

# **10**   **Creating your own Classes**



# Objectives

At the end of the lesson, the student should be able to:

- Create their own classes
- Declare attributes and methods for their classes
- Use the this reference to access instance data
- Create and call overloaded methods
- Import and create packages
- Use access modifiers to control access to class members



# Defining your own classes

- Things to take note of for the syntax defined in this section:
  - \* means that there may be 0 or more occurrences of the line where it was applied to.
  - <description> indicates that you have to substitute an actual value for this part instead of typing it as it is.
  - [] indicates that this part is optional



# Defining your own classes

- To define a class, we write:

```
<modifier> class <name> {  
    <attributeDeclaration>*  
    <constructorDeclaration>*  
    <methodDeclaration>*  
}
```

– where

- <modifier> is an access modifier, which may be combined with other types of modifier.



# Example

```
public class StudentRecord {  
    //we'll add more code here later  
}
```

– where,

- public - means that our class is accessible to other classes outside the package
- class - this is the keyword used to create a class in Java
- StudentRecord - a unique identifier that describes our class



# Coding Guidelines

- Think of an appropriate name for your class. Don't just call your class XYZ or any random names you can think of.
- Class names should start with a CAPITAL letter.
- The filename of your class should have the SAME NAME as your class name.



# Declaring Attributes

- To declare a certain attribute for our class, we write,

```
<modifier> <type> <name> [= <default_value>];
```

# Instance Variables

```
public class StudentRecord {  
    private String    name;  
    private String    address;  
    private int       age;  
    private double    mathGrade;  
    private double    englishGrade;  
    private double    scienceGrade;  
    private double    average;  
    //we'll add more code here later  
}
```

– where,

- private here means that the variables are only accessible within the class. Other objects cannot access these variables directly. We will cover more about accessibility later.





# Coding Guidelines

- Declare all your instance variables on the top of the class declaration.
- Declare one variable for each line.
- Instance variables, like any other variables should start with a SMALL letter.
- Use an appropriate data type for each variable you declare.
- Declare instance variables as private so that only class methods can access them directly.



# Class (static) variables

```
public class StudentRecord {  
    //instance variables we have declared  
    private static int studentCount;  
    //we'll add more code here later  
}
```

- we use the keyword `static` to indicate that a variable is a static variable.



# Declaring Methods

- To declare methods we write,

```
<modifier> <returnType> <name>(<parameter>*) {  
    <statement>*  
}
```

– where,

- <modifier> can carry a number of different modifiers
- <returnType> can be any data type (including void)
- <name> can be any valid identifier
- <parameter> ::= <parameter\_type> <parameter\_name>[,]



# Accessor Methods

- Accessor methods
  - used to read values from our class variables (instance/static).
  - usually written as:  
`get<NameOfInstanceVariable>`
  - It also returns a value.



# Example 1

```
public class StudentRecord {  
    private String  name;  
    :  
    public String getName() {  
        return name;  
    }  
}
```

– where,

- public - means that the method can be called from objects outside the class
- String - is the return type of the method. This means that the method should return a value of type String
- getName - the name of the method
- () - this means that our method does not have any parameters



# Example 2

```
public class StudentRecord {  
    private String    name;  
    :  
    public double getAverage() {  
        double result = 0;  
        result=(mathGrade+englishGrade+scienceGrade) /  
            3;  
        return result;  
    }  
}
```



# Mutator Methods

- Mutator Methods
  - used to write or change values of our class variables (instance/static).
  - Usually written as:

```
set<NameOfInstanceVariable>
```



# Example

```
public class StudentRecord {  
    private String  name;  
    :  
    public void setName( String temp ){  
        name = temp;  
    }  
}
```

– where,

- public - means that the method can be called from objects outside the class
- void - means that the method does not return any value
- setName - the name of the method
- (String temp) - parameter that will be used inside our method





# Multiple return statements

- You can have multiple return statements for a method as long as they are not on the same block.
- You can also use constants to return values instead of variables.



# Example

```
public String getNumberInWords( int num ){  
    String defaultNum = "zero";  
    if( num == 1 ){  
        return "one"; //return a constant  
    }  
    else if( num == 2 ){  
        return "two"; //return a constant  
    }  
    //return a variable  
    return defaultNum;  
}
```



# Static methods

```
public class StudentRecord {  
    private static int studentCount;  
    public static int getStudentCount() {  
        return studentCount;  
    }  
}
```

– where,

- public- means that the method can be called from objects outside the class
- static-means that the method is static and should be called by typing, [ClassName].[methodName]. For example, in this case, we call the method `StudentRecord.getStudentCount()`
- int- is the return type of the method. This means that the method should return a value of type `int`
- getStudentCount- the name of the method
- ()- this means that our method does not have any parameters



# Coding Guidelines

- Method names should start with a SMALL letter.
- Method names should be verbs
- Always provide documentation before the declaration of the method. You can use javadocs style for this. Please see example.



# Source Code for class StudentRecord

```
public class StudentRecord {  
    private String    name;  
    private String    address;  
    private int       age;  
    private double    mathGrade;  
    private double    englishGrade;  
    private double    scienceGrade;  
    private double    average;  
    private static int studentCount;  
}
```



# Source Code for class StudentRecord

```
/**
 * Returns the name of the student
 */
public String getName() {
    return name;
}

/**
 * Changes the name of the student
 */
public void setName( String temp ){
    name = temp;
}
```



# Source Code for class StudentRecord

```
/**
 * Computes the average of the english, math and science
 * grades
 */
public double getAverage(){
    double result = 0;
    result = ( mathGrade+englishGrade+scienceGrade )/3;
    return result;
}

/**
 * returns the number of instances of StudentRecords
 */
public static int getStudentCount(){
    return studentCount;
}
```



# Sample Source Code that uses StudentRecord

```
public class StudentRecordExample
{
    public static void main( String[] args ){

        //create three objects for Student record
        StudentRecord  annaRecord = new StudentRecord();
        StudentRecord  beahRecord = new StudentRecord();
        StudentRecord  crisRecord = new StudentRecord();

        //set the name of the students
        annaRecord.setName("Anna");
        beahRecord.setName("Beah");
        crisRecord.setName("Cris");

        //print anna's name
        System.out.println( annaRecord.getName() );

        //print number of students
        System.out.println("Count="+StudentRecord.getStudentCount());
    }
}
```





# Program Output

Anna

Student Count = 0

# “this” reference

- The this reference
  - used to access the instance variables shadowed by the parameters.
- To use the this reference, we type,  
`this.<nameOfTheInstanceVariable>`
- NOTE: You can only use the this reference for instance variables and NOT static or class variables.



# Example

```
public void setAge( int age ){  
    this.age = age;  
}
```

# Overloading Methods

- Method overloading
  - allows a method with the same name but different parameters, to have different implementations and return values of different types
  - can be used when the same operation has different implementations.
- Always remember that overloaded methods have the following properties:
  - the same name
  - different parameters
  - return types can be different or the same



# Example

```
public void print( String temp ){  
    System.out.println("Name:" + name);  
    System.out.println("Address:" + address);  
    System.out.println("Age:" + age);  
}  
  
public void print(double eGrade, double mGrade,  
                 double sGrade)  
    System.out.println("Name:" + name);  
    System.out.println("Math Grade:" + mGrade);  
    System.out.println("English Grade:" + eGrade);  
    System.out.println("Science Grade:" + sGrade);  
}
```



# Example

```
public static void main( String[] args )
{
    StudentRecord  annaRecord = new StudentRecord();

    annaRecord.setName("Anna");
    annaRecord.setAddress("Philippines");
    annaRecord.setAge(15);
    annaRecord.setMathGrade(80);
    annaRecord.setEnglishGrade(95.5);
    annaRecord.setScienceGrade(100);

    //overloaded methods
    annaRecord.print( annaRecord.getName() );
    annaRecord.print( annaRecord.getEnglishGrade(),
                      annaRecord.getMathGrade(),
                      annaRecord.getScienceGrade() );
}
```



# Output

- we will have the output for the first call to print,  
Name:Anna  
Address:Philippines  
Age:15
- we will have the output for the second call to print,  
Name:Anna  
Math Grade:80.0  
English Grade:95.5  
Science Grade:100.0



# Constructors

- Constructors are important in instantiating an object. It is a method where all the initializations are placed.
- The following are the properties of a constructor:
  - Constructors have the same name as the class
  - A constructor is just like an ordinary method, however only the following information can be placed in the header of the constructor,
    - scope or accessibility identifier (like public...), constructor's name and parameters if it has any.
  - Constructors does not have any return value
  - You cannot call a constructor directly, it can only be called by using the new operator during class instantiation.





# Constructors

- To declare a constructor, we write,

```
<modifier> <className> (<parameter>*) {  
    <statement>*  
}
```



# Default Constructor

- The **default constructor**
  - is the constructor without any parameters.
  - If the class does not specify any constructors, then an implicit default constructor is created.



# Example

```
public StudentRecord()  
{  
    //some code here  
}
```



# Overloading Constructors

```
public StudentRecord(){
    //some initialization code here
}

public StudentRecord(String temp){
    this.name = temp;
}

public StudentRecord(String name, String address){
    this.name = name;
    this.address = address;
}

public StudentRecord(double mGrade, double eGrade,
                      double sGrade){
    mathGrade = mGrade;
    englishGrade = eGrade;
    scienceGrade = sGrade;
}
```



# Using Constructors

- To use these constructors, we have the following code,

```
public static void main( String[] args ){  
    //create three objects for Student record  
    StudentRecordannaRecord=new StudentRecord("Anna");  
    StudentRecordbeahRecord=new StudentRecord("Beah",  
                                                "Philippines");  
    StudentRecordcrisRecord=new StudentRecord(80,90,100);  
    //some code here  
}
```



# “this()” constructor call

- Constructor calls can be chained, meaning, you can call another constructor from inside another constructor.
- We use the this() call for this
- There are a few things to remember when using the **this** constructor call:
  - When using the this constructor call, IT MUST OCCUR AS THE FIRST STATEMENT in a constructor
  - It can ONLY BE USED IN A CONSTRUCTOR DEFINITION. The this call can then be followed by any other relevant statements.



# Example

```
1: public StudentRecord(){
2:     this("some string");
3:
4: }
5:
6: public StudentRecord(String temp){
7:     this.name = temp;
8: }
9:
10: public static void main( String[] args )
11: {
12:
13:     StudentRecord    annaRecord = new StudentRecord();
14: }
```



# Packages

- Packages
  - are Java's means of grouping related classes and interfaces together in a single unit (interfaces will be discussed later).
  - This powerful feature provides for a convenient mechanism for managing a large group of classes and interfaces while avoiding potential naming conflicts.





# Importing Packages

- To be able to use classes outside of the package you are currently working in, you need to import the package of those classes.
- By default, all your Java programs import the `java.lang.*` package, that is why you can use classes like `String` and `Integers` inside the program eventhough you haven't imported any packages.
- The syntax for importing packages is as follows:

```
import <nameOfPackage>;
```



# Example

```
import java.awt.Color;  
import java.awt.*;
```

# Creating Packages

- To create our own package, we write:

```
package <packageName>;
```

- Packages can also be nested. In this case, the Java interpreter expects the directory structure containing the executable classes to match the package hierarchy.



# Example

```
package SchoolClasses;
```

```
public class StudentRecord {  
    private String    name;  
    private String    address;  
    private int       age;  
    :  
}
```



# Setting the CLASSPATH

- Now, suppose we place the package schoolClasses under the C:\ directory.
- We need to set the classpath to point to that directory so that when we try to run it, the JVM will be able to see where our classes are stored.
- Before we discuss how to set the classpath, let us take a look at an example on what will happen if we don't set the classpath.



# Setting the CLASSPATH

- Suppose we compile and then run the StudentRecord class we wrote in the last section,

```
C:\schoolClasses>javac StudentRecord.java
```

```
C:\schoolClasses>java StudentRecord
```

```
Exception in thread "main" java.lang.NoClassDefFoundError: StudentRecord
(wrong name: schoolClasses/StudentRecord)
    at java.lang.ClassLoader.defineClass1(Native Method)
    at java.lang.ClassLoader.defineClass(Unknown Source)
    at java.security.SecureClassLoader.defineClass(Unknown Source)
    at java.net.URLClassLoader.defineClass(Unknown Source)
    at java.net.URLClassLoader.access$100(Unknown Source)
    at java.net.URLClassLoader$1.run(Unknown Source)
    at java.security.AccessController.doPrivileged(Native Method)
    at java.net.URLClassLoader.findClass(Unknown Source)
    at java.lang.ClassLoader.loadClass(Unknown Source)
    at sun.misc.Launcher$AppClassLoader.loadClass(Unknown Source)
    at java.lang.ClassLoader.loadClass(Unknown Source)
    at java.lang.ClassLoader.loadClassInternal(Unknown Source)
```



# Setting the CLASSPATH

- To set the classpath in Windows, we type this at the command prompt,

```
C:\schoolClasses> set classpath=C:\
```

- where C:\ is the directory in which we have placed the packages

- After setting the classpath, we can now run our program anywhere by typing,

```
C:\schoolClasses> java schoolClasses.StudentRecord
```



# Setting the CLASSPATH

- For Unix base systems, suppose we have our classes in the directory `/usr/local/myClasses`, we write,

```
export classpath=/usr/local/myClasses
```





# Setting the CLASSPATH

- Take note that you can set the classpath anywhere. You can also set more than one classpath, we just have to separate them by ;(for windows) and : (for Unix based systems). For example,

```
set classpath=C:\myClasses;D:\;E:\MyPrograms\Java
```

- and for Unix based systems,

```
export classpath=/usr/local/java:/usr/myClasses
```



# Access Modifiers

- There are four different types of member access modifiers in Java:
  - public
  - private
  - protected
  - Default
- The first three access modifiers are explicitly written in the code to indicate the access type, for the fourth one which is default, no keyword is used.



# default accessibility

- Default access
  - specifies that only classes in the same package can have access to the class' variables and methods
  - no actual keyword for the default modifier; it is applied in the absence of an access modifier.



# Example

```
public class StudentRecord {  
    //default access to instance variable  
    int name;  
  
    //default access to method  
    String getName() {  
        return name;  
    }  
}
```



# public accessibility

- public access
  - specifies that class members are accessible to anyone, both inside and outside the class.
  - Any object that interacts with the class can have access to the public members of the class.
  - Keyword: public



# Example

```
public class StudentRecord {  
    //default access to instance variable  
    public int name;  
  
    //default access to method  
    public String getName() {  
        return name;  
    }  
}
```



# protected accessibility

- protected access
  - specifies that the class members are accessible only to methods in that class and the subclasses of the class.
  - Keyword: protected



# Example

```
public class StudentRecord {  
    //default access to instance variable  
    protected int name;  
  
    //default access to method  
    protected String getName() {  
        return name;  
    }  
}
```





# private accessibility

- private accessibility
  - specifies that the class members are only accessible by the class they are defined in.
  - Keyword: private



# Example

```
public class StudentRecord {  
    //default access to instance variable  
    private int    name;  
  
    //default access to method  
    private String getName() {  
        return name;  
    }  
}
```



# Coding Guidelines

- The instance variables of a class should normally be declared private, and the class will just provide accessor and mutator methods to these variables.

# Summary

- Defining your own classes
- Declaring Fields (instance, static/class)
- Declaring Methods (accessor, mutator, static)
- Returning values and Multiple return statements
- The this reference
- Overloading Methods
- Constructors (default, overloading, this() call)
- Packages
- Access Modifiers (default, public, private, protected)

