

ABSOLUTE JAVA™

SIXTH EDITION



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Chapter 4

Defining Classes I

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Introduction

- Classes are the most important language feature that make *object-oriented programming (OOP)* possible
- Programming in Java consists of defining a number of classes
 - Every program is a class
 - All helping software consists of classes
 - All programmer-defined types are classes
- Classes are central to Java

Class Definitions

- You already know how to use classes and the objects created from them, and how to invoke their methods
 - For example, you have already been using the predefined **String** and **Scanner** classes
- Now you will learn how to define your own classes and their methods, and how to create your own objects from them

A Class Is a Type

- A class is a special kind of programmer-defined type, and variables can be declared of a class type
- A value of a class type is called an object or *an instance of the class*
 - If A is a class, then the phrases "bla is of type A," "bla is an object of the class A," and "bla is an instance of the class A" mean the same thing
- A class determines the types of data that an object can contain, as well as the actions it can perform

Primitive Type Values vs. Class Type Values

- A primitive type value is a single piece of data
- A class type value or object can have multiple pieces of data, as well as actions called *methods*
 - All objects of a class have the same methods
 - All objects of a class have the same pieces of data (i.e., name, type, and number)
 - For a given object, each piece of data can hold a different value

The Contents of a Class Definition

- A class definition specifies the data items and methods that all of its objects will have
- These data items and methods are sometimes called *members* of the object
- Data items are called *fields* or *instance variables*
- Instance variable declarations and method definitions can be placed in any order within the class definition

The **new** Operator

- An object of a class is named or declared by a variable of the class type:

```
ClassName classVar;
```

- The **new** operator must then be used to create the object and associate it with its variable name:

```
classVar = new ClassName();
```

- These can be combined as follows:

```
ClassName classVar = new ClassName();
```

Instance Variables and Methods

- Instance variables can be defined as in the following two examples

- Note the **public** modifier (for now):

- ```
public String instanceVar1;
```

- ```
public int instanceVar2;
```

- In order to refer to a particular instance variable, preface it with its object name as follows:

- ```
objectName.instanceVar1
```

- ```
objectName.instanceVar2
```


Instance Variables and Methods

- Method definitions are divided into two parts: a *heading* and a *method body*:

```
public void myMethod() ← Heading  
{  
    code to perform some action  
    and/or compute a value  
} ← Body
```

- Methods are invoked using the name of the calling object and the method name as follows:
`classVar.myMethod();`
- Invoking a method is equivalent to executing the method body

File Names and Locations

- Reminder: a Java file must be given the same name as the class it contains with an added **.java** at the end
 - For example, a class named **MyClass** must be in a file named **MyClass.java**
- For now, your program and all the classes it uses should be in the same directory or folder

More About Methods

- There are two kinds of methods:
 - Methods that compute and return a value
 - Methods that perform an action
 - This type of method does not return a value, and is called a **void** method
- Each type of method differs slightly in how it is defined as well as how it is (usually) invoked

More About Methods

- A method that returns a value must specify the type of that value in its heading:
- A **void** method uses the keyword **void** in its heading to show that it does not return a value :

```
public typeReturned methodName(paramList)
```

```
public void methodName(paramList)
```

main is a **void** Method

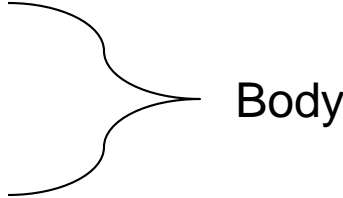
- A program in Java is just a class that has a **main** method
- When you give a command to run a Java program, the run-time system invokes the method **main**
- Note that **main** is a **void** method, as indicated by its heading:

```
public static void main(String[] args)
```

return Statements

- The body of both types of methods contains a list of declarations and statements enclosed in a pair of braces

```
public <void or typeReturned> myMethod()  
{  
    declarations  
    statements  
}
```



A diagram consisting of a large right-facing curly brace that groups the words "declarations" and "statements" from the code snippet. To the right of the middle of the brace is the word "Body".

return Statements

- The body of a method that returns a value must also contain one or more **return** statements
 - A **return** statement specifies the value returned and ends the method invocation:
return Expression;
 - **Expression** can be any expression that evaluates to something of the type returned listed in the method heading

return Statements

- A **void** method need not contain a **return** statement, unless there is a situation that requires the method to end before all its code is executed
- In this context, since it does not return a value, a **return** statement is used without an expression:

return;

Method Definitions

- An invocation of a method that returns a value can be used as an expression anyplace that a value of the **typeReturned** can be used:

```
typeReturned tRVariable;
```

```
tRVariable = objectName.methodName();
```

- An invocation of a **void** method is simply a statement:

```
objectName.methodName();
```

Any Method Can Be Used As a **void** Method

- A method that returns a value can also perform an action
- If you want the action performed, but do not need the returned value, you can invoke the method as if it were a **void** method, and the returned value will be discarded:

objectName.returnValueMethod() ;

Local Variables

- A variable declared within a method definition is called a *local variable*
 - All variables declared in the `main` method are local variables
 - All method parameters are local variables
- If two methods each have a local variable of the same name, they are still two entirely different variables

Global Variables

- Some programming languages include another kind of variable called a *global* variable
- The Java language does **not** have global variables

Blocks

- A *block* is another name for a compound statement, that is, a set of Java statements enclosed in braces, `{ }`
- A variable declared within a block is local to that block, and cannot be used outside the block
- Once a variable has been declared within a block, its name cannot be used for anything else within the same method definition

Declaring Variables in a **for** Statement

- You can declare one or more variables within the initialization portion of a **for** statement
- A variable so declared will be local to the **for** loop, and cannot be used outside of the loop
- If you need to use such a variable outside of a loop, then declare it outside the loop

Parameters of a Primitive Type

- The methods seen so far have had no parameters, indicated by an empty set of parentheses in the method heading
- Some methods need to receive additional data via a list of *parameters* in order to perform their work
 - These *parameters* are also called *formal parameters*

Parameters of a Primitive Type

- A parameter list provides a description of the data required by a method
 - It indicates the number and types of data pieces needed, the order in which they must be given, and the local name for these pieces as used in the method

```
public double myMethod(int p1, int p2, double p3)
```


Parameters of a Primitive Type

- When a method is invoked, the appropriate values must be passed to the method in the form of *arguments*
 - Arguments are also called *actual parameters*
- The number and order of the arguments must exactly match that of the parameter list
- The type of each argument must be compatible with the type of the corresponding parameter

```
int a=1,b=2,c=3;
```

```
double result = myMethod(a,b,c);
```

Parameters of a Primitive Type

- In the preceding example, the value of each argument (not the variable name) is plugged into the corresponding method parameter
 - This method of plugging in arguments for formal parameters is known as the *call-by-value mechanism*

Parameters of a Primitive Type

- If argument and parameter types do not match exactly, Java will attempt to make an automatic type conversion
 - In the preceding example, the **int** value of argument **c** would be cast to a **double**
 - A primitive argument can be automatically type cast from any of the following types, to any of the types that appear to its right:

byte→**short**→**int**→**long**→**float**→**double**
char _____↑

Parameters of a Primitive Type

- A parameter is often thought of as a blank or placeholder that is filled in by the value of its corresponding argument
- However, a parameter is more than that: it is actually a local variable
- When a method is invoked, the value of its argument is computed, and the corresponding parameter (i.e., local variable) is initialized to this value
- Even if the value of a formal parameter is changed within a method (i.e., it is used as a local variable) the value of the argument cannot be changed

A Formal Parameter Used as a Local Variable (Part 1 of 5)

Display 4.6 A Formal Parameter Used as a Local Variable

```
1  import java.util.Scanner;
2  public class Bill
3  {
4      public static double RATE = 150.00; //Dollars per quarter hour
5      private int hours;
6      private int minutes;
7      private double fee;
```

This is the file Bill.java.

(continued)

A Formal Parameter Used as a Local Variable (Part 2 of 5)

Display 4.6 A Formal Parameter Used as a Local Variable

```
8      public void inputTimeWorked()
9      {
10         System.out.println("Enter number of full hours worked");
11         System.out.println("followed by number of minutes:");
12         Scanner keyboard = new Scanner(System.in);
13         hours = keyboard.nextInt();
14         minutes = keyboard.nextInt();
15     }

16     public double computeFee(int hoursWorked, int minutesWorked)
17     {
18         minutesWorked = hoursWorked*60 + minutesWorked;
19         int quarterHours = minutesWorked/15; //Any remaining fraction of a
20                                             // quarter hour is not charged for.
21         return quarterHours*RATE;
22     }

23     public void updateFee()
24     {
25         fee = computeFee(hours, minutes);
26     }
```

computeFee uses the parameter minutesWorked as a local variable.

Although minutes is plugged in for minutesWorked and minutesWorked is changed, the value of minutes is not changed.

(continued)

A Formal Parameter Used as a Local Variable (Part 3 of 5)

Display 4.6 A Formal Parameter Used as a Local Variable

```
27     public void outputBill()  
28     {  
29         System.out.println("Time worked: ");  
30         System.out.println(hours + " hours and " + minutes + " minutes");  
31         System.out.println("Rate: $" + RATE + " per quarter hour.");  
32         System.out.println("Amount due: $" + fee);  
33     }  
34 }
```

(continued)

A Formal Parameter Used as a Local Variable (Part 4 of 5)

Display 4.6 A Formal Parameter Used as a Local Variable

```
1  public class BillingDialog
2  {
3      public static void main(String[] args)
4      {
5          System.out.println("Welcome to the law offices of");
6          System.out.println("Dewey, Cheatham, and Howe.");
7          Bill yourBill = new Bill();
8          yourBill.inputTimeWorked();
9          yourBill.updateFee();
10         yourBill.outputBill();
11         System.out.println("We have placed a lien on your house.");
12         System.out.println("It has been our pleasure to serve you.");
13     }
14 }
```

This is the file BillingDialog.java.

(continued)

A Formal Parameter Used as a Local Variable (Part 5 of 5)

Display 4.6 A Formal Parameter Used as a Local Variable

SAMPLE DIALOGUE

```
Welcome to the law offices of  
Dewey, Cheatham, and Howe.  
Enter number of full hours worked  
followed by number of minutes:  
3 48  
Time worked:  
2 hours and 48 minutes  
Rate: $150.0 per quarter hour.  
Amount due: $2250.0  
We have placed a lien on your house.  
It has been our pleasure to serve you.
```

Pitfall: Use of the Terms "Parameter" and "Argument"

- Parameter is the variable and argument is the item passed in
- Do not be surprised to find that people often use the terms parameter and argument interchangeably
- When you see these terms, you may have to determine their exact meaning from context

The **this** Parameter

- All instance variables are understood to have **<the calling object>.** in front of them
- If an explicit name for the calling object is needed, the keyword **this** can be used
 - **myInstanceVariable** always means and is always interchangeable with **this.myInstanceVariable**

The **this** Parameter

- **this** *must* be used if a parameter or other local variable with the same name is used in the method
 - Otherwise, all instances of the variable name will be interpreted as local

```
int someVariable = this.someVariable
```

↑
local

↑
instance

The **this** Parameter

- The **this** parameter is a kind of hidden parameter
- Even though it does not appear on the parameter list of a method, it is still a parameter
- When a method is invoked, the calling object is automatically plugged in for **this**

Methods That Return a Boolean Value

- An invocation of a method that returns a value of type **boolean** returns either **true** or **false**
- Therefore, it is common practice to use an invocation of such a method to control statements and loops where a Boolean expression is expected
 - **if-else** statements, **while** loops, etc.

The methods `equals` and `toString`

- Java expects certain methods, such as `equals` and `toString`, to be in all, or almost all, classes
- The purpose of `equals`, a `boolean` valued method, is to compare two objects of the class to see if they satisfy the notion of "being equal"
 - Note: You cannot use `==` to compare objects
- The purpose of the `toString` method is to return a `String` value that represents the data in the object

```
public boolean equals(ClassName objectName)
```

```
public String toString()
```

Testing Methods

- Each method should be tested in a program in which it is the only untested program
 - A program whose only purpose is to test a method is called a *driver program*
- One method often invokes other methods, so one way to do this is to first test all the methods invoked by that method, and then test the method itself
 - This is called *bottom-up testing*
- Sometimes it is necessary to test a method before another method it depends on is finished or tested
 - In this case, use a simplified version of the method, called a *stub*, to return a value for testing

The Fundamental Rule for Testing Methods

- ***Every method should be tested in a program in which every other method in the testing program has already been fully tested and debugged***

Information Hiding and Encapsulation

- *Information hiding* is the practice of separating how to use a class from the details of its implementation
 - *Abstraction* is another term used to express the concept of discarding details in order to avoid information overload
- *Encapsulation* means that the data and methods of a class are combined into a single unit (i.e., a class object), which hides the implementation details
 - Knowing the details is unnecessary because interaction with the object occurs via a well-defined and simple interface
 - In Java, hiding details is done by marking them **private**

A Couple of Important Acronyms:

API and ADT

- The API or *application programming interface* for a class is a description of how to use the class
 - A programmer need only read the API in order to use a well designed class
- An ADT or *abstract data type* is a data type that is written using good information-hiding techniques

public and private Modifiers

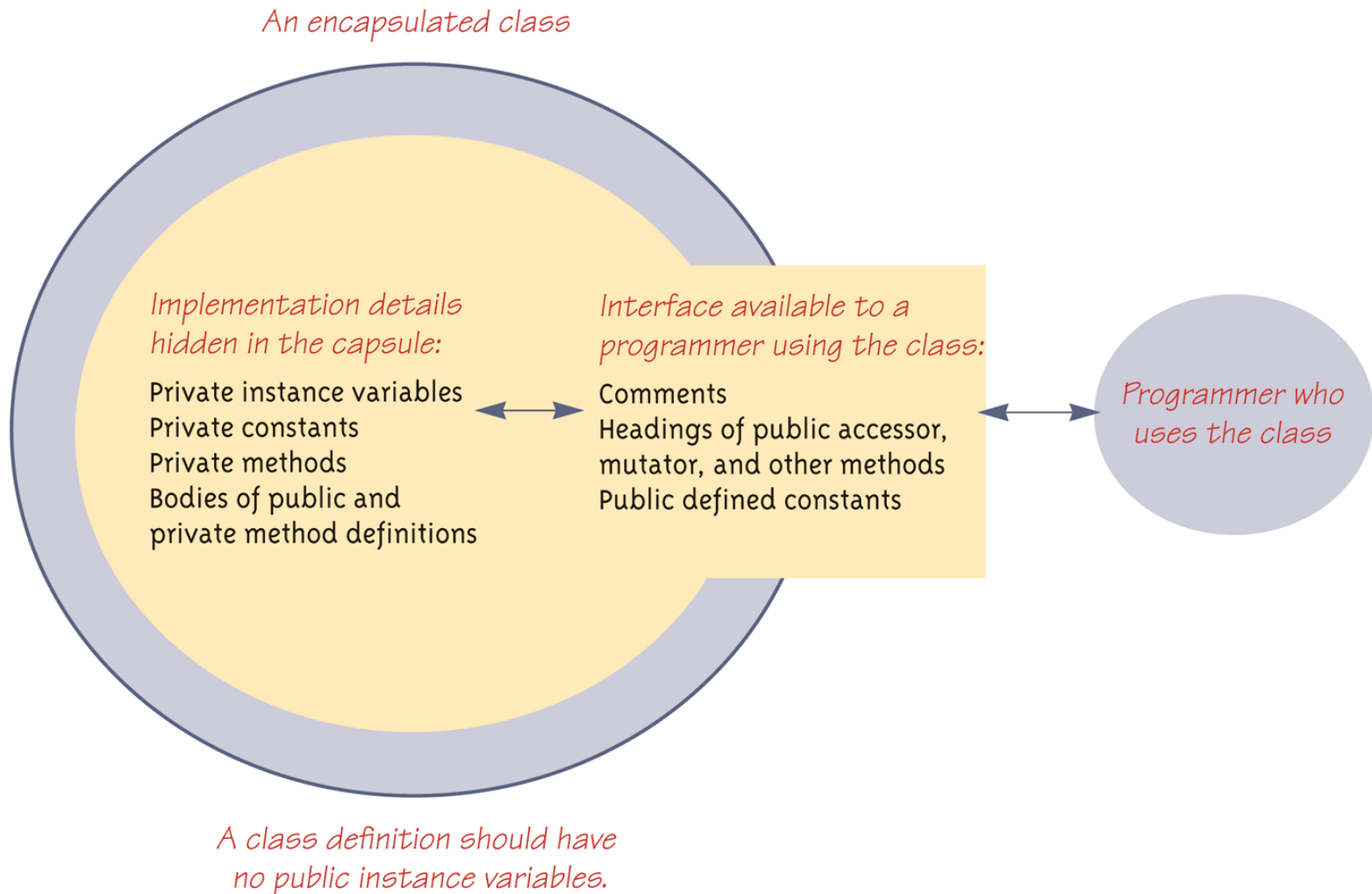
- The modifier **public** means that there are no restrictions on where an instance variable or method can be used
- The modifier **private** means that an instance variable or method cannot be accessed by name outside of the class
- It is considered good programming practice to make **all** instance variables **private**
- Most methods are **public**, and thus provide controlled access to the object
- Usually, methods are **private** only if used as helping methods for other methods in the class

Accessor and Mutator Methods

- *Accessor* methods allow the programmer to obtain the value of an object's instance variables
 - The data can be accessed but not changed
 - The name of an accessor method typically starts with the word **get**
- *Mutator* methods allow the programmer to change the value of an object's instance variables in a controlled manner
 - Incoming data is typically tested and/or filtered
 - The name of a mutator method typically starts with the word **set**

Encapsulation

Display 4.10 Encapsulation



A Class Has Access to Private Members of All Objects of the Class

- Within the definition of a class, private members of **any** object of the class can be accessed, not just private members of the calling object

Mutator Methods Can Return a Boolean Value

- Some mutator methods issue an error message and end the program whenever they are given values that aren't sensible
- An alternative approach is to have the mutator test the values, but to never have it end the program
- Instead, have it return a boolean value, and have the calling program handle the cases where the changes do not make sense

Preconditions and Postconditions

- The *precondition* of a method states what is assumed to be true when the method is called
- The *postcondition* of a method states what will be true after the method is executed, as long as the precondition holds
- It is a good practice to always think in terms of preconditions and postconditions when designing a method, and when writing the method comment

Overloading

- *Overloading* is when two or more methods *in the same class* have the same method name
- To be valid, any two definitions of the method name must have different *signatures*
 - A signature consists of the name of a method together with its parameter list
 - Differing signatures must have different numbers and/or types of parameters

Overloading and Automatic Type Conversion

- If Java cannot find a method signature that exactly matches a method invocation, it will try to use automatic type conversion
- The interaction of overloading and automatic type conversion can have unintended results
- In some cases of overloading, because of automatic type conversion, a single method invocation can be resolved in multiple ways
 - Ambiguous method invocations will produce an error in Java

Pitfall: You Can Not Overload Based on the Type Returned

- The signature of a method only includes the method name and its parameter types
 - The signature does **not** include the type returned
- Java does not permit methods with the same name and different return types in the same class

You Can Not Overload Operators in Java

- Although many programming languages, such as C++, allow you to overload operators (+, -, etc.), Java does not permit this
 - You may only use a method name and ordinary method syntax to carry out the operations you desire

Constructors

- A *constructor* is a special kind of method that is designed to initialize the instance variables for an object:

```
public ClassName(anyParameters) {code}
```

- A constructor must have the same name as the class
- A constructor has no type returned, not even **void**
- Constructors are typically overloaded

Constructors

- A constructor is called when an object of the class is created using **new**

```
ClassName objectName = new ClassName(anyArgs) ;
```

- The name of the constructor and its parenthesized list of arguments (if any) must follow the **new** operator
- This is the **only** valid way to invoke a constructor: a constructor cannot be invoked like an ordinary method
- If a constructor is invoked again (using **new**), the first object is discarded and an entirely new object is created
 - If you need to change the values of instance variables of the object, use mutator methods instead

You Can Invoke Another Method in a Constructor

- The first action taken by a constructor is to create an object with instance variables
- Therefore, it is legal to invoke another method within the definition of a constructor, since it has the newly created object as its calling object
 - For example, mutator methods can be used to set the values of the instance variables
 - It is even possible for one constructor to invoke another

A Constructor Has a **this** Parameter

- Like any ordinary method, every constructor has a **this** parameter
- The **this** parameter can be used explicitly, but is more often understood to be there than written down
- The first action taken by a constructor is to automatically create an object with instance variables
- Then within the definition of a constructor, the **this** parameter refers to the object created by the constructor

Include a No-Argument Constructor

- If you do not include any constructors in your class, Java will automatically create a *default* or *no-argument* constructor that takes no arguments, performs no initializations, but allows the object to be created
- If you include even one constructor in your class, Java will not provide this default constructor
- If you include any constructors in your class, be sure to provide your own no-argument constructor as well

Default Variable Initializations

- Instance variables are automatically initialized in Java
 - **boolean** types are initialized to false
 - Other primitives are initialized to the zero of their type
 - Class types are initialized to **null**
- However, it is a better practice to explicitly initialize instance variables in a constructor
- Note: Local variables are not automatically initialized

The StringTokenizer Class

- The **StringTokenizer** class is used to recover the words or *tokens* in a multi-word **String**
 - You can use whitespace characters to separate each token, or you can specify the characters you wish to use as separators
 - In order to use the **StringTokenizer** class, be sure to include the following at the start of the file:
import java.util.StringTokenizer;

Some Methods in the **StringTokenizer** Class (Part 1 of 2)

Display 4.17 Some Methods in the Class StringTokenizer

The class `StringTokenizer` is in the `java.util` package.

```
public StringTokenizer(String theString)
```

Constructor for a tokenizer that will use whitespace characters as separators when finding tokens in `theString`.

```
public StringTokenizer(String theString, String delimiters)
```

Constructor for a tokenizer that will use the characters in the string `delimiters` as separators when finding tokens in `theString`.

```
public boolean hasMoreTokens()
```

Tests whether there are more tokens available from this tokenizer's string. When used in conjunction with `nextToken`, it returns `true` as long as `nextToken` has not yet returned all the tokens in the string; returns `false` otherwise.

(continued)

Some Methods in the `StringTokenizer` Class (Part 2 of 2)

Display 4.17 Some Methods in the Class `StringTokenizer`

```
public String nextToken()
```

Returns the next token from this tokenizer's string. (Throws `NoSuchElementException` if there are no more tokens to return.)⁵

```
public String nextToken(String delimiters)
```

First changes the delimiter characters to those in the string `delimiters`. Then returns the next token from this tokenizer's string. After the invocation is completed, the delimiter characters are those in the string `delimiters`.

(Throws `NoSuchElementException` if there are no more tokens to return. Throws `NullPointerException` if `delimiters` is null.)⁵

```
public int countTokens()
```

Returns the number of tokens remaining to be returned by `nextToken`.