package NodeListExercise; //THIS IS THE NAME OF YOUR FOLDER STRUCTURE, WILL BE IMPORTANT FOR OOP -- DIRECTLY RELATES TO THE FOLDER CONTAINING THIS FILE

​

import java.util.Scanner; //NEXT COMES YOUR IMPORT STATMENTS, YOU ARE BRINGING IN OTHER CLASSES PREMADE BY JAVA, OR YOURSELF

​

public class Template { //THIS IS WHERE YOU DEFINE YOUR CLASS NAME, ALL OF YOUR THINGS RELATED TO THIS CLASS GO IN HERE. IF THIS CLASS WAS A DOG, THE NAME - ITS COLOR - BOY OR GIRL, THEY COULD ALL BE CLASS VARIABLES. A DOG IS ABLE TO DO THINGS LIKE BARK, RUN, SIT, SPEAK - THESE WOULD ALL BE METHODS.

​

public static void main(String[] args) { //THIS IS YOUR MAIN METHOD, THIS IS WHAT JVM LOOKS FOR AS A STARTING SPOT FOR YOUR PROGRAM

//THIS IS WHERE I CALL MY METHOD THAT I CREATED BELOW. STRING VAR\_NAME IS WHAT IM PASSING IN

METHOD\_NAME(STRING VAR\_NAME);

}

​

public static String METHOD\_NAME(STRING VAR\_NAME){ // THIS IS A METHOD THAT YOU CREATED.

//PUBLIC SAYS THAT THIS IS ACCESSIBLE BY ANYTHING THAT BRINGS IN THIS CLASS.

​

//STATIC SAYS THIS FUNCTION BELONGS TO A CLASS.class InnerTemplate {

​

//VOID IS WHERE YOU PUT YOUR RETURN TYPE. STRING, INT, BOOL, CHAR, OR EVEN SOMETHING YOU CREATE THE IMPORTANT TAKE AWAY IS WHATEVER YOU PUT HERE, NEEDS TO BE RETURNED AT THE BOTTOM

​

//METHOD\_NAME IS JUST THE NAME OF YOUR FUNCTION NAME IT SOMETHING RELEVANT TO WHAT IT DOES

​

//(STRING ) THIS IS WHERE YOU CHOOSE YOUR ARGUMENT TYPE, WHAT EVER YOU PASS IN NEEDS TO HAVE THE TYPE INCLUDED AS WELL

​

//VAR\_NAME THIS IS THE NAME OF YOUR ARGUMENT. WHATEVER YOU PASS IN WILL RECIEVE THIS NAME. THIS IS TO BE USED INSIDE OF YOUR METHOD

​

//THIS IS WHERE YOUR "BUSINESS LOGIC" GOES. THE THINGS IN HERE WILL GET RUN WHEN YOU CALL YOUR METHOD LIKE LINE 9

System.out.println(VAR\_NAME);

​

//THIS IS WHERE YOU RETURN. IF YOU CHOOSE ANYTHING BESIDES VOID ABOVE, YOU MUST RETURN SOMETHING

return "My String that I'm returning";

}

​

​

}

Main.java

import java.util.Scanner;//import statements

public class Main {// define class name

public static void main(final String[] args) {// main method

Scanner userInput = new Scanner(System.in);

Bookstore Bookstore = new Bookstore();

Bookstore.set.name("Bookstore");

Bookstore.set.address("111 W. Imperial Hwy Los Angeles CA")

Bookstore.set.usedBooks("Yes");

Bookstore.setstoreSched("Monday-Sunday");

Bookstore.setHoursOfOp("8:00am-10:00pm");

System.out.println(Bookstore.getname());

System.out.println(Bookstore.getusedBooks());

System.out.println(Bookstore.getstoreSched());

System.out.println(Bookstore.getoursOfOP());

}

}