

# Lecture 2

## Classes and Objects in Java

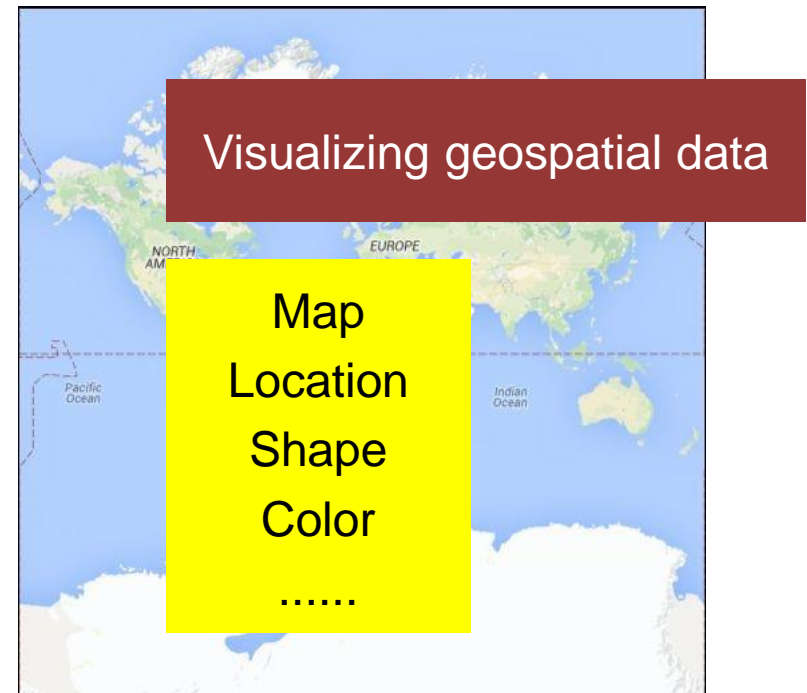
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# Lecture Goals

- Write **classes**, create **objects**, and call methods on them.
- Describe what **member variables**, **methods** and **constructors** are.
- Describe what the keywords **public** and **private** mean and their effect on where variables can be accessed
- Explain what **getters** and **setters** are and write them in your classes
- Explain how to **overload methods** in Java and why overloading methods is useful
- Draw **memory models** with variable **scope** for reasoning about variable values for object type data.

# Object Oriented Programming (OOP)

- *Computer science* -- is the science of using and processing large amounts of information to automate useful tasks and learn about the world around us using a computer.
- *OOP* -- organizes the information based on real-world objects such that program can be:
  - easy to match the problem
  - easy to write
  - easy to maintain
  - easy to debug



# Definitions of Class and Object

- A *class* is a **type** of data
  - a template defined by the programmer
  - like a factory and can produce pieces of data with the template
- An *object* is one **such piece of data**
  - made out of the factory
  - with associated functionality
- A class can be used to produce **multiple objects**
- Each **individual object** can be customized and changed without affecting others



# An Example of Class and Object



# Defining a Class

```
public class Location
```

```
{
```

```
    public double latitude;  
    public double longitude;
```

```
    public Location(double lat, double lon)
```

```
{
```

```
        this.latitude = lat;  
        this.longitude = lon;
```

```
}
```

```
    public double distance(Location other) {
```

```
        // body not shown
```

```
}
```

```
}
```

Must be in file  
`Location.java`

Member variables:  
data the objects need to store

Constructor:  
Method to create a new object

Methods:  
The things this class can do

# Creating and Using Objects

```
public class LocationTester
```

```
{  
    public static void main(String[] args)  
    {  
        Location hof = new Location(40.7, -73.6);  
        Location oxford = new Location(51.7, -1.2);  
        System.out.println(hof.distance(oxford));  
    }  
}
```

In file

LocationTester.java

```
public class Location  
{  
    public double latitude;  
    public double longitude;  
    public Location(double lat, double lon)  
    {  
        this.latitude = lat;  
        this.longitude = lon;  
    }  
    public double distance(Location other) {  
        // body not shown  
    }  
}
```

In file

Location.java

"this" is the calling object

# Creating and Using Objects (Contd.)

```
public class LocationTester
{
    public static void main(String[] args)
    {
        Location hof = new Location(40.7, -73.6);
        Location oxford = new Location(51.7, -1.2);
        System.out.println(hof.distance(oxford));
    }
}
```

In file  
LocationTester.java

```
$ javac *.java
$ java LocationTester
3397.26
```

```
public class Location
{
    public double latitude;
    public double longitude;
    public Location(double lat, double lon)
    {
        this.latitude = lat;
        this.longitude = lon;
    }

    public double distance(Location other) {
        return getDist(this.latitude, this.longitude,
            other.latitude, other.longitude);
    }
}
```

In file  
Location.java

"this" is the calling object *hof*



# The Main Method in Java

- Java **begins execution** with the first line of a "main" method

**public static void main(String[] args)**

- This method can be defined in any class, usually *public*.

- When a class has only one class with main, it is only

- The keyword **static** simply means the method belongs to the class, but not for an instance variable, the **general**

- There is no "call" to the main method from other methods from other classes. You call methods on those objects directly.

```
public class Location
{
    public double latitude;
    public double longitude;
    public Location(double lat, double lon)
    {
        this.latitude = lat;
        this.longitude = lon;
    }
    public double distance(Location other) {
        return getDist(this.latitude, this.longitude,
            other.latitude, other.longitude);
    }
    public static void main(String[] args) {
        Location hof = new Location(40.7, -73.6);
        Location oxford = new Location(51.7, -1.2);
        this.distance(hof);
        hof.distance(oxford);
    }
}
```



# Overloading Methods

```
public class Location
{
    public double latitude;
    public double longitude;
    public Location(double lat, double lon)
    {
        this.latitude = lat;
        this.longitude = lon;
    }
    public double distance(Location other) {
        // body not shown
    }
}
```

In file  
Location.java

What if the user wants to create Location objects without passing in any parameters?

# Overloading Methods (Contd.)

```
public class Location
```

```
{
```

```
    public double latitude;
```

```
    public double longitude;
```

```
    public Location() {
```

```
        this.latitude = 40.7;
```

```
        this.longitude = -73.6;
```

```
    }
```

```
    public Location(double lat, double lon) {
```

```
        this.latitude = lat;
```

```
    }
```

```
}
```

```
}
```

In file

Location.java

Constructor without  
parameters

Default constructor

Overloading

Parameter constructor

# Overloading Methods (Contd.)

```
public class Location
```

```
{
```

```
    // Code omitted here
```

```
    public double distance(Location other)
```

```
    {
```

```
        // body not shown
```

```
    }
```

```
    public double distance(double otherLat, double otherLon) {
```

```
        // body not shown
```

```
    }
```

```
}
```

In file

Location.java

**What is the advantage?** We don't have to create and remember different names for functions doing the same thing. For example, in our code, if overloading was not supported by Java, we would have to create method names like `distance1` and `distance2`.

# A Real-world Example of Overloading

- ArrayList in Java API: overloaded constructors and add method

## Constructors

### Constructor and Description

**ArrayList()**

Constructs an empty list with an initial capacity of ten.

**ArrayList(Collection<? extends E> c)**

Constructs a list containing the elements of the specified collection, in the order they are returned by the

**ArrayList(int initialCapacity)**

Constructs an empty list with the specified initial capacity.

## Methods

### Modifier and Type

boolean

void

### Method and Description

**add(E e)**

Appends the specified element to the end of this list.

**add(int index, E element)**

Inserts the specified element at the specified position in this list.

# CAUTION

```
public class Location
```

```
{
```

```
// Code omitted here
```

```
public double distance(Location other)
```

```
{
```

```
// body not shown
```

```
}
```

```
public int distance(Location other)
```

```
{
```

```
// body not shown
```

```
}
```

```
}
```

In file

Location.java

Parameter must be different

At compile time, the compiler decides which version of the overloaded method you're actually trying to call by using the parameter list. It can't do that by using the return type alone.

# Public vs. Private: Protect Data and Method

**public class** Location

{

**public double** latitude;

**public double** longitude;

**public** Location(**double** lat, **double** lon) {

**this.latitude** = lat;

**this.longitude** = lon;

}

**public double** distance(Location other) {

    // body not shown

}

}

In file

Location.java

public means can  
access from any class

**public class** LocationTester

{

**public static void** main(String[] args)

{

    Location hof = **new** Location(40.7, -73.6);

    Location oxford = **new** Location(51.7, -1.2);

    hof.latitude = 35.2;

    System.out.println(hof.distance(oxford));

}

}

In file

LocationTester.java

allowed

# Public vs. Private: Protect Data and Method

```
public class Location
```

```
{
```

```
    private double latitude;  
    private double longitude;
```

```
    public Location(double lat, double lon) {
```

```
        this.latitude = lat;  
        this.longitude = lon;
```

```
    }
```

```
    public double distance(Location other) {
```

```
        // body not shown
```

```
    }
```

```
}
```

In file  
Location.java

private means can access only from  
Location

allowed

```
public class LocationTester
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        Location hof = new Location(40.7, -73.6);
```

```
        Location oxford = new Location(51.7, -1.2);
```

```
        hof.latitude = 35.2;
```

```
        System.out.println(hof.distance(oxford));
```

```
    }
```

```
}
```

In file  
LocationTester.java

ERROR



# Basic Class Design Rules

Rule of thumb: Make member variables private (and methods either public or private)

## Methods

Private: helper methods

Public: for world use

## Members

Private: use getters and setters



giving right level of access

# An Example of Getter

```
public class Location
```

```
{
```

```
    private double latitude;
```

```
    private double longitude;
```

```
    // code omitted here
```

```
    public double getLatitude()
```

```
    {
```

```
        return this.latitude;
```

```
    }
```

```
}
```

In file  
Location.java

getter

Can the user  
change the  
value ?

```
public class LocationTester
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        Location hof = new Location(40.7, -73.6);
```

```
        System.out.println(hof.latitude);
```

```
        System.out.println(hof.getLatitude());
```

```
    }
```

```
}
```

In file  
LocationTester.java

ERROR

allowed

# An Example of Setter

```
public class Location
```

```
{
```

```
    private double latitude;
```

```
    private double longitude;
```

```
    // code omitted here
```

```
    public void setLatitude(double lat)
```

```
    {
```

```
        this.latitude = lat;
```

```
    }
```

```
}
```

In file  
Location.java

why don't we just make that  
member variable public? If  
we're exposing the ability to  
change and read it?

setter

```
public class LocationTester
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        Location hof = new Location(40.7, -73.6);
```

```
        hof.latitude = 35.2;
```

```
        hof.setLatitude(35.2);
```

```
    }
```

```
}
```

In file  
LocationTester.java

ERROR

allowed

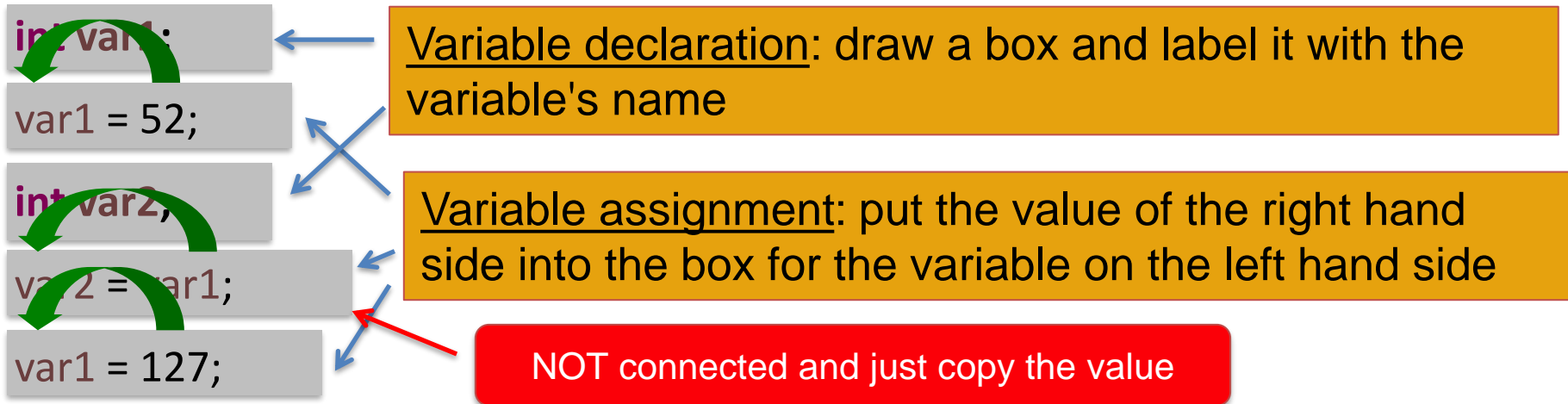
# Another Example of Setter

```
public void setLatitude(double lat)
{
    if (lat < -180 || lat > 180)
    {
        System.out.println("Illegal value for latitude");
    } else {
        this.latitude = lat;
    }
}
```

getters and setters give  
us more control

# Trace Your Code: Drawing Memory Model

what does this code print?



```
System.out.println("var1 is " + var1 +  
                    ", var2 is " + var2);
```



Primitive type data: int, double, float, short, long, char, boolean, byte

# Drawing Memory Model with Objects

```
public class Location
```

```
{ private double latitude;
```

```
// Code omitted here
```

```
public static void main(String[] args)
```

```
{
```

```
int var1 = 52;
```

```
Location hof;
```

```
hof = new Location(40.7, -73.6);
```

```
Location oxford = new Location(51.7, -1.2);
```

```
hof.latitude = 35.2;
```

In file

Location.java

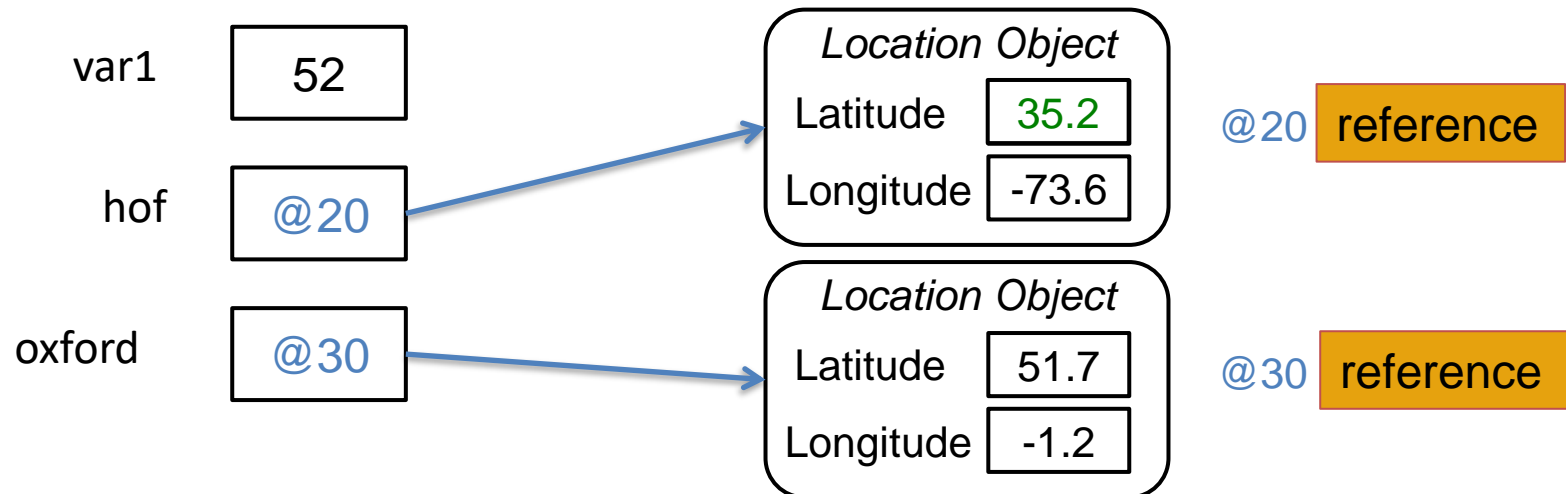
variable declaration and same as primitives

assignment statement

memory  
reference

// in main method and can access private var

## Java Heap



# More Examples

```
public class Location
```

```
{
```

```
    // Code omitted here
```

```
    public static void main(String[] args)
```

```
{
```

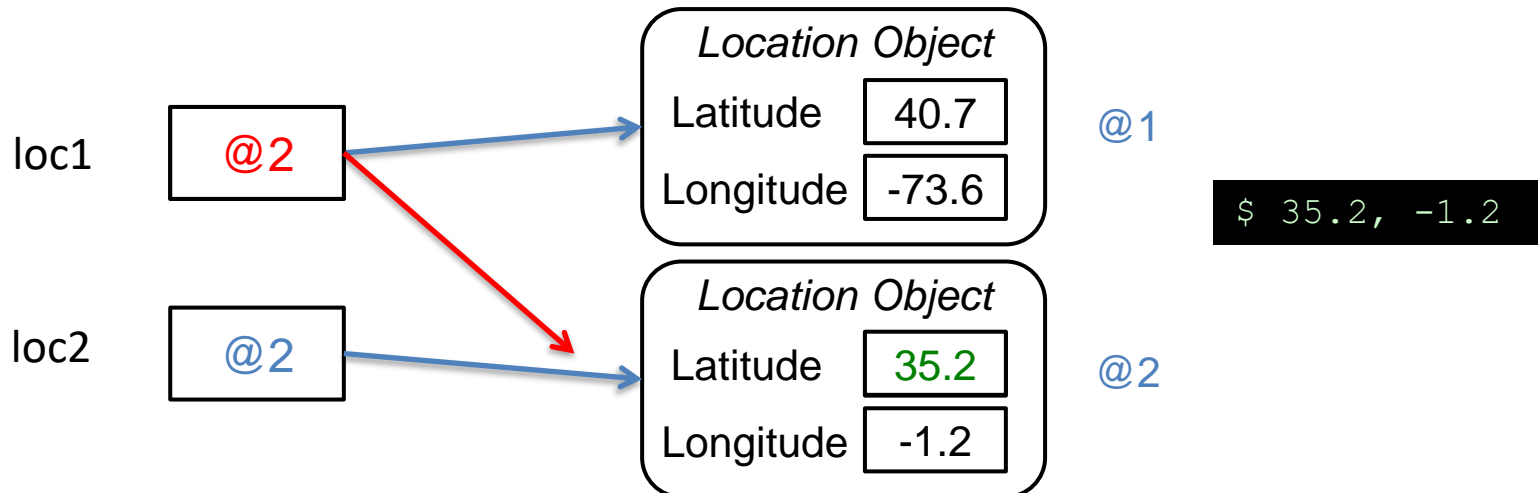
```
        Location loc1 = new Location(40.7, -73.6);
```

```
        Location loc2 = new Location(51.7, -1.2);
```

```
        loc1 = loc2;
```

```
        loc1.latitude = 35.2;
```

```
        System.out.println(loc2.latitude + ", " + loc2.longitude);
```



# Reason Your Code with Scope

In file  
Location.java

```
public class Location
```

```
{
    private double latitude;
    private double longitude;
    public Location(double lat, double lon) {
        this.latitude = lat;
        this.longitude = lon;
    }
}
```

Member variables are declared outside any method

Parameters behave like local variables

```
public class LocationTester
```

```
{
    public static void main(String[] args)
    {
        Location hof = new Location(40.7, -73.6);
        hof.latitude = 2.5;
    }
}
```

In file  
LocationTester.java

Local variables are declared inside a method

ERROR. Variable not defined here

The **scope** of a variable is the area where it is defined to have a value



# An Example

**public class** Location

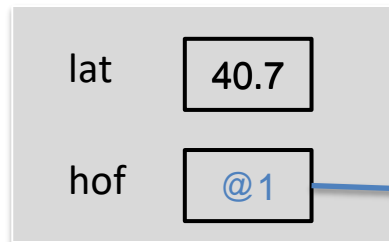
```
{  
    public double latitude;  
    public double longitude;  
    public Location(double latIn, double lonIn) {  
        this.latitude = latIn;  
        this.longitude = lonIn;  
    }  
}
```

In file  
Location.java

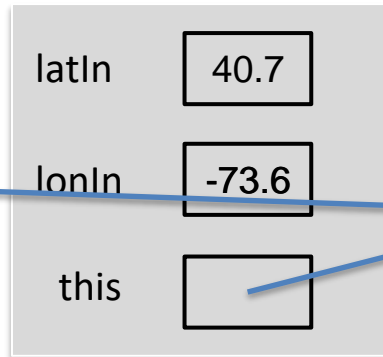
**public class** LocationTester

```
{  
    public static void main(String[] args)  
    {  
        double lat = 40.7;  
        Location hof = new Location(lat, -73.6);  
    }  
}
```

In file  
LocationTester.java

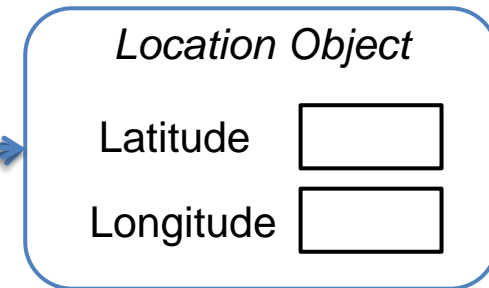


main's scope



constructor's scope

Java Heap



@1

# An Example (Contd.)

**public class** Location

```
{
    public double latitude;
    public double longitude;
    public Location(double latIn, double lonIn) {
        latitude = latIn;
        longitude = lonIn;
    }
}
```

In file  
Location.java

a

**public class** LocationTester

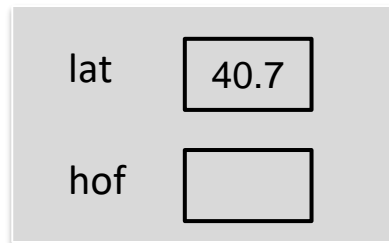
```
{
    public static void main(String[] args)
    {
        double lat = 40.7;
        Location hof = new Location(lat, -73.6);
    }
}
```

In file  
LocationTester.java

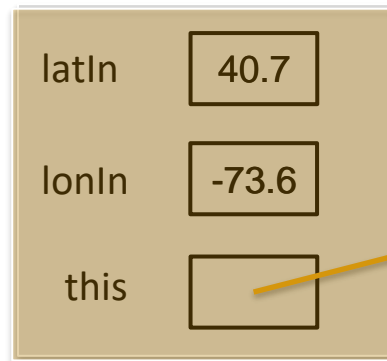
Looks for latitude in the constructor's local scope

Doesn't find it, so looks in calling object scope

this is optional

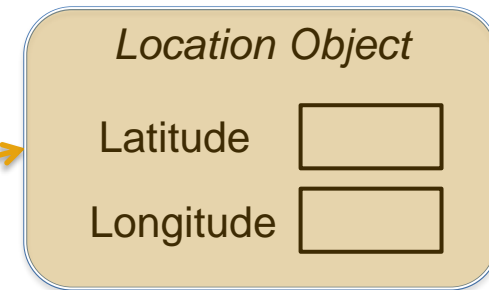


main's scope



constructor's scope

Java Heap



@1

# Another Example

```
public class ArrayLocation
```

```
{
```

```
    private double coords[];
```

```
    public ArrayLocation(double[] coords) {
```

```
        this.coords = coords;
```

```
    }
```

```
    public static void main(String[] args)
```

```
    {
```

```
        double[] coords = {5.0, 40};
```

```
        ArrayLocation hof = new ArrayLocation(coords);
```

```
        coords[0] = 40.7;
```

```
        coords[1] = -73.6;
```

```
        System.out.println(hof.coords[0]);
```

```
    }
```

```
}
```

In file

ArrayLocation.java

\$ 40.7

