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## Attendance

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### Start with refreshing on objects

1. Encapsulation - keep everything combined into one object
2. Example of car and its components - everything remains the same but one thing changes

```
class Phone {  
    String model;  
    String manufacturer;  
    int memory;  
  
    Phone(String model, String manufacturer, int memory) {  
        this.model = model;  
        this.manufacturer = manufacturer;  
        this.memory = memory;  
    }  
}  
  
void benifitObjects() {  
    Phone S21_256 = new Phone("Galaxy S21", "Samsung", 256);  
    Phone S21_128 = new Phone("Galaxy S21", "Samsung", 128);  
  
    println(S21_128.state);  
    S21_128.state = true;  
    println(S21_128.state);  
}
```

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## Problem with Arrays (don't tell the problem - walk through it)

1. Dynamic additions and removal
2. Don't tell the problem straight away let them discover it

```
void useArrays() {
    // Create an array of Phone objects
    Phone[] phones = new Phone[2];
    int phoneCount = 0;

    // Add phones to the array
    phones[phoneCount++] = new Phone("Galaxy S21", "Samsung",
256);
    phones[phoneCount++] = new Phone("Galaxy S21", "Samsung",
128);

    // Display phones using arrays
    for (int i = 0; i < phoneCount; i++) {
        Phone phone = phones[i];
        println("Phone Model: " + phone.model);
        println("Manufacturer: " + phone.manufacturer);
        println("Operating System: " + phone.os);
    }
}
```

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## Working with ArrayLists

1. Initialization
2. No size required

```
void useArrayLists() {
    // Create an ArrayList of Phone objects
    ArrayList<Phone> phones = new ArrayList<>();

    // Add phones to the ArrayList
    phones.add(new Phone("Galaxy S21", "Samsung", 256));
    phones.add(new Phone("Galaxy S21", "Samsung", 128));

    // Display phones using ArrayLists
```

```

    for (Phone phone : phones) {
        println("Phone Model: " + phone.model);
        println("Manufacturer: " + phone.manufacturer);
        println("Operating System: " + phone.os);
    }
}

```

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## Working with Primitives (don't tell the problem - walk through it)

### 1. Wrapper classes

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## Differences and benefits

```

void syntax() {
    String[] stringArray = new String[3];
    ArrayList<String> stringArrayList = new
ArrayList<String>();

    // adding elements
    stringArray[0] = "Apple";
    stringArray[1] = "Banana";
    stringArray[2] = "Cherry";

    stringArrayList.add("Apple");
    stringArrayList.add("Banana");
    stringArrayList.add("Cherry");

    // indexing elements
    println(stringArray[2]);
    println(stringArrayList.get(2));

    // getting length
    println(stringArray.length);
    println(stringArrayList.size());

    // setting elements
}

```

```
stringArray[1] = "Blueberry";
stringArrayList.set(1, "Blueberry");

// possible to remove the last element but impossible
otherwise
stringArray[1] = null;
stringArrayList.remove(1);

// printing
// arrays need a for loop, this will work with processing
but with java will print by reference
println(stringArray);
println("ArrayList Contents: " + stringArrayList);

// adding elements in the middle
stringArrayList.add(1, "Blueberry");
println("ArrayList Contents: " + stringArrayList);
}
```