is 1 of "
                 + Student.getStudentCount() + " students");
```

– Output:

```
Jane is 1 of 3 students
Jack is 1 of 3 students
John is 1 of 3 students
```

Question?