

FRC Java

Lesson 4 Part 2

Using Classes

Instances, Method Calls, Parameters

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Instances of a Class

- The actual “object”
- `<type> <name> = new <constructor>(<params>);`
- So to make a Dog object:
 - `Dog buddy = new dog(“Buddy”, “Poodle”, 2);`
- buddy is now an instance of the class Dog.

Using Methods

- Call to Methods using the <dot>
 - <object>.<method>;
 - System.out.println();
 - buddy.bark();
 - String dogName = buddy.getName();
 - if(buddy.getBreed().equals("Poodle")) { }
- Netbeans will often show available methods

Method Parameters

- The setName() method took one parameter.
 - String Name
- So if you called buddy.setName("Joey");
 - Inside the method, Name, would be equal to Joey
 - You can pass in static data, or variables
- Parameters can ask for any type of Data
 - Variables AND/OR Objects

Assignment

- Write three classes: GoldFish, Cat, and Parrot
- Create an instance of each and show off what you can do with each class as you designed it
- Explain where you used Public and Private in the classes, and why.
- Explain what Getters and Setters you included and why.