Ch7 課堂練習

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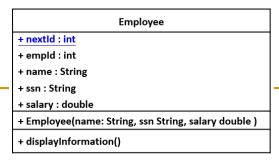
ansel_cheng@hotmail.com

安裝Eclipse IDE

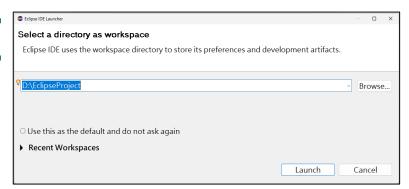
https://www.eclipse.org/downloads/packages/ release/2023-06/r

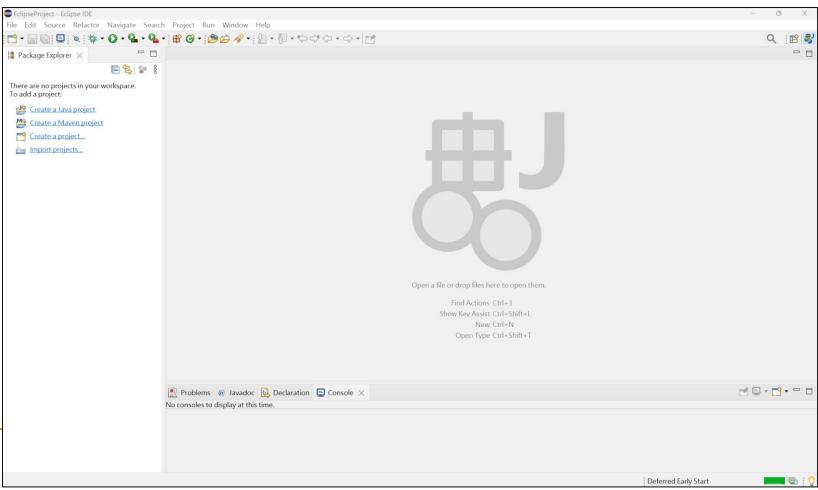
練習一:套件使用

- 1. 開啟 Eclipse IDE
 - □ 指定工作目錄
- 2. 建立EmployeePractice專案
 - □ 建立 com.example 及 com.example.domain 套件
- 3. com.example.domain.Employee 類別設計如下圖
 - □ 屬性:員工編號 empld, 姓名 name, 身分證字號 ssn, 薪水 salary
 - □ 定義方法 displayInformation():將物件屬性資料印在螢幕上
- 4. com.example.EmployeeTest 類別
 - □ 使用建構子建立多個員工
 - □ 呼叫物件的 displayInformation() 方法,顯示物件資料
- 5. 執行 EmployeeTest
 - □ 檢視於 output區的模擬執行結果



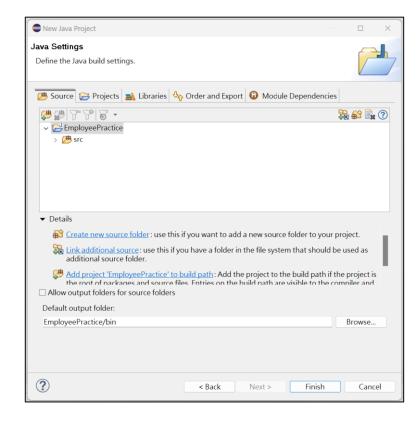
開啟 Eclipse IDE



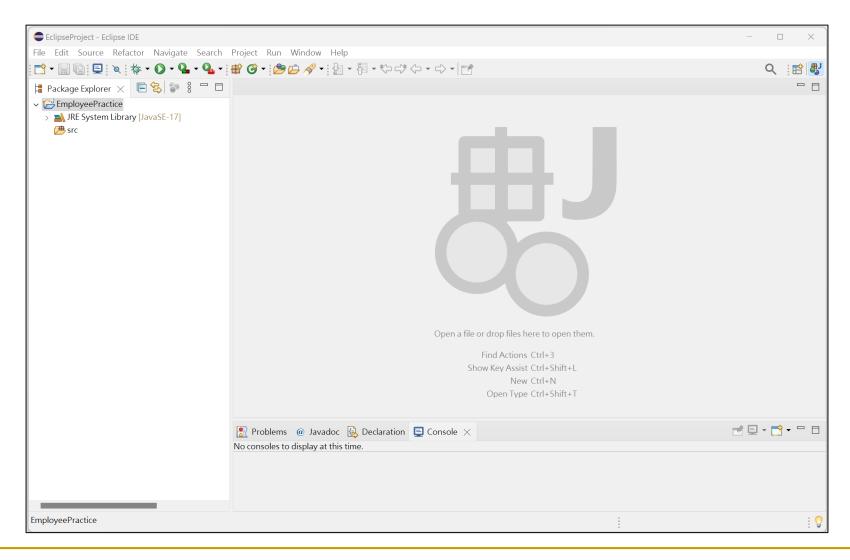


建立EmployeePractice 專案

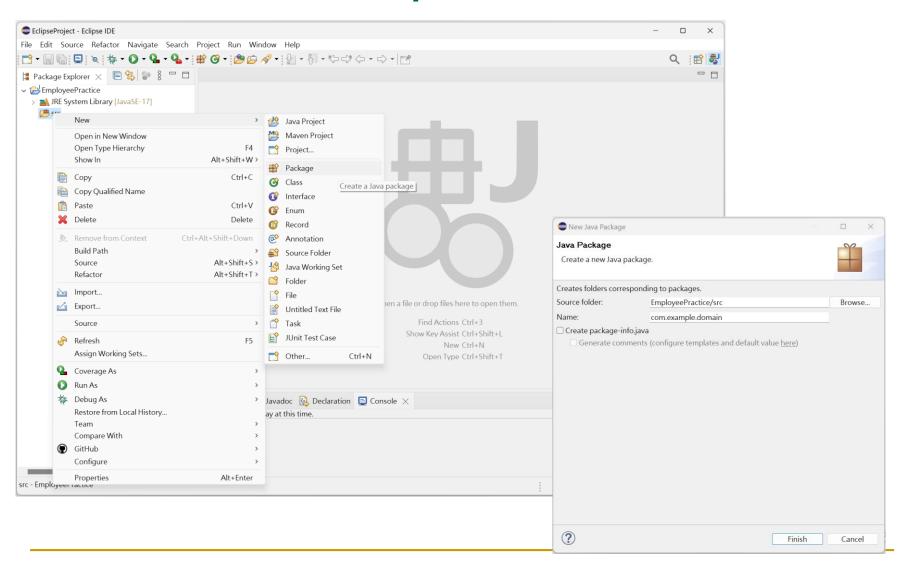




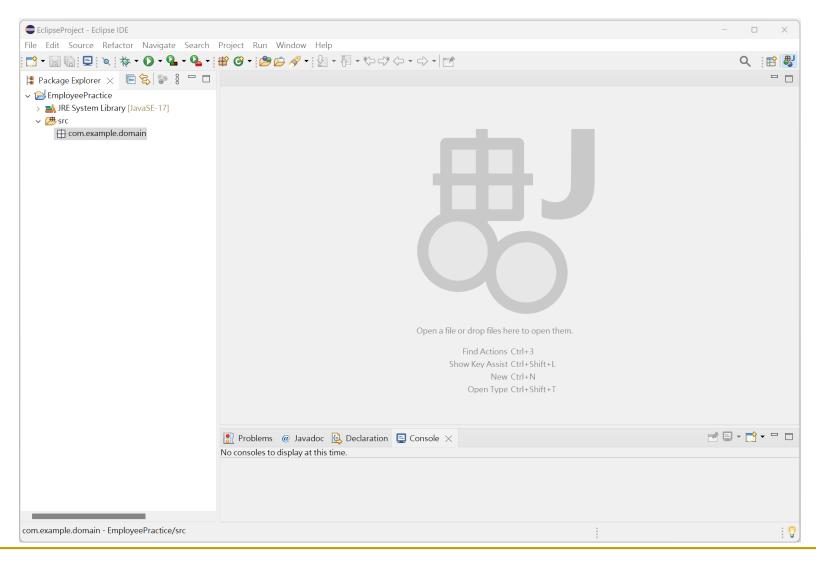
建立EmployeePractice 專案



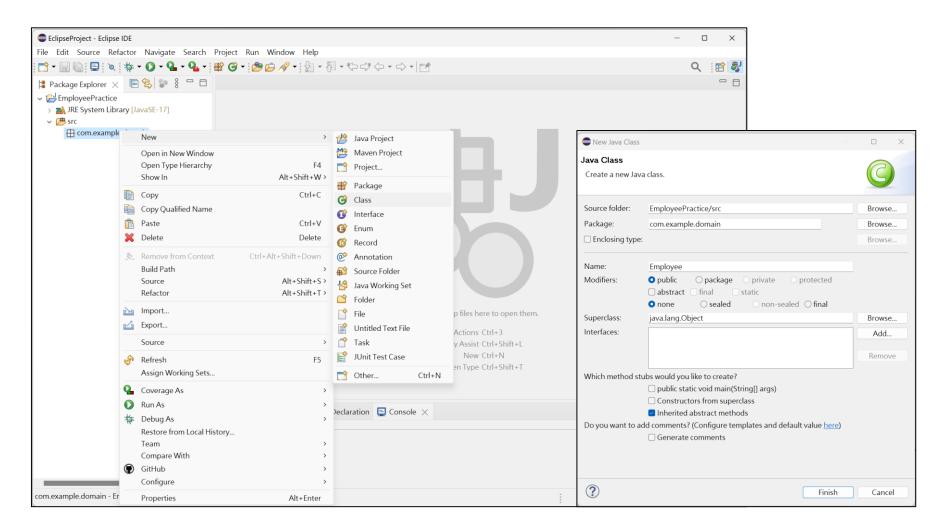
建立com.example.domain套件



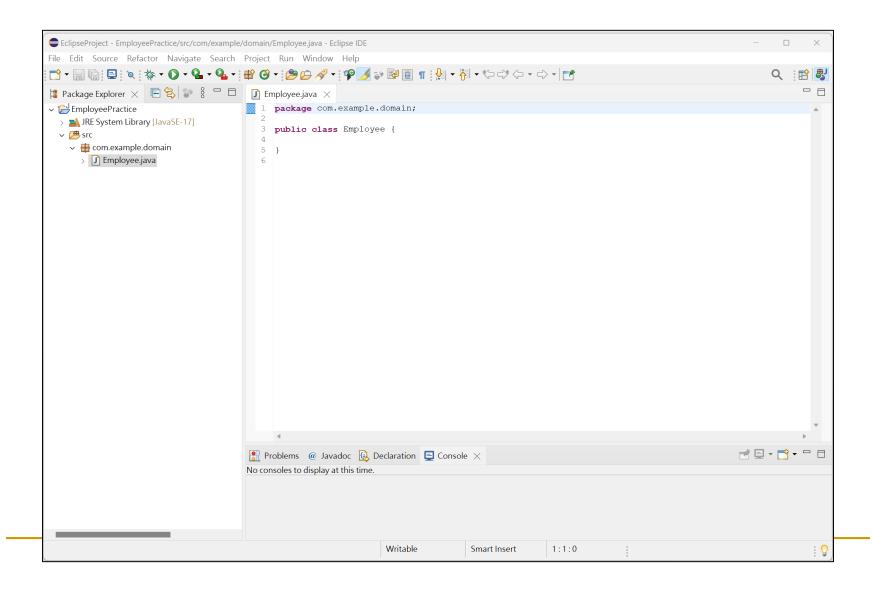
建立com.example.domain套件



com.example.domain.Employee



com.example.domain.Employee



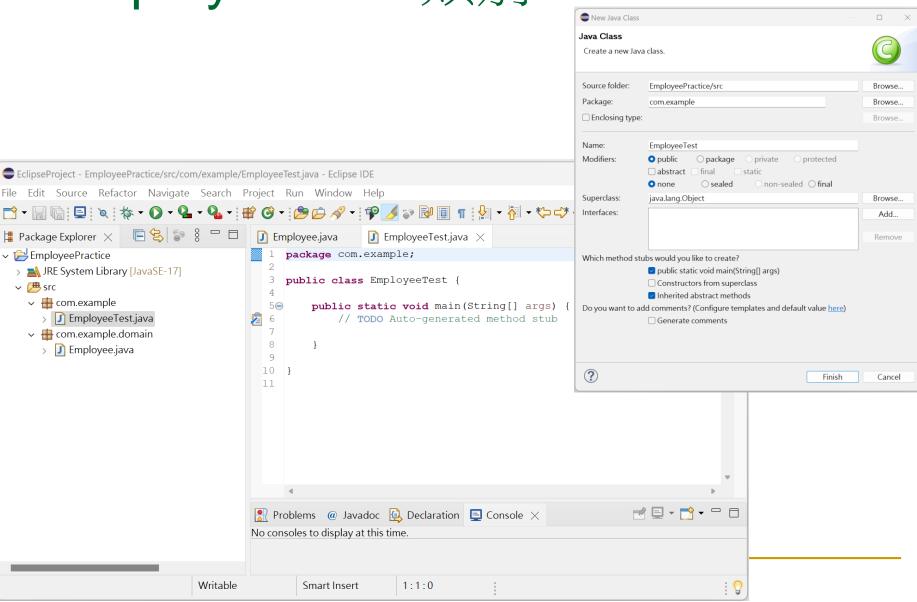
建立Employee 屬性/建構子

```
Employee.java X
   package com.example.domain;
   public class Employee {
        public static int nextId = 1;
        public int empId;
        public String name;
        public String ssn;
        public double salary;
        public Employee(String name, String ssn, double salary) {
            this.empId = nextId++;
11
12
            this.name = name;
13
            this.ssn = ssn;
14
            this.salary = salary;
16
17
18
```

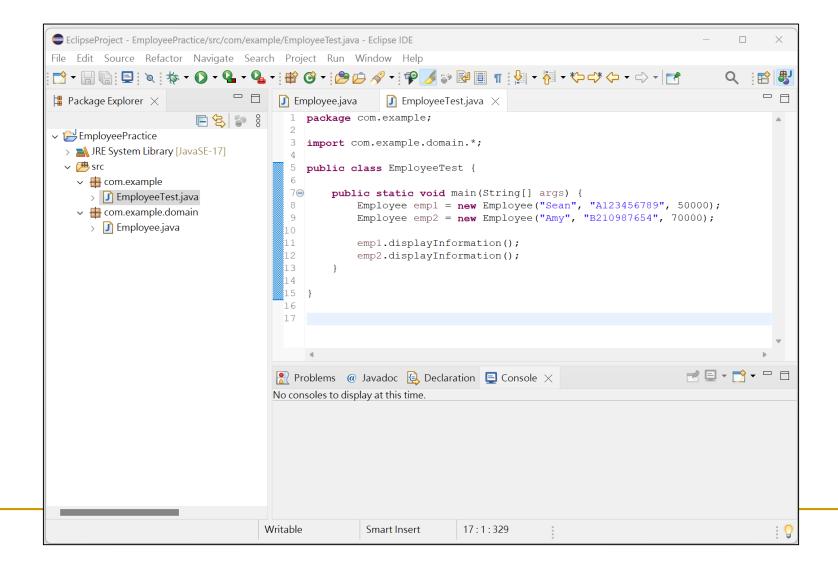
建立displayInformation()方法

```
Employee.java X
   package com.example.domain;
   public class Employee {
       public static int nextId = 1;
       public int empId;
       public String name;
       public String ssn;
       public double salary;
10⊕
       public Employee(String name, String ssn, double salary) {
16
       public void displayInformation() {
170
18
            System.out.println("=====員工資料=====");
19
            System.out.println("編號: "+this.empId);
20
            System.out.println("姓名: "+this.name);
21
           System.out.println("SSN: "+this.ssn);
22
           System.out.println("薪水: "+this.salary);
23
24
```

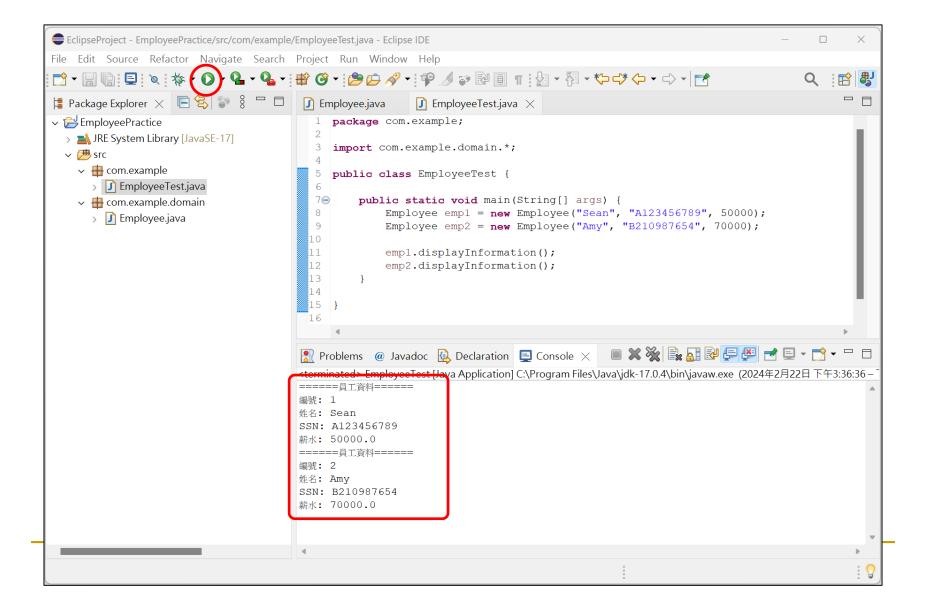
EmployeeTest 類別



EmployeeTest 類別



測試



練習二:封裝設計準則

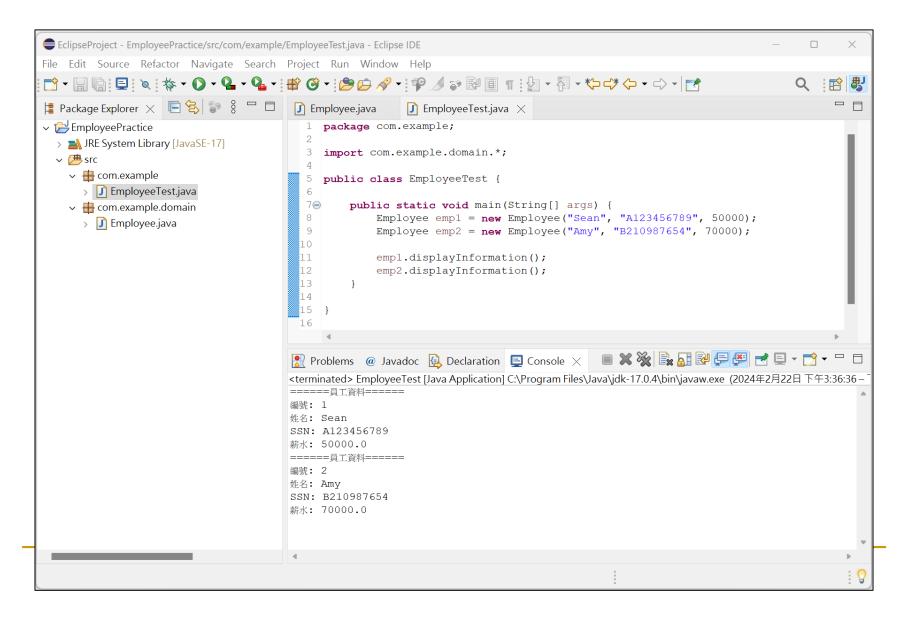
- 1. 修改 EmployeePractice 專案
- 2. 修改 Employee 類別設計如右
 - · 屬性修改為 private
 - · 所有屬性提供 getter
 - name 與 salary 提供 setter
 - ✓ setName() 中防止傳入參數為 null 或空白字串
 - ✓ raiseSalary() 中防止傳入負的 increase 值
 - · 建構子 Employee(name:String, ssn:String, salary: double)
 - ✓ empld 由類別屬性 nextld 自動產生,初始值為 101
- 3. EmployeeTest 類別
 - · 使用建構子建立多個員工
 - · 呼叫物件的 displayInformation() 方法,顯示物件資料
 - 修改員工姓名及薪水

```
com.example.domain.Employee

- nextId: int
- empld: int
- name: String
- ssn: String
- salary: double
+ Employee(name: String, ssn: String, salary: double)
+ getEmpld(): int
+ getName(): String
+ getSsn(): String
+ getSalary(): double
+ setName (name: String)
+ raiseSalary (increase: double)
```

+ displayInformation()

應用封裝規則修改Employee類別



Employee類別

```
pemployee.java x

1  package com.example.domain;
2

3  public class Employee {
    public static int nextId = 1;
    public int empId;
    public public string name;
    public string ssn;
    public salary;
```



```
package com.example.domain;

public class Employee {
   public static int nextId = 101;
   private int empId;
   private private string name = "John";
   String ssn = "A123456789";
   private double salary = 26400;
```

Employee類別

```
🚺 *Employee.java 🔀
    package com.example.domain;
    public class Employee {
        public static int nextId = 101;
        private int empId;
        private String name = "John";
        private String ssn = "A123456789";
        private double salary = 26400;
 9
        public Employee(String name, String ssn, double salary) {
10⊕
19
200
        public void displayInformation() {
            System.out.println("=====員工資料=====");
21
22
             System.out.println("編號: "+this.empId);
23
             System.out.println("姓名: "+this.name);
24
             System.out.println("SSN: "+this.ssn);
25
             System.out.println("薪水: "+this.salary);
26
27
        public int getEmpId() {
280
29
             return empId;
30
31
320
        public String getName() {
33
             return name;
34
        }
35
36
37<del>0</del>
        public String getSsn() {
38
             return ssn;
39
40
410
        public double getSalary() {
42
             return salary;
43
 44
```

修改Employee類別

Setter方法中提供保護的邏輯

- setName()中防止null 傳入參數
- raiseSalary()中防止負的increase值

```
44
45⊝
        public void setName(String name) {
46
            if(name!=null && name.length()!=0)
47
                this.name = name;
48
            else
49
                System.out.println("參數為空值改名失敗!");
50
51
52⊝
       public void raiseSalary(double increase) {
53
            if(increase>0)
54
                this.salary += increase;
55
            else
56
                System.out.println("參數錯誤加薪失敗!");
57
58
59
```

修改建構子

```
10⊝
       public Employee(String name, String ssn, double salary) {
11
            this.empId = nextId++;
12
            if(name!=null && name.length()!=0)
13
                this.name = name;
14
            if(ssn!=null && ssn.length()!=0)
15
                this.ssn = ssn;
16
            if(salary>26400)
                this.salary = salary;
17
18
19
```

EmployeeTest 類別

```
package com.example;
 2
    import com.example.domain.*;
    public class EmployeeTest {
        public static void main(String[] args) {
            Employee emp1 = new Employee("Sean", "A123456789", 50000);
            Employee emp2 = new Employee("Amy", "B210987654", 70000);
 9
10
            empl.displayInformation();
11
            emp2.displayInformation();
12
13
            System.out.println("Amy改名並加薪....");
            emp2.setName("Amy Wang");
14
15
            emp2.raiseSalary(1000);
16
17
            empl.displayInformation();
            emp2.displayInformation();
18
19
20
```

