



Practical Classes

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Learning Goals

1. Be able to create a variable type from scratch



A class defines a new variable type

You must define three things

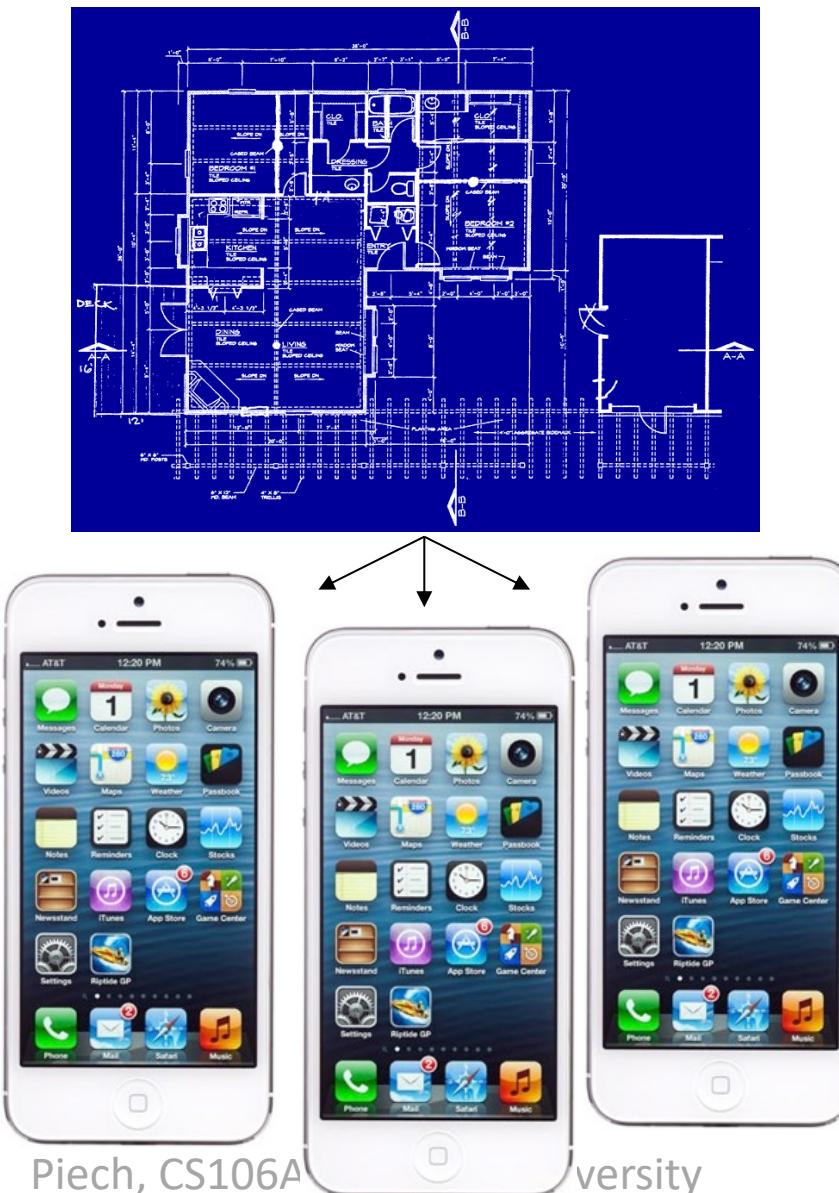
1. What **variables** does each instance store?
2. What **methods** can you call on an instance?
3. What happens when you make a **new** one?

*details on how to define these three things coming soon



Classes are like blueprints

class: A template for a new type of variable.

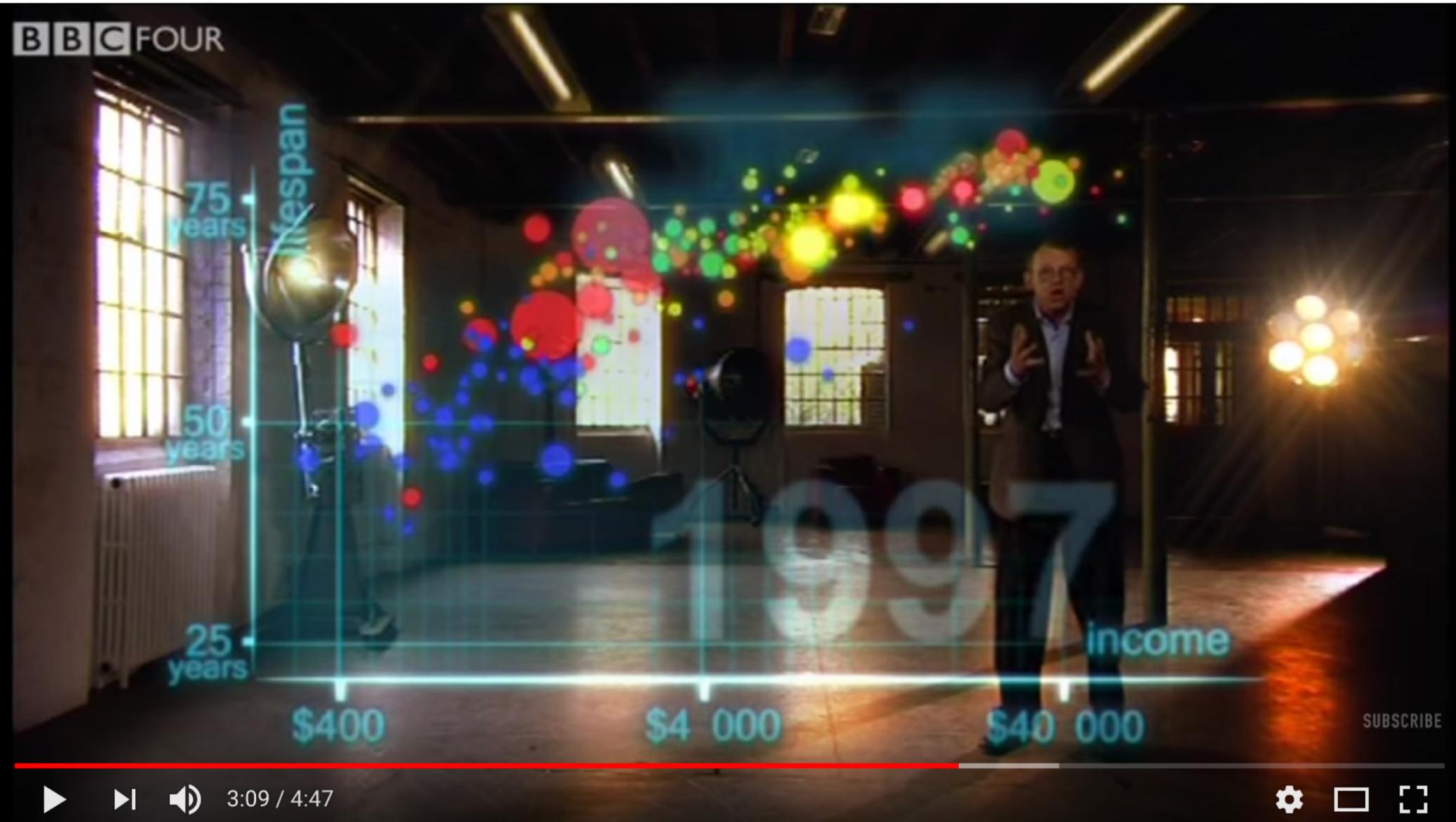


What does a class do?

A class defines a new variable type

<https://www.youtube.com/watch?v=jbkSRLYSOjo>

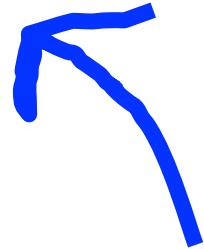
BBC FOUR



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extends



Make a class inherit all the
instance variables and methods
of another class



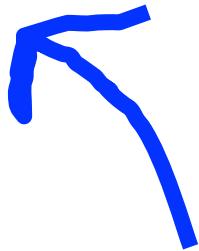
```
public class Simulator extends GraphicsProgram {  
    // class definition  
}
```



```
public class NameSurferGraph extends GCanvas {  
    // class definition  
}
```



implements



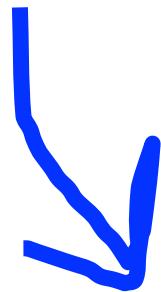
I promise that this class will define
a few given methods



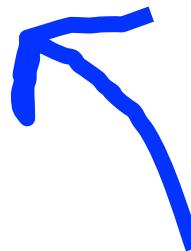
```
public class NameSurferGraph extends GCanvas,  
    implements ComponentListener {  
    // class definition  
}
```



Also a cheeky way to share constants between classes



implements



I promise that this class will define
a few given methods

