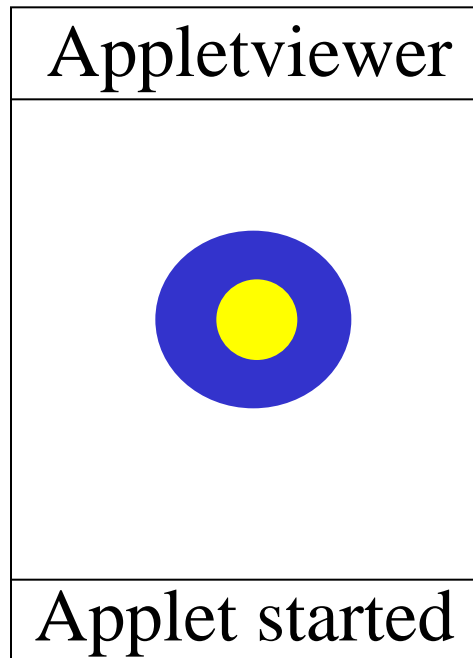


Step Into Java: More on Classes...

Mr. Neat
Java

Back to this example....



Class Creation

- fields (instance variables)
- constructors
- ✓ - methods

Next!

user

```
joe = new Target(50.,50.,canvas);
```

class creator

```
public Target(double x, double y, DrawingCanvas nc)
{

}
}
```

What if we wanted the user to be able to move the Target object?

void methods
perform an action but do
not return a value.

user

```
joe = new Target(50.,50.,canvas);  
joe.move(0,10);
```

class creator

“formal parameters”

```
public void move(double dx, double dy)  
{  
    // like saying double dx = 0, dy = 10;  
    // what goes in here?  
}
```

user

```
joe = new Target(50.,50.,canvas);  
joe.move(0,10);
```

class creator

“formal parameters”

```
public void move(double dx, double dy)  
{  
    outer.move(dx, dy);  
    inner.move(dx, dy);  
}
```


Next Lab

- Add the following **void** methods to the
_____ Class:

- move(dx,dy)
- hide()
- show()
- removeFromCanvas()

- Test the methods

★ - Write the moveTo() method