Step Into Java: More on Classes...

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Java

Back to this example….

Appletviewer

Applet started
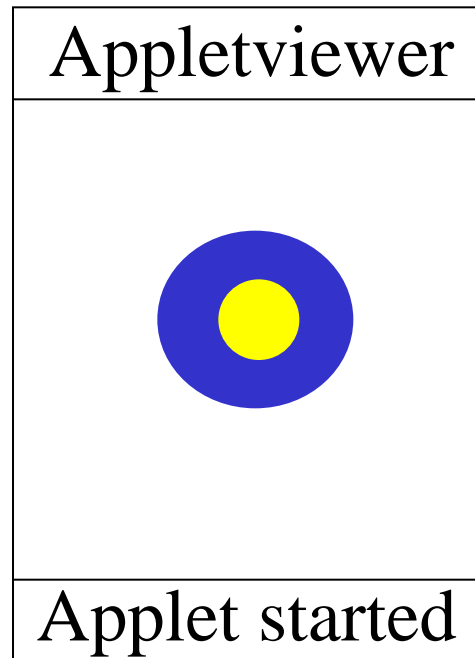
Class Creation

- fields (instance variables)

- constructors

√ - methods

Next!

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

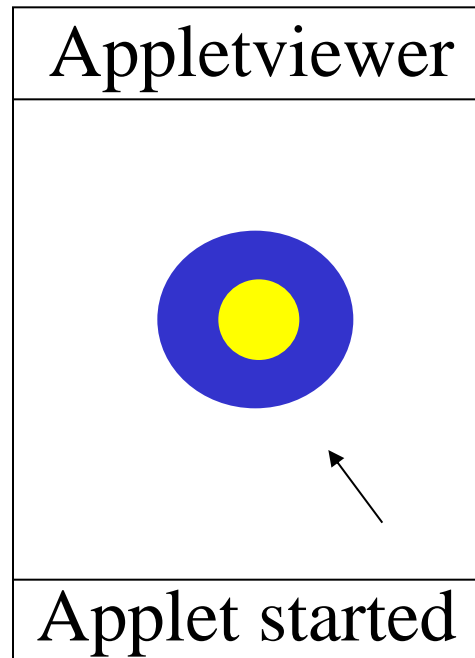
```
public Target(double x, double y, DrawingCanvas nc)
{


}
```

Non void methods return some kind of value to the calling method.

Is the cursor within the Target?

Boolean inTarg;
inTarg = joe.contains(point);

---

class creator

```
public boolean contains(Location pt)
{
    // like saying Location pt = point;
    // what goes in here?
}
```

user

Boolean inTarg;
inTarg = joe.contains(point);

---

class creator

public boolean contains(Location pt)
{

return

}

user

Boolean inTarg;
inTarg = joe.contains(point);

---

class creator

```
public boolean contains(Location pt)
{
    return outer.contains(pt);
}
```

Next Lab

-Add the following methods to the _____Class:
- getX()
- getY()
- contains(Location)
- Test the new methods