Java & OOP

5. Check Params

Why?

- Criteria for a Kid object

  - name should be valid

  - age must be between 3 and 12

  - pet should be valid

validation structure

```
if (valid) {
  // set the properties
}
else {
  //get out of the function
}
```

- Will lead to complicated nested `if` - `else` structures

Getting out of a function

- `return` with or without value

- `throw` an exception

- we `throw` exceptions here in this example

cleanup

- if you get out of a function in `if` no `else` is required

- No `else` ----> no nesting

- Nicely structured code

inverting `if` condition

- Simply put a `!` in front

- More readable code - use deMorgan's theorem

Demorgan's theorem

$$\overline{A+B} = \overline{A} \cdot \overline{B}$$

$$\overline{A \cdot B} = \overline{A} + \overline{B}$$

Next

Construction Patterns