

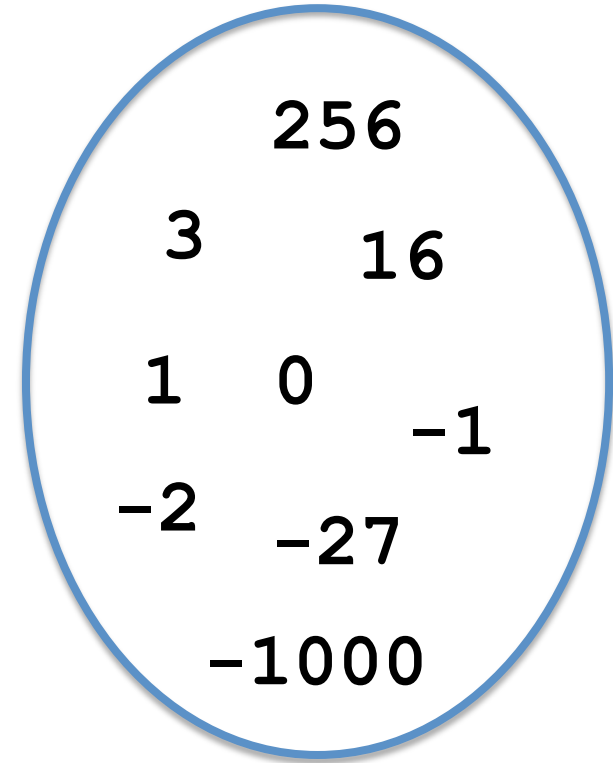
CLASSES

and

TYPES



class Car



type int

```
int a = 3;
```

```
String b = "abc";
```

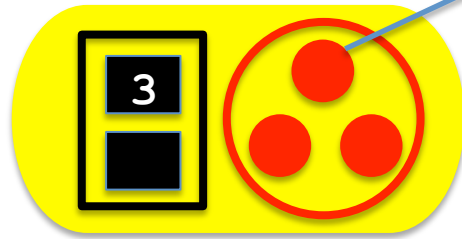
```
String repeat(String s, int n) {  
    String t="";  
    for (int i=0; i<n; ++i) {t=t+s;}  
}
```

Wrapper Classes

`class Integer`

`int`

`int intValue()`



`boxI`

`3`

`i`

`Integer boxI = new Integer(i);`

`int i = boxI.intValue();`



```
class Triple {  
    int n1;  
    int n2;  
    int n3;  
    Triple(int i, int j, int k) {n1=i;n2=j;n3=k;}  
    int get1() {return n1;} ...  
    void set1(int n) {n1=n;} ...  
    double average() {return (n1+n2+n3)/3;}  
    ...  
}
```

```
class Car {  
    boolean lights;  
    String color;  
    Engine eng;  
    ...  
    void turnHeadlightsOn() {lights = true;}  
    void moveForward() {...}  
    void tuneEngine(int n) {...}  
    ...  
}
```

```
int n = 3;
```

n
3

```
Triple t = new Triple(1,2,3); Triple p;
```



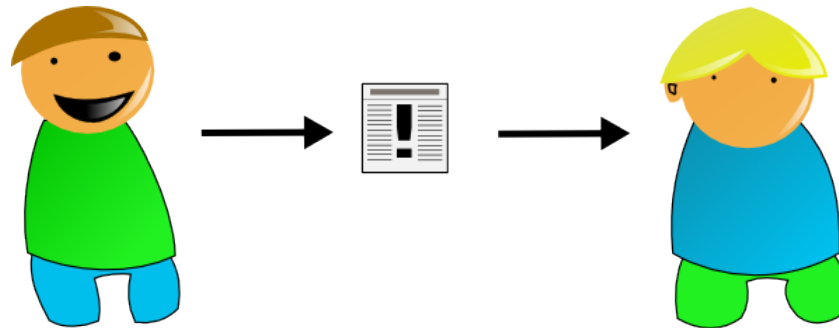
Dot-Notation and Messages

```
Triple t = new Triple(1,2,3);
```

```
t.n1
```

```
t.get1()
```

~~get1(t)~~



Source: Pixabay

