



# Java Programming I

## *Session 4*

### Program Control Statements

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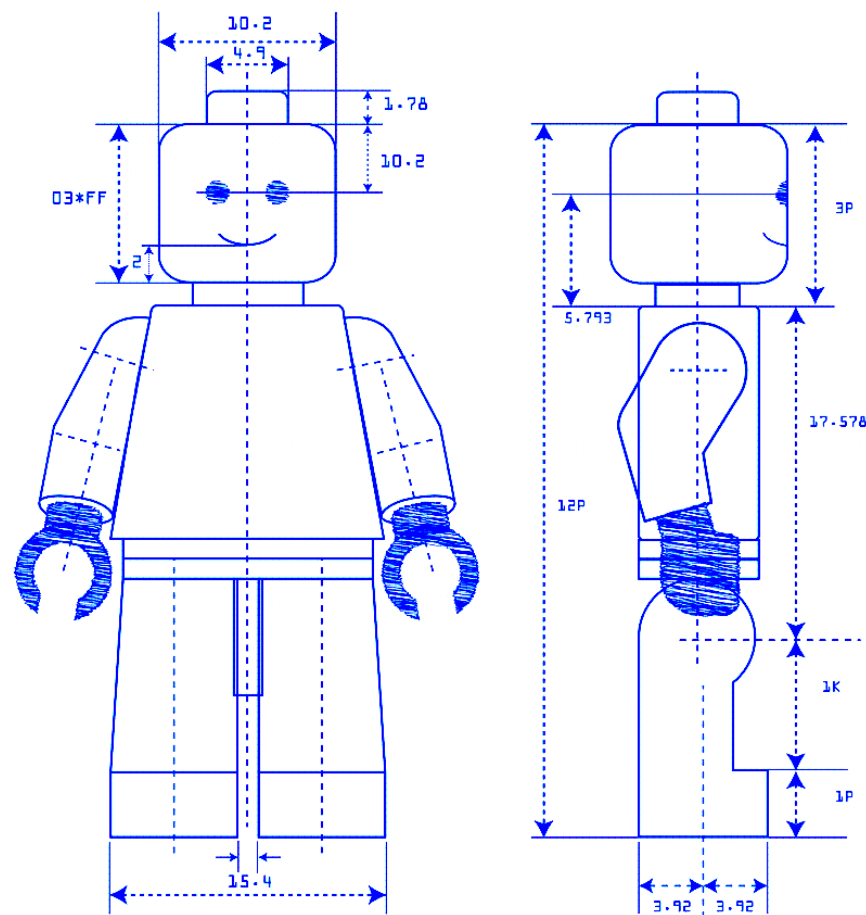
# Agenda

- **Classes**
- **Objects**
- **Methods**
- **Constructors**
- **Method overloading**
- **Packages**

# Classes

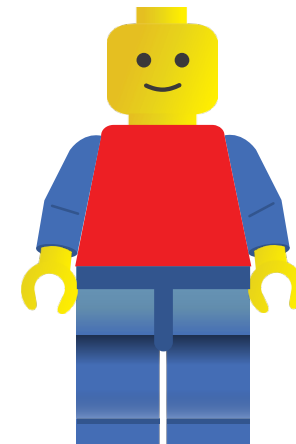
Show me all the blueprints

`public class LegoMan`

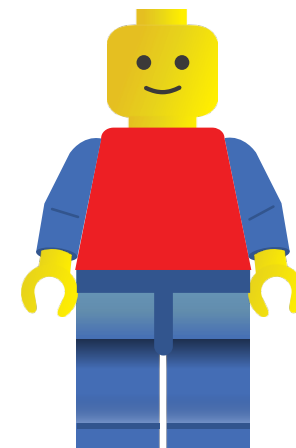


*Class*

`new LegoMan();`



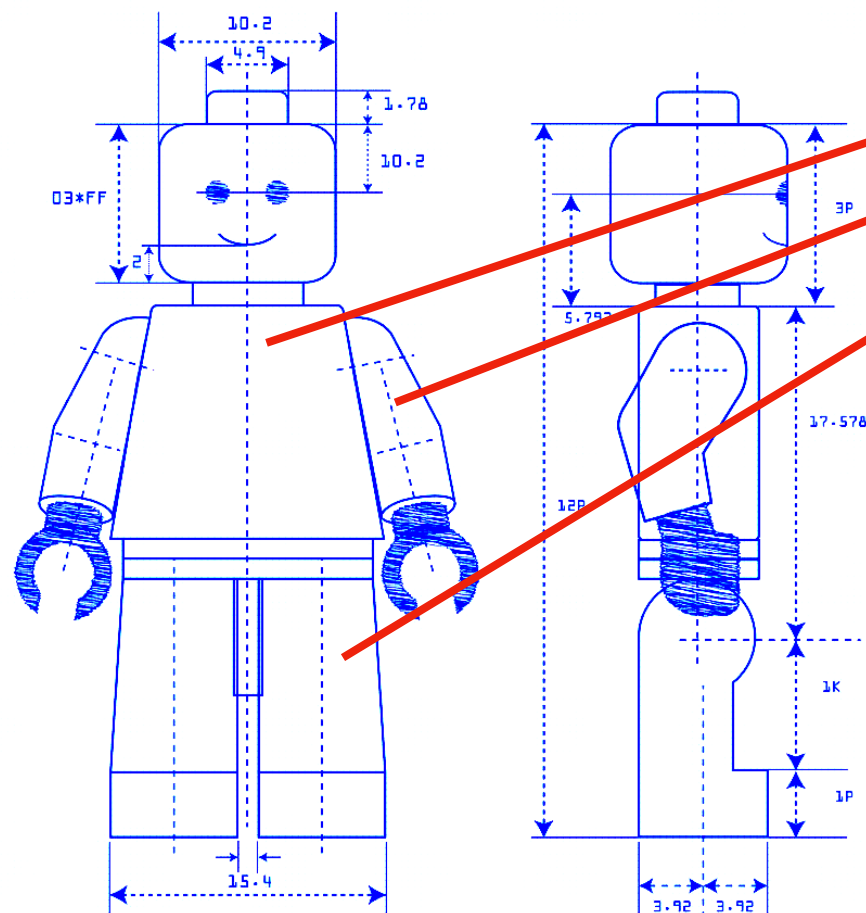
`new LegoMan();`



*Object*

# Classes

Show me all the blueprints

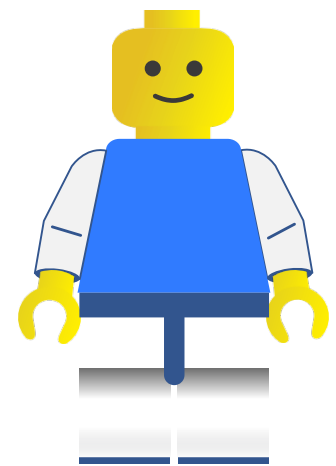


```
public class LegoMan{  
    private String shirtColor = "blue";  
    private String armColor = "white";  
    private String pantsColor = "white";  
  
    public LegoMan(String shirtColor,  
                   String pantsColor,  
                   String armColor)  
    {  
        this.pantsColor = pantsColor;  
        this.shirtColor = shirtColor;  
        this.armColor = armColor;  
    }  
}
```

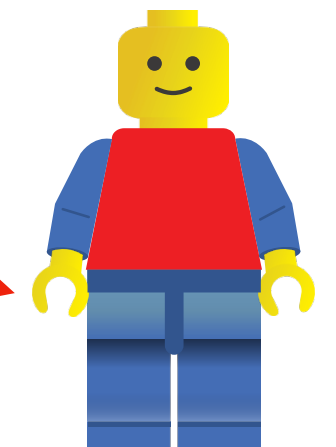
# Class to Object

## Building Objects

```
LegoMan lm1 = new LegoMan();
```



```
LegoMan lm = new LegoMan("red", "blue", "red");
```



# Class structure

members, methods

```
public class ClassName{
    public int member1;
    private boolean member2 = true; // Default value override
    private static int classMember;

    public ClassName(){
        // Constructor
        member1 = (int)(Math.random()*100);
    }

    public boolean noArgumentMethod(){
        return this.member2;
    }

    public int argumentMethod(int x){
        return x + member1;
    }

    public static int classMethod(){
        return classMember;
    }
}
```

# Could you?

members, methods

```
public class ClassName{
    public int member1;
    private boolean member2 = true;
    private static int classMember;

    public ClassName(){
        // Constructor
        member1 = 10;
    }

    public boolean noArgumentMethod(){
        return this.member2;
    }

    public int argumentMethod(int x){
        return x + member1;
    }

    public static int classMethod(){
        return classMember;
    }
}
```

```
ClassName.member1 = 10;
```

```
ClassName kn = new ClassName();
System.out.println(kn.member1);
```

```
ClassName.classMember = 10;
```

```
System.out.println(ClassName.classMethod());
```

```
kn.member1 = 10;
```

All together now

# A Singleton

Just one and one only

```
public class Singleton{  
}
```



# Back to 1st class

Object oriented Programming

- Objects and Classes
- Encapsulation - (private, protected, public)
- Composition, Inheritance and Delegation
- Polymorphism

# Encapsulation

hiding the implementation details from users

```
public class EncapsulationDemo{
    private int age;

    public int getAge(){
        return age;
    }

    public void setAge(int newValue){
        age = newValue;
    }
}

public class EncapsTest{
    public static void main(String args[]){
        EncapsulationDemo obj = new EncapsulationDemo();
        obj.setAge(32);
        System.out.println("Employee Age: " + obj.getAge());
    }
}
```

# Inheritance

Allowing a class to inherit properties and methods from other classes

```
class Vehicle {
    String color;
    int speed;
    int size;

    void attributes() {
        System.out.println("Color : " + color);
        System.out.println("Speed : " + speed);
        System.out.println("Size : " + size);
    }
}

class Car extends Vehicle {
    int CC;
    int gears;

    void attributescar() {
        // The subclass refers to the members of the superclass
        this.attributes();
        System.out.println("CC of Car : " + CC);
        System.out.println("No of gears of Car : " + gears);
    }
}
```

# Polymorphism

capability of a method to do different things based on the object that it is acting upon

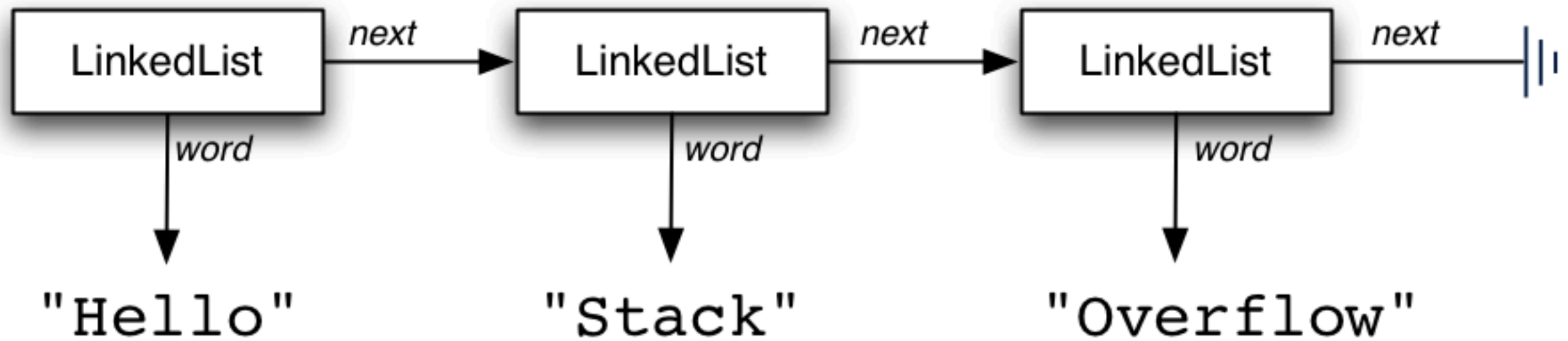
```
class Overload
{
    void demo (int a)
    {
        System.out.println ("a: " + a);
    }

    void demo (int a, int b)
    {
        System.out.println ("a and b: " + a + "," + b);
    }

    double demo(double a) {
        System.out.println("double a: " + a);
        return a*a;
    }
}
```

# LinkedLists

Element knows its value and it knows about the next,



All together now

# LinkedList

Implement a linked list in Java

```
class LinkedList  
{  
  
}
```

# Packages

A way to store objects

