

# Java Objects Part 1 Notes

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## 1 Welcome Back

- *STRING.toLowerCase()*
  - Turns string into lowercase letter
- *STRING.contains(...)*
  - checks if value ... is contained inside *String*

## 2 Quiz 1

1. Please fill in the correct answer in each blank provided below.

```
1 String someWords = "These are words";  
2 someWords._____("words");  
3
```

**Answer:**

```
1 String someWords = "These are words";  
2 someWords.contains("words");  
3
```

2. The boolean datatype is used to store:

- A. numbers
- B. text

C. true or false values

**Answer: C**

3. Please fill in the correct answer in each blank provided below.

What operator do we use to ensure that both of these conditions are met:

```
1  boolean isRefreshed = true;
2  boolean isReadyToGetStarted = true;
3  boolean shouldContinue = isRefreshed_____isReadyToGetStarted;
4
```

**Answer:**

```
1  boolean isRefreshed = true;
2  boolean isReadyToGetStarted = true;
3  boolean shouldContinue = isRefreshed && isReadyToGetStarted;
4
```

4. Please fill in the correct answer in each blank provided below.

```
1  int weightOfCraigsKid = 50;
2  int weightMonty = 130;
3  if (weightMonty _____ weightOfCraigsKid) {
4      console.printf("Whoa that's a huge dog!");
5  }
6
```

**Answer:**

```
1  int weightOfCraigsKid = 50;
2  int weightMonty = 130;
3  if (weightMonty > weightOfCraigsKid) {
4      console.printf("Whoa that's a huge dog!");
5  }
6
```

5. To define a new variable to store a name it would look something like this:

- A. String firstName = "Bob";
- B. "Bob" = first.name
- C. firstName = "Bob";
- D. first\_name = 'Bob'

**Answer: A**

6. The boolean datatype is used to store:

- A. numbers
- B. text
- C. true or false values

**Answer: C**

### 3 Creating Classes

```
1  class PezDispenser { // <- 1. Class is created in a separate and
2      String characterName = "Yoda";
3  }
4
```

Listing 1: lesson\_3/PezDispenser.java

```
1  import java.io.Console;
2
3  public class Example {
4      public static void main(String[] args) {
5
6          System.out.println("We are making a new PEZ dispenser");
7
8          PezDispenser dispenser = new PezDispenser(); // <- 2. And
9              is used here :)
10
11             System.out.printf("The dispenser is %s", dispenser.
12                 characterName);
13             ...
14     }
15 }
```

Listing 2: lesson\_3/Example.java