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Java 9: Object orientation II

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Agenda

- Constructor
- Encapsulation (Getter and setter Methods)
- Exercises

Constructor

- Special method to initialize objects
- Called when object of class is created
- Method must match the class name
- Cannot have a return type
- By default java adds a constructor
- Can be used to set intial values of class

```
public class ObjectOrientTwo {
3
           //initial constructor created by java
          public ObjectOrientTwo() {
     public class ObjectOrientTwo {
3
4
         int y;
         //used to set intial values
         public ObjectOrientTwo(int y) {
8
9
             this.y = y;
10
11
         Run | Debug
         public static void main(String[] args) {
12
            ObjectOrientTwo obj1 = new ObjectOrientTwo(y:5);
13
            System.out.print(obj1.y);
14
```

15

Encapsulation (Getter and setter – Methods)

- Class attributes are changed into private so they cannot be accessed outside of the class directly
- By using getter-Methods you can control which class-attributes are allowed to be read
- By using setter-Methods you can control which class-attributes are allowed to be written
- This way you can control the security of your data

```
public class ObjectOrientTwo {
          private int x;
          public int getX (){
              return this.x:
10
          public void setX(int x) {
11
12
              this.x = x;
13
14
          Run | Debug
          public static void main(String[] args) {
15
16
              ObjectOrientTwo myObj = new ObjectOrientTwo();
17
              my0bi.x = 5;
18
19
              System.out.println(my0bj.x);
20
              myObj.setX(x:10);
21
              System.out.println(my0bj.getX());
22
23
```

Exercise create class Book and MainBook (low difficulty)

Book Class:

- Properties:
 - Private title (String)
 - Private author (String)
- Constructor:
 - A constructor that accepts both title and author.
- Methods:
 - Getter and setter methods for both title and author.

Main Class:

- This class will contain the main method.
- Create a Book object, use the constructor to initialize it, and then print out the details using the getter methods.
- Modify the title and author using the setter methods and print the updated details.