
CSC116

DISCUSSION 17

Gina Bai

LOGISTICS

- Exam 2 grades posted
 - Read the feedback
 - Regrade request by Friday afternoon.
 - Extra Credit Opportunities
 - Growth Mindset #4
 - Due tomorrow, July 8th, at 11:45pm
 - Unit Testing Study
 - 2-hr lab session
 - Sign up by Tuesday via: : https://ncsu.qualtrics.com/jfe/form/SV_cYiVI3CvGzloZIF
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EXAM 2 – COMMON MISTAKE

```
public class StringComparison{
    public static void main(String[] args){
        // equals() vs. ==
        String s1 = "HELLO";
        String s2 = "HELLO";
        String s3 = new String("HELLO");
        System.out.println(s1 == s2);    // true
        System.out.println(s1 == s3);    // false
        System.out.println(s1.equals(s2)); // true
        System.out.println(s2.equals(s3)); // true
        System.out.println(s1.equals(s3)); // true
    }
}
```

- equals()
 - content comparison
- ==
 - reference comparison

OBJECT

- State
 - Fields / Instance Variables
 - Behavior
 - Instance Methods
 - public vs. private
 - accessor
 - mutator
-

LAB 17 – CARS

```
1  public class Car {
2
3      // Fields / Instance Variables
4      private String make;
5      private double fuelCapacity;
6      private double milesPerGallon;
7      private double gallonsInTank;
8
9      // Constructor
10     public Car(String m, double fc, double mpg) {
11         make = m;
12         fuelCapacity= fc;
13         milesPerGallon= mpg;
14     }
15
16     // Accessor Methods
17     public String getMake() {
18         return make;
19     }
20     public double getFuelCapacity() {
21         return fuelCapacity;
22     }
23     public double getMilesPerGallon() {
24         return milesPerGallon;
25     }
26     public double getGallonsInTank() {
27         return gallonsInTank;
28     }
}
```

Lab 17 – Car.java

```
30     // Mutator Methods
31     public void fillTank() {
32         // TODO
33         // Set the tank to it's maximum capacity
34     }
35
36     public void addGas(double gallons) {
37         // TODO
38         // Do not add gas to the car, if gallons is less than or equal to 0
39         // Be careful not to overfill the car!
40     }
41
42     public void drive(int miles) {
43         // TODO
44         // If the miles is greater than 0, update the amount of gallons in tank.
45     }
```

Lab 17 – CarClient.java

```
1 public class CarClient{
2     public static void main(String[] args) {
3
4         // Create a Car object with the constructor
5
6         // Display the following information of your Car: make, fuel capacity, miles per gallon
7
8         // Display the current gallons in tank
9
10        // Fill the tank
11
12        // Display the current gallons in tank
13
14        // Drive the car for 400 miles
15
16        // Display the current gallon in tank
17
18        // Add -1 gallon to the tank
19
20        // Add 1 gallon to the tank
21
22        // Display the current gallon in tank
23
24        // Add 100 gallon to the tank
25
26        // Display the current gallon in tank
27
28        // Drive the car for -10 miles
29
30        // Drive the car for 20 miles
31
32        // Display the current gallon in tank
33
34        // Fill the tank
35
36        // Display the current gallon in tank
37
38    }
39 }
```

- Print Statements
- Method calls

Make: Honda
Fuel capacity: 15.0 gal.
Miles per gallon: 50.0 mpg.
The empty tank: 0.0 gal.
Filled the empty tank: 15.0 gal.
Drove for 400 miles: 7.0 gal.
Tried to add -1.0 gal., but it is an invalid amount.
Added 1 gallon: 8.0 gal.
Tried to add 100.0 gal., but exceeded the full capacity.
Added 100 gallons: 15.0 gal.
Tried to drive for -10 miles, but it is an invalid amount.
Drove for 20 miles: 14.6 gal.
Refilled the tank: 15.0 gal.