

# 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

### 4 Exercise 1

- Solution included in *exercise\_1.java*

## 5 Access Modifiers

Files in the Same Folder (For now)

Modifier	Class	Package	Subclass	World
public	y	y	y	y
protected	y	y	y	n
no modifier	y	y	n	n
private	y	n	n	n

i.e. public helloWorld = "hello";  
 i.e. protected helloWorld = "hello";  
 i.e. String helloWorld = "hello";  
 i.e. private String helloWorld = "hello";

- Determines who is intended to access the information
- Adding access modifiers to attributes and methods in class is called **Encapsulation**

```

1  class PezDispenser {
2      private String characterName = "Yoda"; // <- 1. attribute is
turned private
3  }
4

```

Listing 3: lesson\_5/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();
9
10         System.out.printf("The dispenser is %s", dispenser.
characterName); // <- 2. and it can't be accessed outside of class
11     }
12 }
13

```

Listing 4: lesson\_5/Example.java

### Notes:

- Files can be compiled and displayed by typing *javac Example.java* && *java Example* in terminal

## 6 Exercise 2

- Solution included in *exercise\_2.java*

## 7 Methods

- is a collection of statements that are grouped together to perform an operation
- is like *verb*
- *ACCESS\_MODIFIER DATA\_TYPE get<ATTRIBUTE\_NAME>* is called **getter**

```
1 public class PezDispenser {
2     private String characterName = "Yoda";
3
4     public String getCharacterName() { // <- 1. Getter method added
5         here
6         return characterName;
7     }
8 }
```

Listing 5: lesson\_7/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();
9
10        System.out.printf("The dispenser is %s", dispenser.
11        getCharacterName()); // <- 2. And is used here
12    }
13 }
```

Listing 6: lesson\_7/Example.java