



# Workshop3 – Flow of control/ Class

COMP90041 Programming and software  
development

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# Review



# Flow of control

- Branching
  - If-else
  - Switch
  
- Loop
  - While
  - For



**Class**



# Primitive type and Class type

- **Primitive type:** Contains single piece of data
- **Class type:** Contains multiple pieces of data as well as methods



# Demo step1: Define a Student Class and Create several Student objects in Main Class

- Define several instance variables (name, studentId)
- Define constructor
- Define getter (Accessor) and setter(mutator)



# Demo step2: Define Several methods

- What action can students take



# Demo step3: Define More than One Constructors