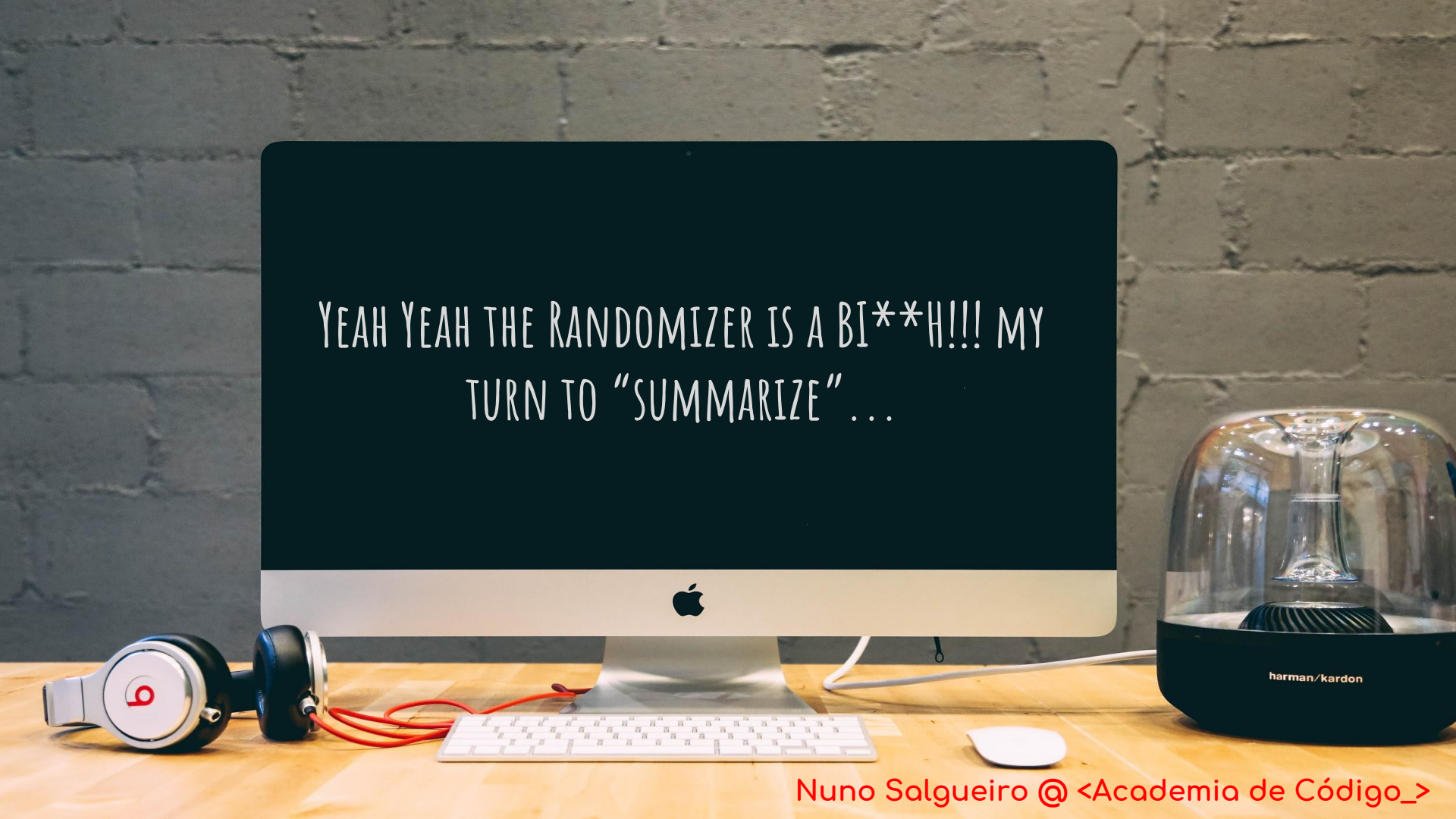

Summarizer 1011
Nuno Salgueiro@
ACADEMIADECODIGO



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Previously in
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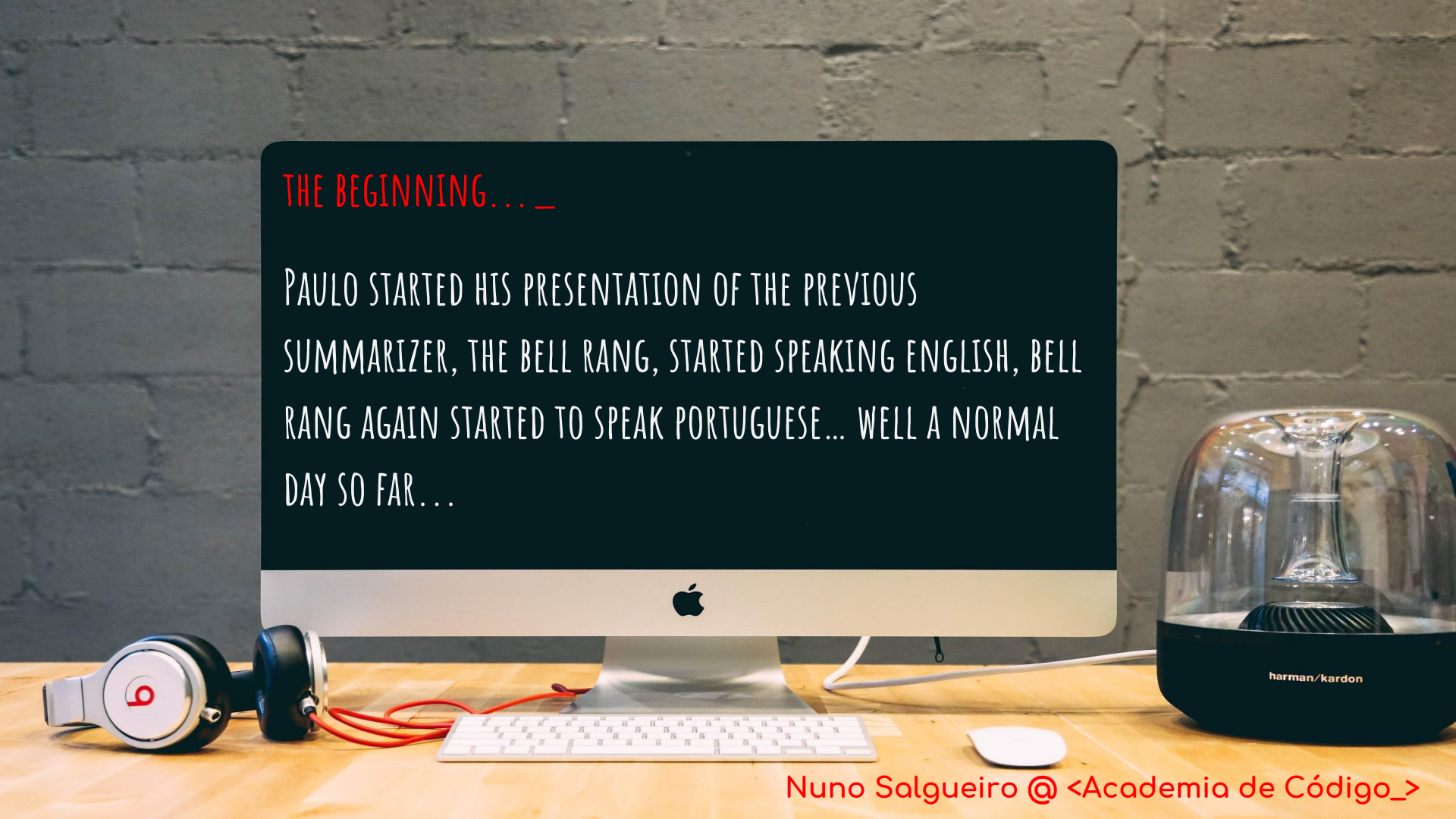
THE BEGINNING... _
PAULO STARTED HIS PRESENTATION OF THE PREVIOUS SUMMARIZER, THE BELL RANG, STARTED SPEAKING ENGLISH, BELL RANG AGAIN STARTED TO SPEAK PORTUGUESE... WELL A NORMAL DAY SO FAR...
harman/kardon

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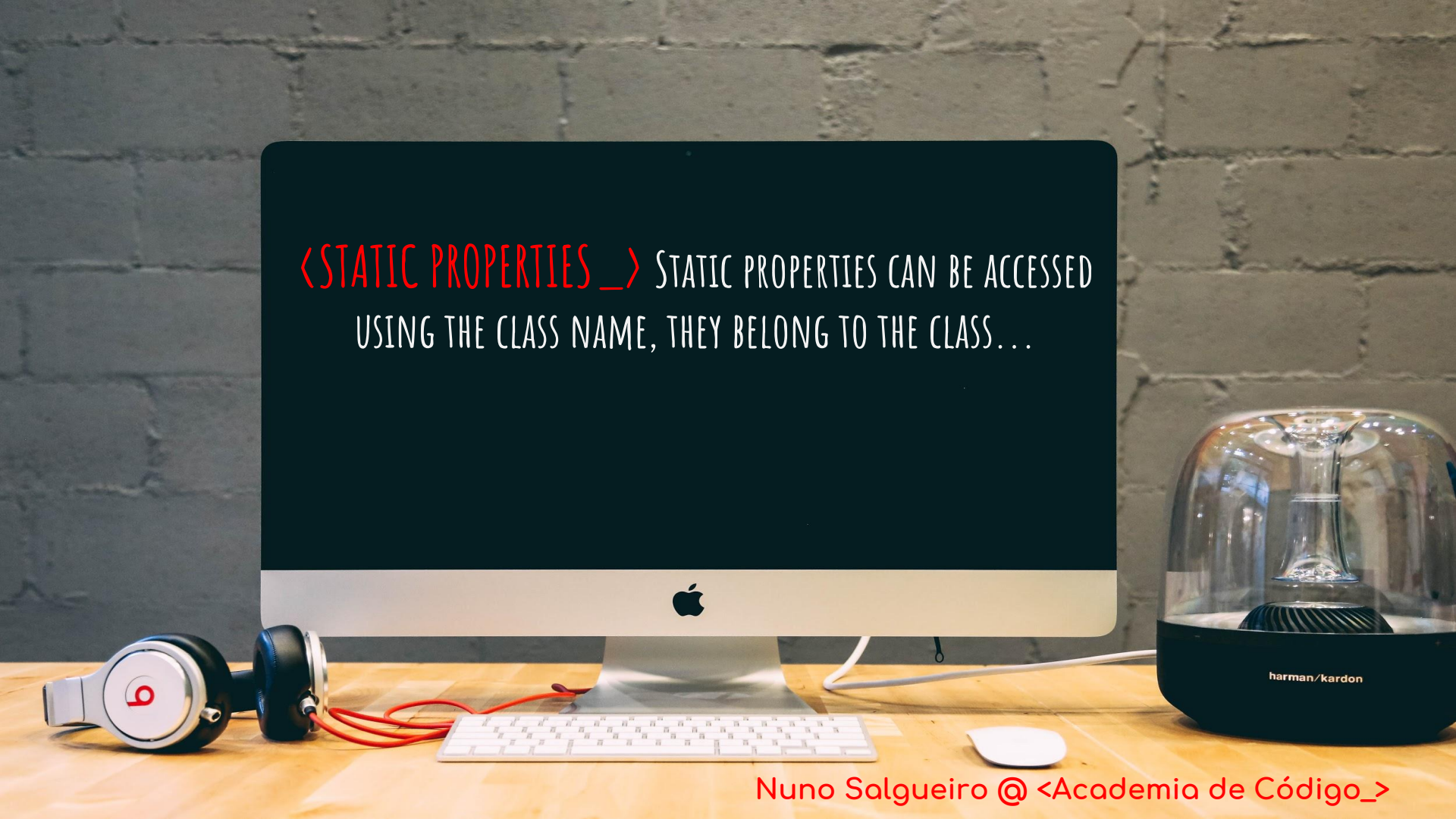
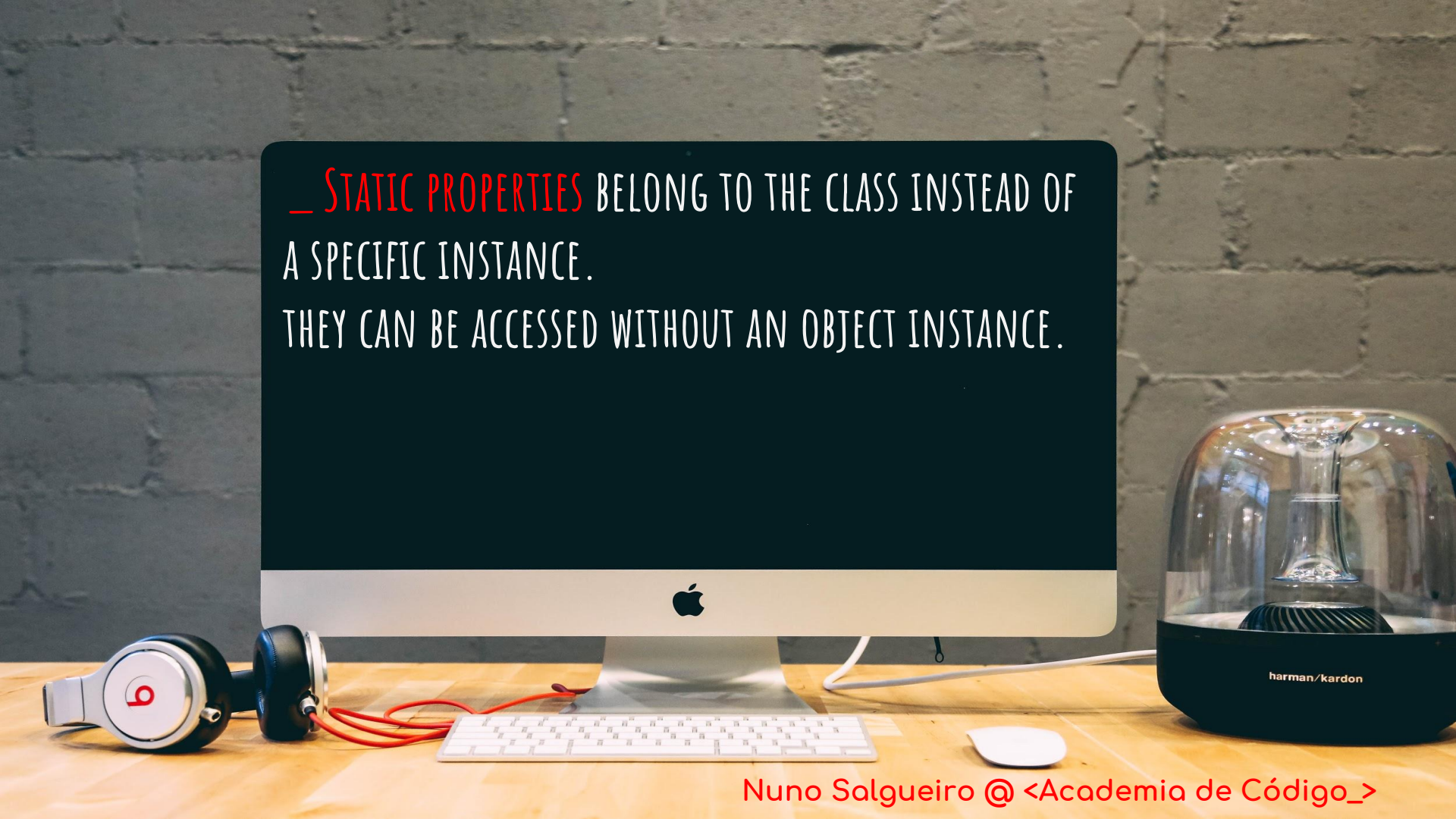
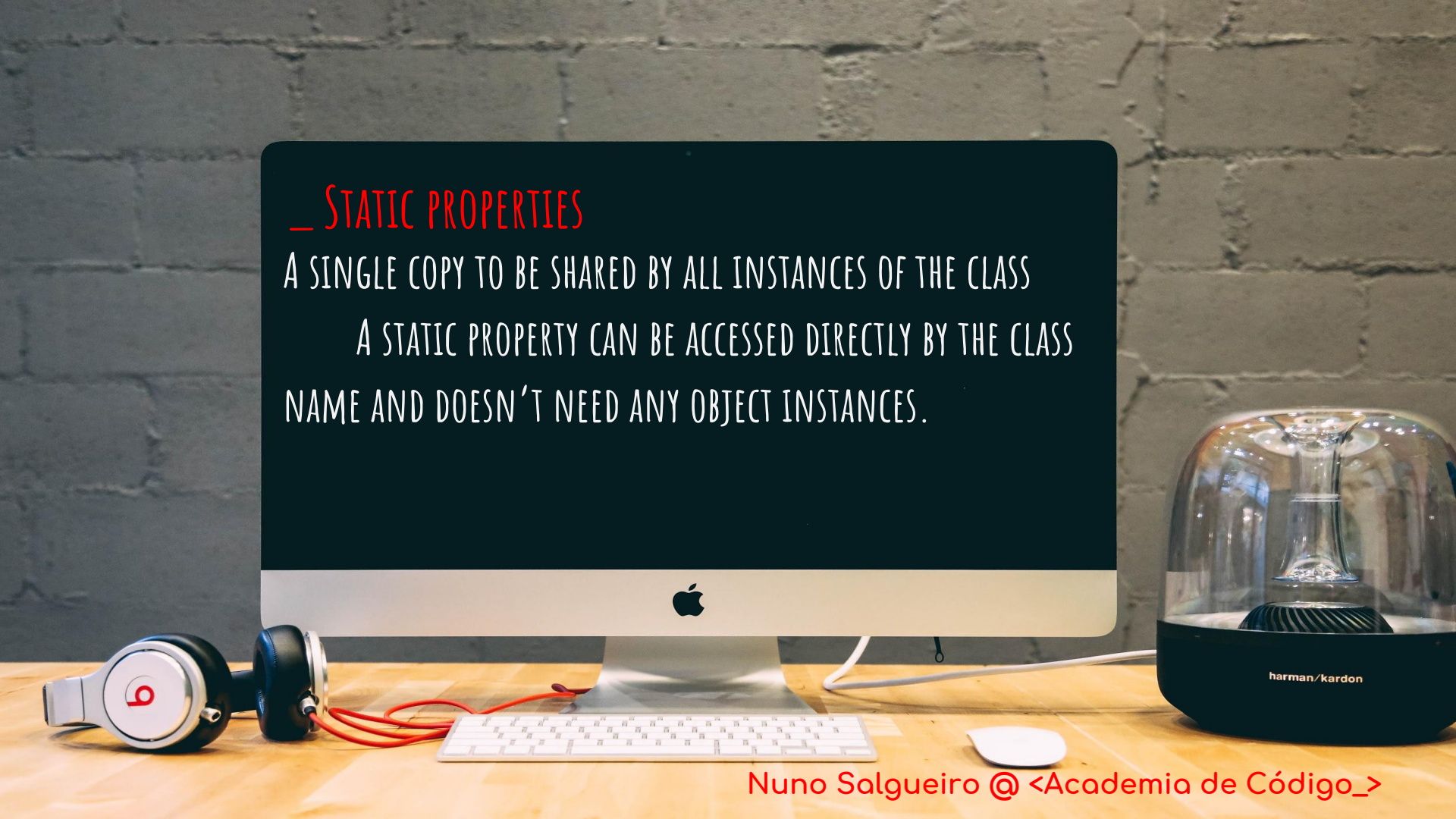
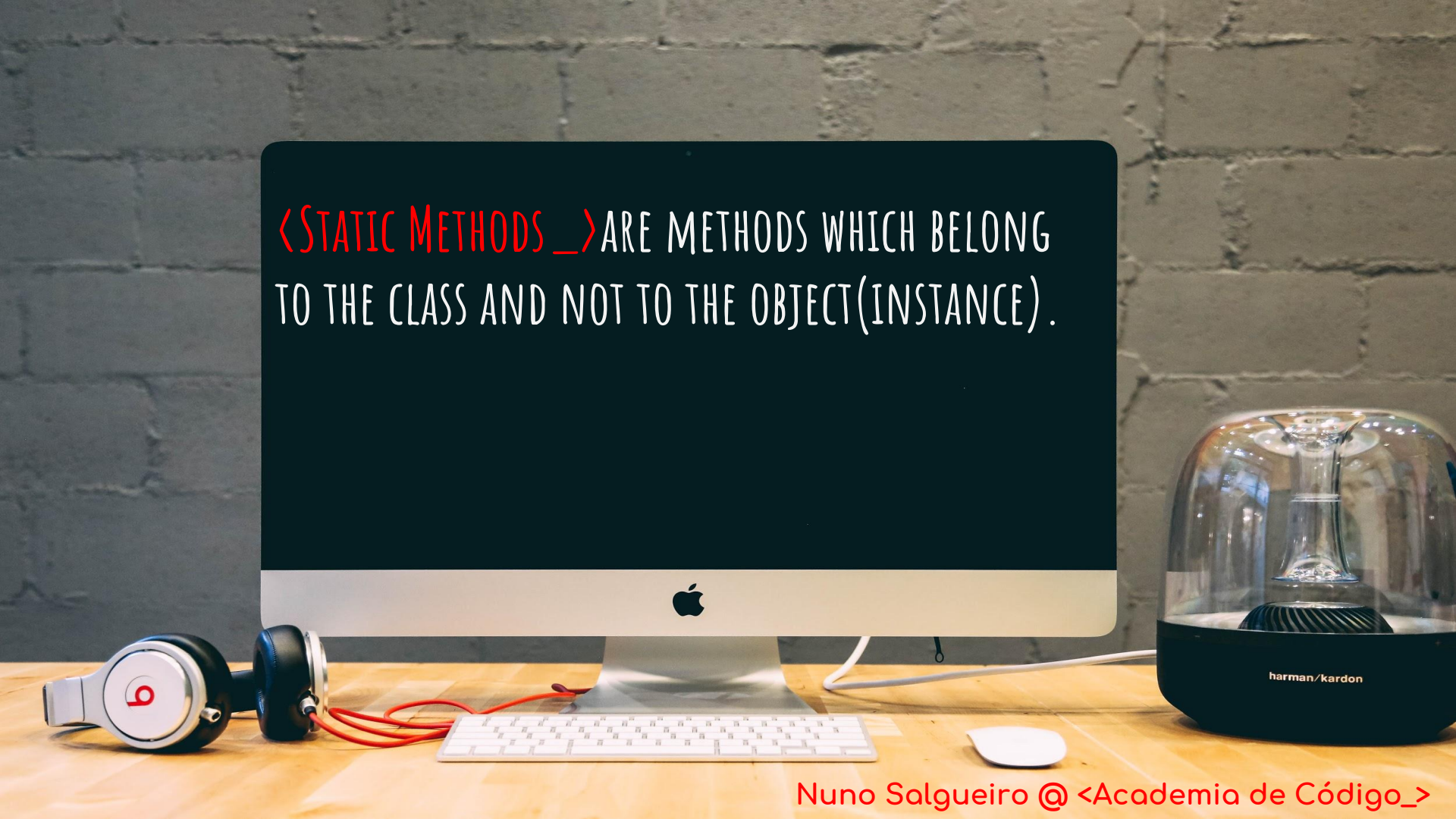


<STATIC PROPERTIES _> Static properties can be accessed using the class name, they belong to the class...

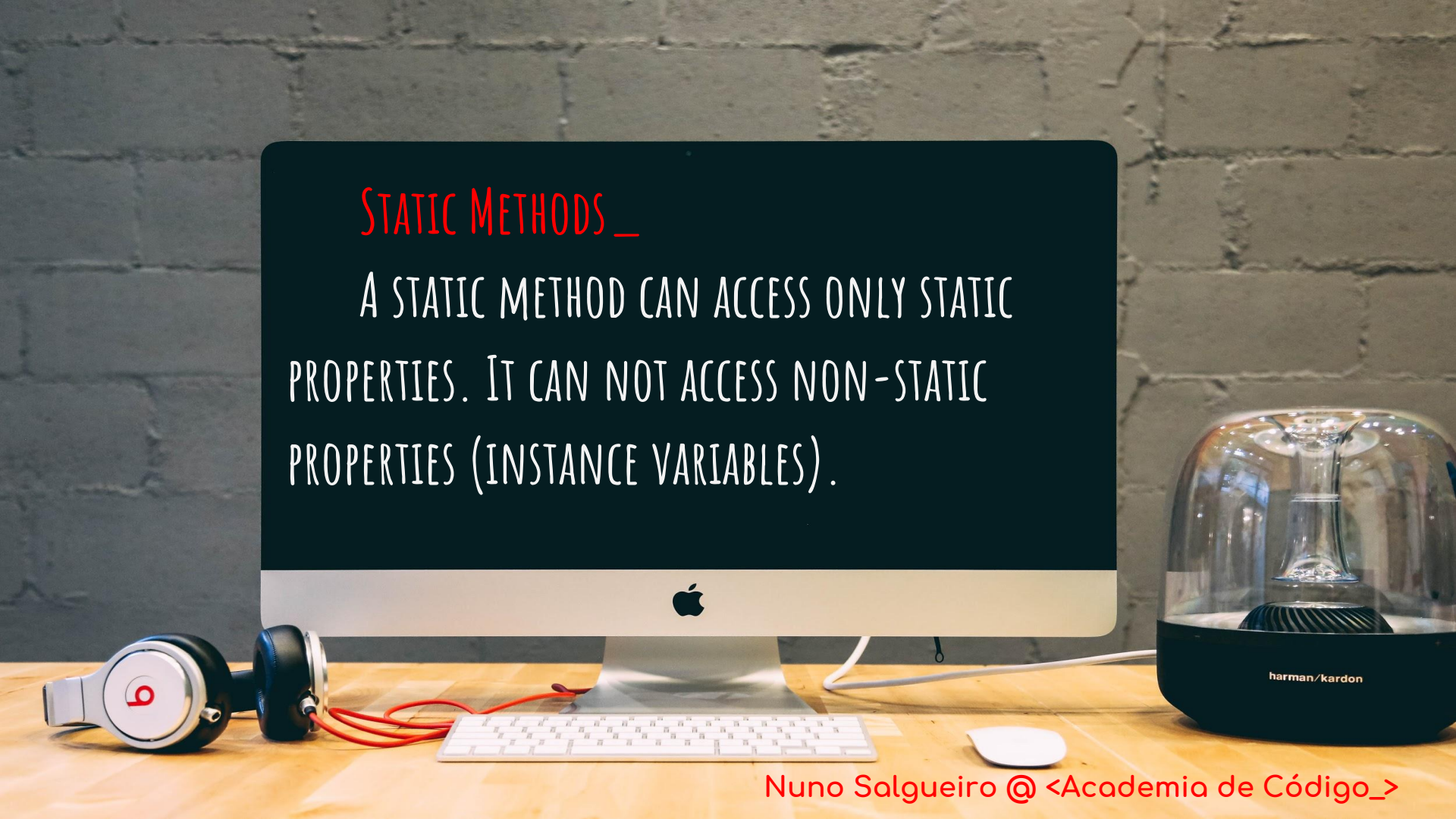

_ Static properties belong to the class instead of a specific instance.
they can be accessed without an object instance.
harman/kardon


_ 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.
harman/kardon

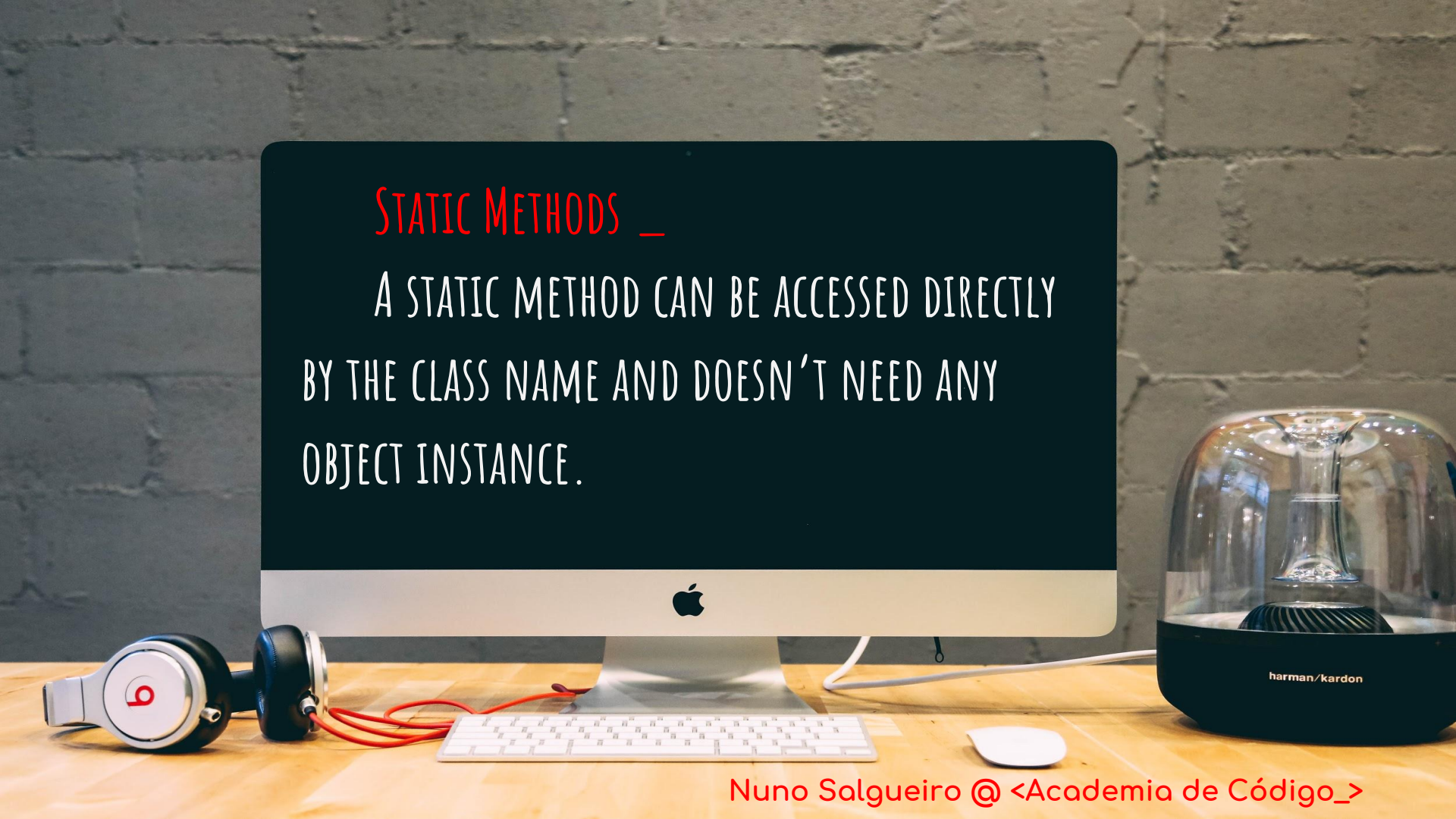

_ Static properties
A single copy to be shared by all instances of the class
A static property can be accessed directly by the class name and doesn't need any object instances.
harman/kardon



<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).
harman/kardon


Static Methods _
A static method can call only other static methods and can not call a non-static method.
harman/kardon


Static Methods _
A static method can be accessed directly by the class name and doesn't need any object instance.
harman/kardon

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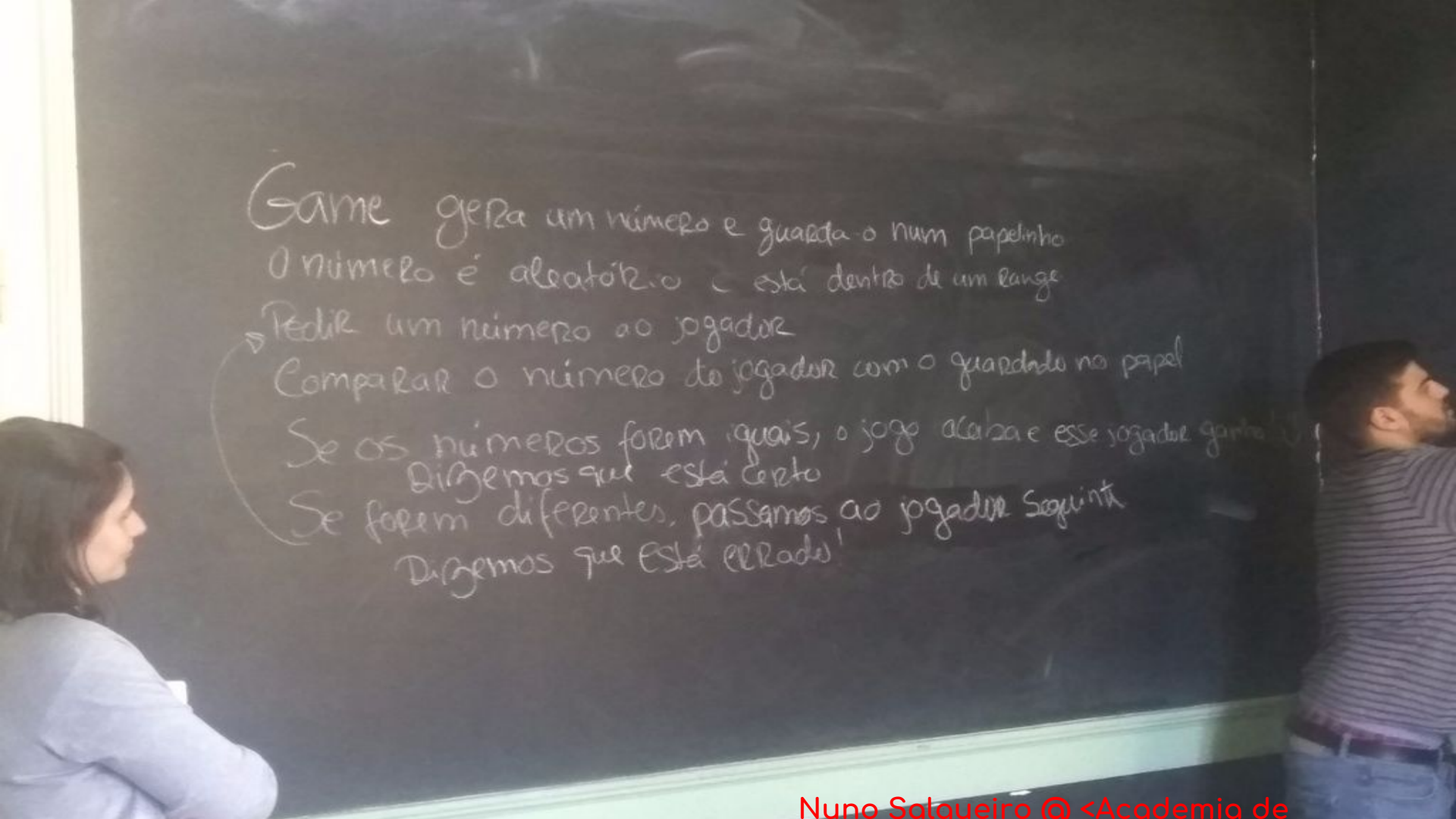

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Ups... Wrong image... Sorry...!
wait for next slide please..
harman/kardon


WTF?!!
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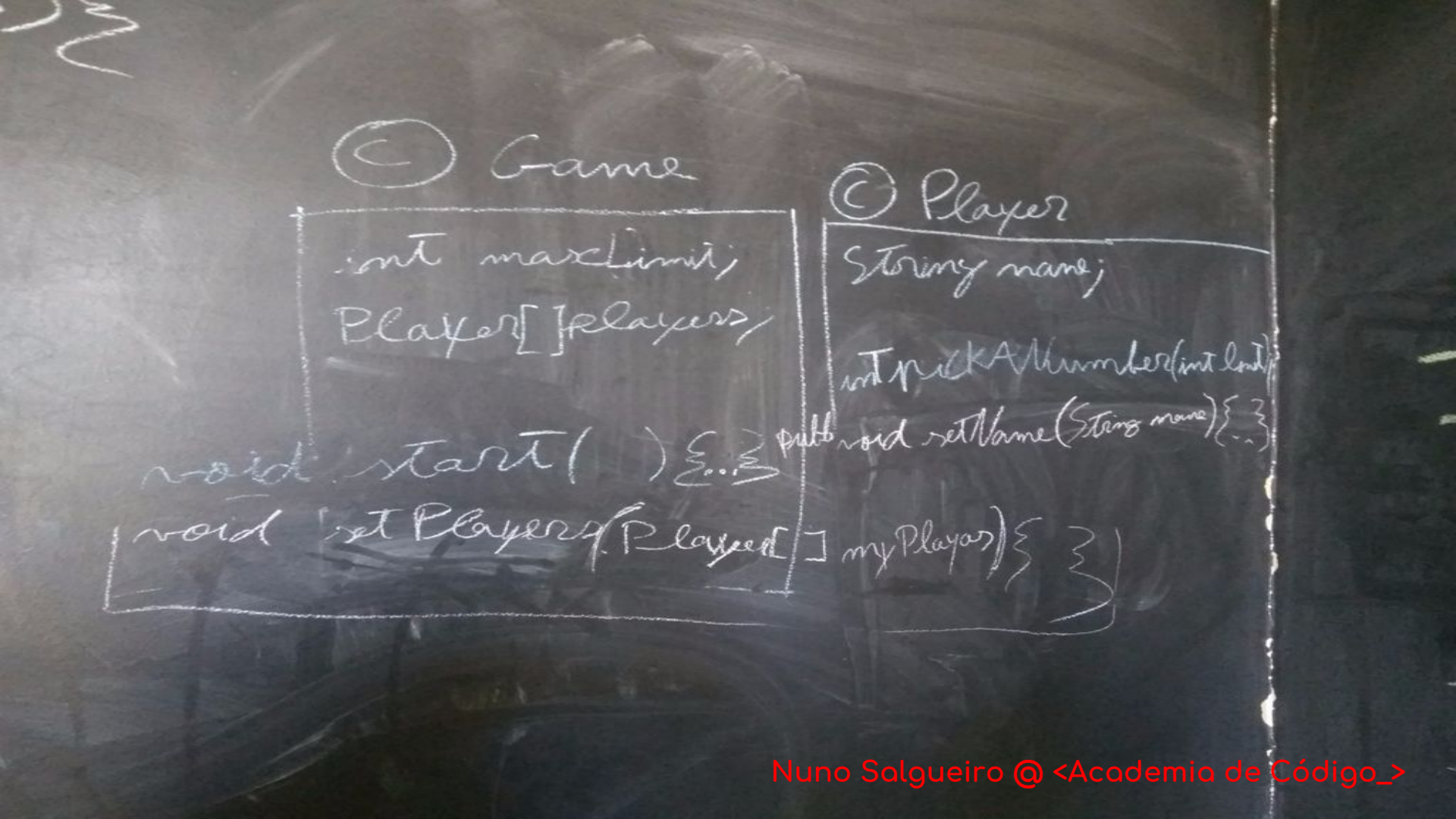
Game
int maxLimit;
Player[] players;
void start( ) {...}
void setPlayers(Player[] myPlayers) { }
Player
String name;
int pickANumber(int limit)
public void setName(String name) {...}

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

    Game newGame = new Game();

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

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

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Main.java | Game.java | Player.java | GenerateRandom.java

```java
public class Main {


    public static void main(String[] args) {

        Game newGame = new Game( maxLimit: 20);

        Player newPlayer = new Player();
        newPlayer.setName("Cocó");

        Player newPlayer2 = new Player();
        newPlayer2.setName("Ranheta");

        Player newPlayer3 = new Player();
        newPlayer3.setName("Facada");

        Player[] players = {newPlayer, newPlayer2, newPlayer3};

        newGame.setPlayers(players);
        newGame.start();

    }

}
```

Main.java | Game.java | Player.java | GenerateRandom.java

```java
public class Game {

    private int maxLimit;
    private Player[] players;

    private boolean gameExit = false;


    public Game(int maxLimit) {
        this.maxLimit = maxLimit;
    }


    public void setPlayers(Player[] nPlayer) {
        this.players = nPlayer;
    }


    public void start() {

        int secretNumber = GenerateRandom.getRandomNumber(maxLimit);

        do {

            for (int i = 0; i < players.length; i++) {

                int playerNumber = players[i].pickANumber(maxLimit);

                if (secretNumber != playerNumber) {
                    System.out.println("Player " + players[i].getName() +  ", your number is " + playerNumber + " but it's the wrong number!");
                } else {
                    System.out.println("Player " + players[i].getName() + " " + secretNumber + "GREAT SUCCESS IS THE RIGHT NUMBER!!!");
                    gameExit = true;
                }
            }
        } while (!gameExit);
    }


    public static class Player {

        private String name;


        public void setName(String name) {
            this.name = name;
        }

        public String getName() {
```

Game › start()

```java
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);
    }
}
```

Main.java | Game.java | Player.java | GenerateRandom.java

```java
import java.util.Random;

public class GenerateRandom {


    public static int getRandomNumber(int maxLimit) {

        Random numberRand = new Random();

        int num1 = numberRand.nextInt(maxLimit);

        return num1;

    }
}

```

Thanks! ... and...

RANDOMIZER

F***** You!!!