OOP Class Notes

Day 1

Class (Blueprint) – Object

Attributes/Fields (Data element) – Description of the element (what it is)

Methods (Properties) – Do something to the data (insert, update, delete) – Action of the class

Day 2

Main method header will be the first method in a driver class for this class

Method body needs opening and closing braces

Statements must end with a semicolon

Know the difference between print and println

Know the common escape sequences

8 variable types

1. Byte
2. Short
3. Int
4. Long
5. Float
6. Double
7. Boolean
8. Char

Not derived from classes

Converting a variable means that you cast it

Int x;

Double y = 2.5;

X = (int)y;

Mixed math

A byte or short is converted to int

If a double is used; conversion will be to a double

Constants

* Named with final
* Constants allow the programmer to use a name rather than a value throughout the program
* Constants are capitalized
* final String THIS\_IS\_A\_CONSTANT = “1234”;

Know String class

Know Scope

Know Programming Style

Know Scanner

Know print Format