CMPE 160.01: Introduction to Object Oriented Programming

PS6: Classes

08/04/2022

1 Writing Classes From UML Diagrams:

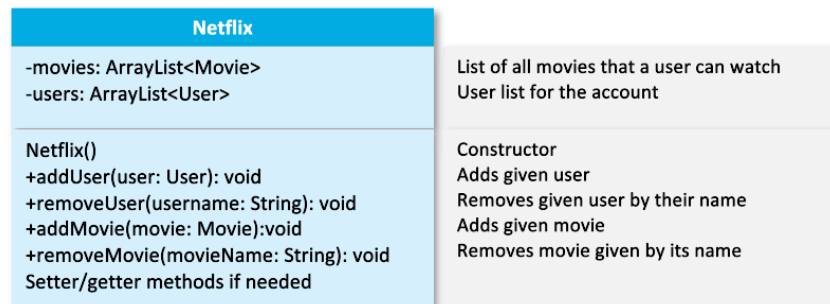We will write classes 'Netflix', 'User' and 'Movie', following their UML diagrams:

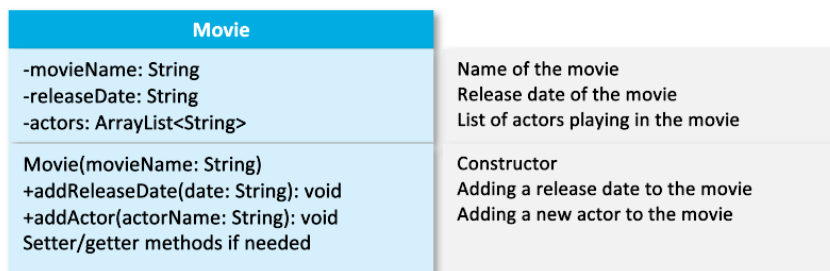

Figure 1: Netflix Class UML Diagram
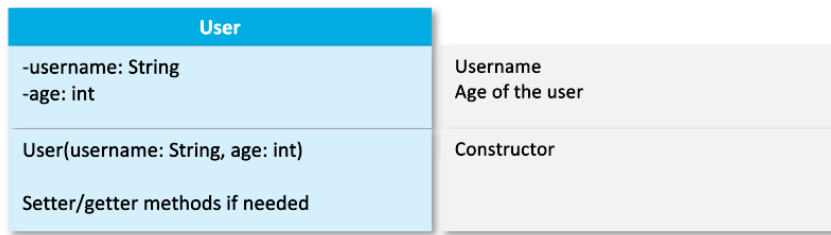

Figure 2: Movie Class UML Diagram

Figure 3: User Class UML Diagram

Example Code for User Class

```java
public class User {

   /**Attributes*/
   String username;
   int age;

   /**Constructors*/
   public User(String username, int age) {
      this.username = username;
      this.age = age;
   }
   public User() {
      this.username = "default name";
      this.age = 18;
   }

   /**Methods*/
   public String getUsername() {
      return username;
   }
   public void setUsername(String username) {
       // TODO
   }
   public int getAge() {
      return age;
   }
   public void setAge(int age) {
      //TODO
    }
    @Override
   public String toString() {
      return "User [username=" + username + ", age=" + age + "]";
   }
}
```