Object Orientation

Construction and encapsulation

Classes

- A class is a template or blueprint for creating objects
- A class contains:
 - attributes (data)
 - methods (behaviours/ its sub-routines)
- Classes represented as a diagram:
 - Name
 - Attributes
 - Methods
 - Constructor: procedure to 'build' an object when created
 - Getters: functions that access and get an attribute's value
 - Setters: procedures that change an attribute's value

Dog

int age char gender Breed breed

Dog(Breed given_breed, char gender) Bark() setAge(int age) getAge() setGender(char gender) getGender() getBreed()

Encapsulation

- The whole point of having our data and methods contained in their own classes is that this means it's protected / 'hidden'
- It means the data in a class can't be changed by anything other than it's own setter methods
- So only classes that have access to those setters, can use them and change data

Constructors

- Every time we create an instance of a class – an object – we need to build it
- This means we set any attribute values it has or settings it needs when it's created
- The constructor procedure tends to be named the same as the class
- e.g. This calling code constructs a Dog of the breed collie of the male gender, when the program is run. Then it sets the age of the dog to 4 and gets the gender.

```
// Constructor in pseudocode
public procedure
Dog(given breed, given gender)
    breed = given_breed;
    age = 0;
    gender = given gender;
// Calling code
Dog lassie = new Dog(collie, 'M');
lassie.setAge(4);
char gender = lassie.getGender();
```

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Java - Object Oriented



Session 1 - Ship Game

Session 2 - AirRaid

Session 3 - CannonGame

🗎 Session 4 - Creating your own game

Object-Oriented Theory - key terms

NB:

Copy the code folders to your area on the N:\ drive

Avoid saving to your 'Documents' folder while some technical issues are being investigated