The Human Project Example

The human project example has a Tester class and an object class. The object class has all of the private instance variables and methods needed for one instance of an object. In OOP design, object classes should have only the instance variables and methods for a single instance of the object. The Tester class has the main method that is used to run the project.

In the example, the Human class has all of the instance variables and methods for 1 instance of a human. The HumanTester is used to run the program. It has objects of type Human, used to access the instance variables in the Human class by using the getter/setter methods found in Human.

Practice

- Add additional instance variables and getter/setter methods in the Human class to add attributes to the Human.
- Update the Tester class in the following ways:
  - Replace the individual Human objects with an ArrayList of objects.
  - Update the output to include the additional attributes, accessing them by the getting methods.

ArrayList of String objects example

ArrayList<String> cars = new ArrayList<String>();

cars.add("Volvo");

cars.add("BMW");

cars.add("Ford");

cars.add("Mazda");

The String class is an object class. The Human class is just another object class.