Java Review (Object Oriented Programming)

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Outline

- Setup (JDK, IntelliJ IDEA)
- Introduction to Object Oriented
- Encapsulation
- Inheritance
- Practice

Setup

- Installing JDK
 - Linux: default-jdk
 - Windows: Download from Oracle.com, Install, Change PATH
 - MAC: Download from Oracle, Install

- Hello World! in Java
- Running with command line

IDE

- IntelliJ IDEA (My Favourite)
- Eclipse
- NetBeans

Hello World in IntelliJ

Introduction to Object Oriented

- Everything is Object
- An Object is a instance of a class
- Classes have
 - Fields, data fields, class scope variables, etc. used to provide data specification
 - Methods which are functions operating on these data and possibly on the data belonging to other class instances

Encapsulation

- Direct access to fields may cause a lot of problems
- The combination of the data and related operations on them is called data encapsulation.

- Person Class
- Constructor
- Getter and Setter
- Naming Convention

Inheritance

A new class can be derived from an existing class whereby the new class automatically includes (inherits) fields and methods of the existing class. The former is called a subclass or derived class, the latter is called a superclass of base class.

Inheritance

```
variable d and method
                                                 establish inheritance
                   g() are inherited
                                    class C2 extends C1 {
class C1 {
    int n;
                                         int n;
                                         double y = g(d);
    double d;
    void f(int m) {
                                         void f(int m) {
     double g(double x) {
                                         double h(double x) {
                                              super .n = 10;
                                              return n * x;
c2's variable n.
C1's variable n is
                                             method h() is newly defined
                   method f() is redefined
still accessible
                                             and so is variable y
```

- Employee and Manager
 - o salary, vacationDays, hours
- super() method
- toString() method

Practice

- Write an Employee subclass Secretary. A Secretary makes 20,000 more than an Employee and have 5 more vacation days. Additionally, the class Secretary should have a new method called "scheduleMeeting" that prints "Your meeting starts in 10 minutes...".
- Use the super keyword to interact with the Employee superclass as appropriate.
- Use the class testInheritance to test your work.

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