

Something **new**:
More Car Class...

Mr. Neat
Java


Review

- the class definition has three parts:

- 1) fields (also called global variables or instance variables)
- 2) constructors
- 3) methods

Add an Instance Variable for Step size

```
Car fred = new Car(13,59);  
fred.translate(1,0);
```



this is
the step

Add an Instance Variable for Step size

Just like each Car has its own location, each Car has its own step. This will allow Cars to move at different speeds.

Lab

- add a *getStep()* method to your Car class
- this method returns the value of the step variable
- the header is:
public int getStep()
- test it!

Hints

- 1) declare an integer instance variable in your Car class called *step*
- 2) set the value of *step* in your constructor to 1 (this is a default value).
- 3) define a return method called *getStep()* to your Car class that returns the value of the *step* variable:

```
public int getStep( )
```

- 4) rewrite your client (starter.java) translate command so that it calls *getStep()*:

```
fred.translate(fred.getStep( ),0);
```