

SUMMARIZER 1011



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ACADEMIA DE CÓDIGO

YEAH YEAH THE RANDOMIZER IS A BI**H!!! MY
TURN TO "SUMMARIZE" ...



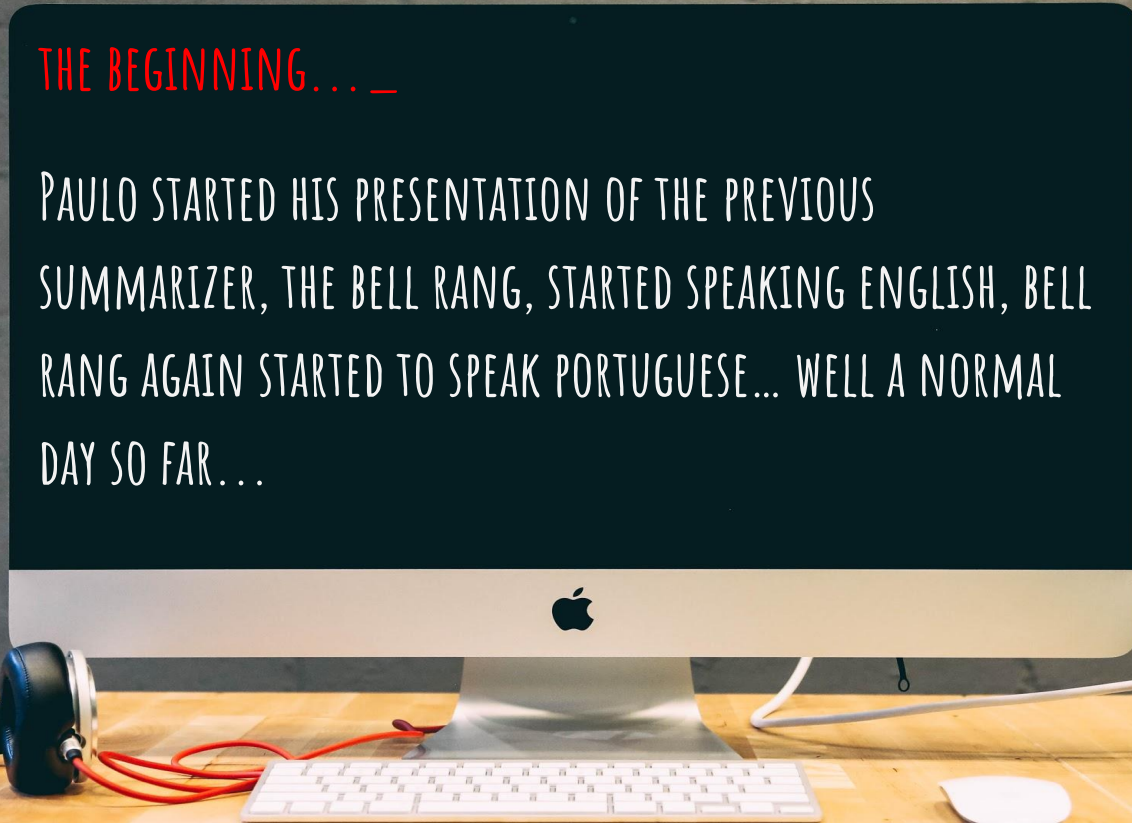
PREVIOUSLY IN
〈ACADEMIA DE CÓDIGO_〉



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THE BEGINNING... _

PAULO STARTED HIS PRESENTATION OF THE PREVIOUS
SUMMARIZER, THE BELL RANG, STARTED SPEAKING ENGLISH, BELL
RANG AGAIN STARTED TO SPEAK PORTUGUESE... WELL A NORMAL
DAY SO FAR...



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I PITY THE FOOL

**THAT DOESN'T TAKE HIS COFFEE
BREAK**

memegenerator.net

<STATIC PROPERTIES_> STATIC PROPERTIES CAN BE ACCESSED
USING THE CLASS NAME, THEY BELONG TO THE CLASS...



STATIC PROPERTIES BELONG TO THE CLASS INSTEAD OF
A SPECIFIC INSTANCE.
THEY CAN BE ACCESSED WITHOUT AN OBJECT INSTANCE.



STATIC PROPERTIES

STATIC VARIABLES ARE INITIALIZED ONLY ONCE, AT THE START OF EXECUTION.

THESE VARIABLES WILL BE INITIALIZED FIRST, BEFORE THE INITIALIZATION OF ANY INSTANCE VARIABLES.

STATIC PROPERTIES

A SINGLE COPY TO BE SHARED BY ALL INSTANCES OF THE CLASS

A STATIC PROPERTY CAN BE ACCESSED DIRECTLY BY THE CLASS NAME AND DOESN'T NEED ANY OBJECT INSTANCES.



<STATIC METHODS _> ARE METHODS WHICH BELONG
TO THE CLASS AND NOT TO THE OBJECT(INSTANCE).



STATIC METHODS _

A STATIC METHOD CAN ACCESS ONLY STATIC PROPERTIES. IT CAN NOT ACCESS NON-STATIC PROPERTIES (INSTANCE VARIABLES).



STATIC METHODS _

A STATIC METHOD CAN CALL ONLY OTHER STATIC METHODS AND CAN NOT CALL A NON-STATIC METHOD.



STATIC METHODS _

A STATIC METHOD CAN BE ACCESSED DIRECTLY
BY THE CLASS NAME AND DOESN'T NEED ANY
OBJECT INSTANCE.



_ THEN AFTER LUNCH...!



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Game gera um número e guarda-o num papelinho
O número é aleatório e está dentro de um range

↳ Pedir um número ao jogador

Comparar o número do jogador com o guardado no papel

Se os números forem iguais, o jogo acaba e esse jogador ganha!
Dizemos que está certo

Se forem diferentes, passamos ao jogador seguinte
Dizemos que está errado!



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UPS... WRONG IMAGE... SORRY...!
WAIT FOR NEXT SLIDE PLEASE..





WTF?!!

© Game

```
int maxLimit;  
Player[] players;
```

```
void start() { ... }
```

```
void setPlayers(Player[] myPlayers) { ... }
```

© Player

```
String name;
```

```
int pickANumber(int limit)
```

```
void setName(String name) { ... }
```

```
{ ... }
```



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

```
    Game newGame = new Game();
```

```
    Player fabio = new Player();  
    fabio.setName("name");
```

```
    newGame.start();
```

```
    newGame.setPlayers( . . . );
```

<LET THE GAME BEGIN _>

TAN TAN TAN TANNNNNNNNNNNN!!!!



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```
1 public class Main {  
2  
3  
4 public static void main(String[] args) {  
5  
6     Game newGame = new Game( maxLimit: 20);  
7  
8     Player newPlayer = new Player();  
9     newPlayer.setName("Cocô");  
10  
11    Player newPlayer2 = new Player();  
12    newPlayer2.setName("Ranheta");  
13  
14    Player newPlayer3 = new Player();  
15    newPlayer3.setName("Facade");  
16  
17    Player[] players = {newPlayer, newPlayer2, newPlayer3};  
18  
19    newGame.setPlayers(players);  
20    newGame.start();  
21  
22 }  
23  
24 }  
25
```

```
1 public class Game {
2
3     private int maxLimit;
4     private Player[] players;
5
6     private boolean gameExit = false;
7
8
9     public Game(int maxLimit) {
10         this.maxLimit = maxLimit;
11     }
12
13
14     public void setPlayers(Player[] nPlayer) {
15         this.players = nPlayer;
16     }
17
18
19     public void start() {
20
21         int secretNumber = GenerateRandom.getRandomNumber(maxLimit);
22
23         do {
24
25             for (int i = 0; i < players.length; i++) {
26
27                 int playerNumber = players[i].pickANumber(maxLimit);
28
29                 if (secretNumber != playerNumber) {
30                     System.out.println("Player " + players[i].getName() + ", your number is " + playerNumber + " but it's the wrong number!");
31                 } else {
32                     System.out.println("Player " + players[i].getName() + " " + secretNumber + "GREAT SUCCESS IS THE RIGHT NUMBER!!!");
33                     gameExit = true;
34                 }
35             }
36         } while (!gameExit);
37     }
38
39
40     public static class Player {
41
42         private String name;
43
44
45         public void setName(String name) {
46             this.name = name;
47         }
48
49         public String getName() {
```



```
public class Player {  
    private String name;  
  
    public void setName(String name) {  
        this.name = name;  
    }  
  
    public String getName() {  
        return this.name;  
    }  
  
    public int pickANumber(int maxLimit) {  
        return GenerateRandom.getRandomNumber(maxLimit);  
    }  
}
```

```
1 import java.util.Random;
2
3 public class GenerateRandom {
4
5
6     public static int getRandomNumber(int maxLimit) {
7
8         Random numberRand = new Random();
9
10        int num1 = numberRand.nextInt(maxLimit);
11
12        return num1;
13    }
14 }
15
16
```


THANKS! ... AND...
RANDOMIZER

*F**** You!!!*

**MEMES AT THE END
OF A PRESENTATION**

