Chapter 5: Enhancing Classes

Overview

This chapter explores the design and implementation of classes. First we review object references - what they are and how they affect our processing. Then we study the static modifier to see how it can be applied to variables and to methods. We also discuss the interface between classes.

Reading Assignment

Read pages 260-286, 288-291 and "summary of key concepts" on page 304 in Java Software Solutions textbook.

Textbook Assignment

Book problems are due at the beginning of the class period *before* the Chapter 5 test. Problems will be checked for completion. You are encouraged to correct your answers with the solutions key during class, break or lunch.

- Self-Review pg 305 (5.1-5.6)
- MC pg 305 (5.1-5.10)
- Short Ans. pg 309 (5.1, 5.2, 5.3, 5.5., 5.7)
- AP Style pg 311 (5.1, 5.3, 5.4)
- AP Style Free Res. pg 314 (5.1)

Practicelt! Assignments

Complete the following PracticeIt! assignments. For each problem, *handwrite* the solution and attach with a printed copy of your "My Problems" page *sorted with newest on top*.

Chapter 4

- o Exercise 4.9: evenSumMax
- Exercise 4.16: printPalindrome
- o Exercise 4.18: wordCount

Chapter 5

- o Self-Check 5.15: is Vowel
- o Exercise 5.14: hasMidpoint

Chapter 8

- Self-Check 8.2: whatIsAnObject
- Self-Check 8.3: StringObject
- Self-Check 8.8: accessorMutator
- Self-Check 8.9: methodCallSyntax
- Self-Check 8.13: printingObjects
- o Exercise 8.1: quadrantPoint
- Exercise 8.3: manhattanDistance
- o Exercise 8.4: is Vertical

Labs

Download the Chapter 5 Lab Manual from GitHub. Create a $\Chapter 5$ folder in your \APCS folder. Follow the lab manual instructions for creating the .java files for the labs below.

Lab	Assignment	Completed
1	A Flexible Account Class folder: \AccountProject classes: Account.java, AccountTest.java	
2	Opening Accounts folder: \AccountProject2 classes: Account.java, AccountTest2.java	
3	Transferring Funds folder: \TransferProject classes: Account.java, TransferTest.java Demonstrate both versions of transfer method.	
4	Setting Priorities folder: \PriorityProject interface: Priority.java, classes: Task.java, TaskTest.java	
5	Finch on the Farm classes: FarmFinch.java	Extra Credit