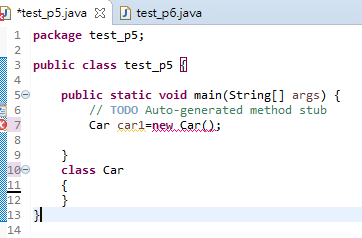
應用軟體設計實習

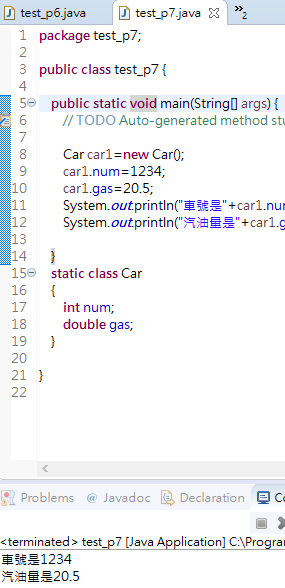
電子三甲

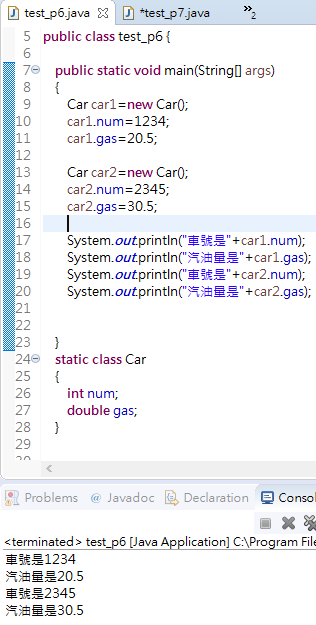
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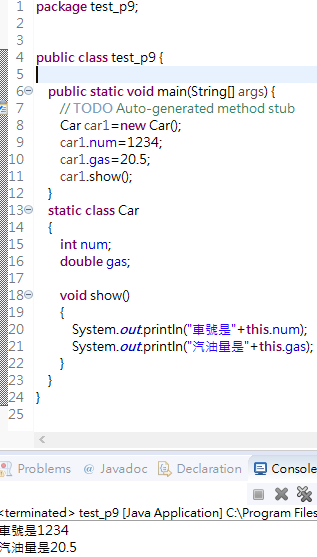
潘竑翔

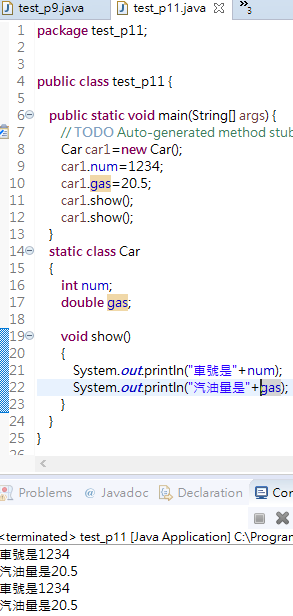
結果:

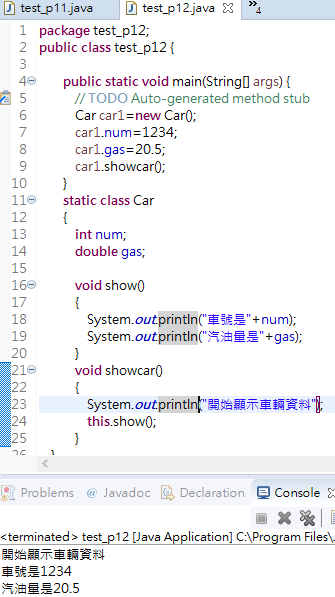


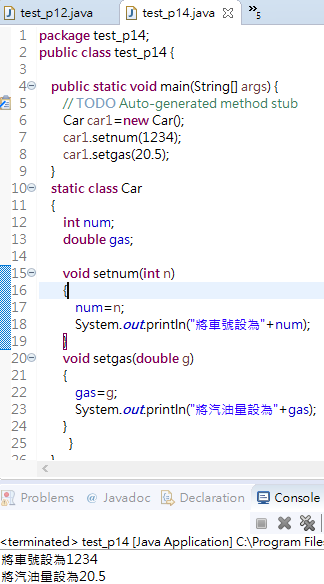


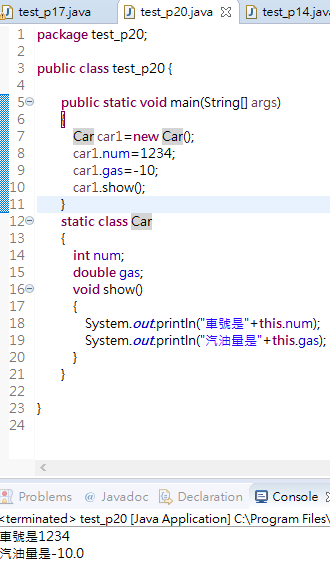


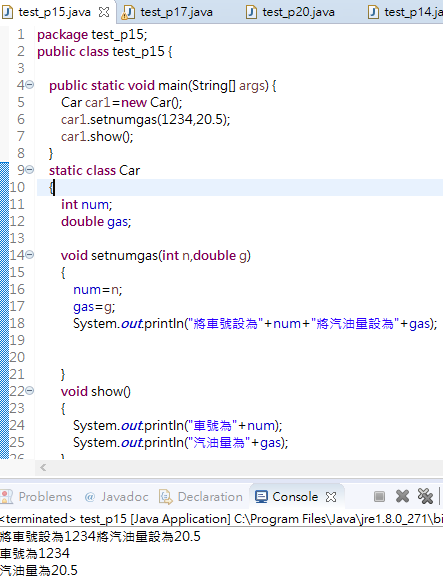


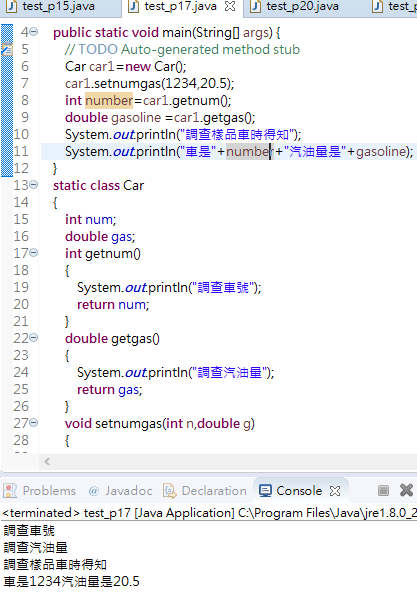


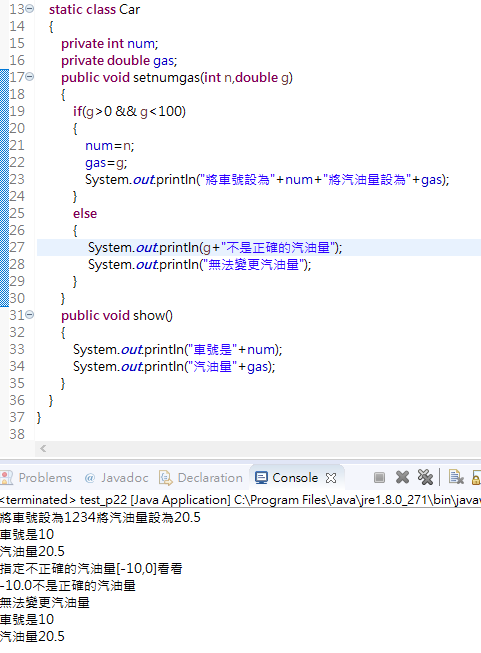


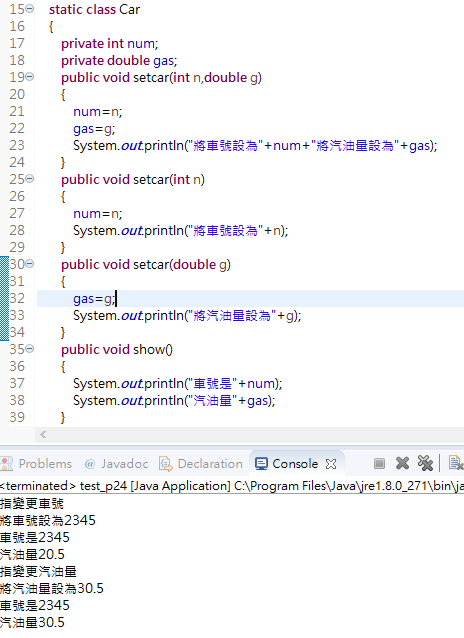


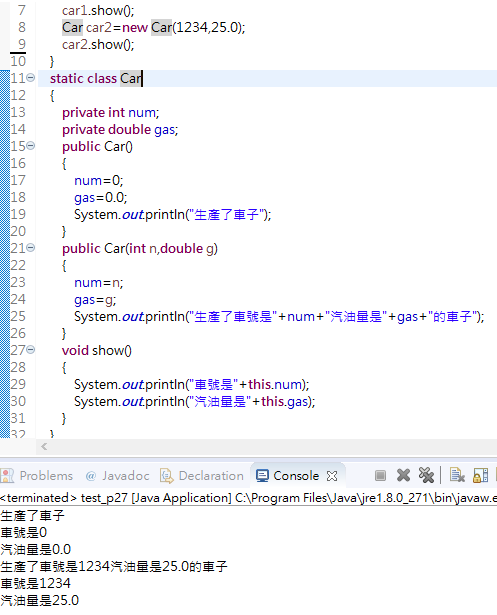
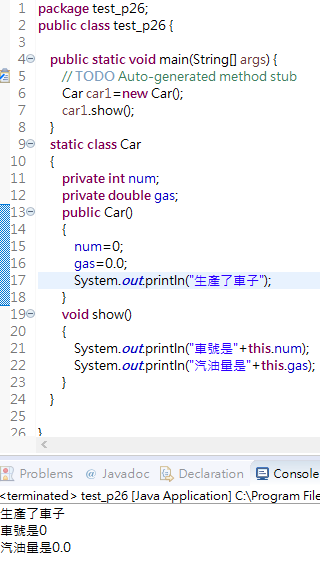


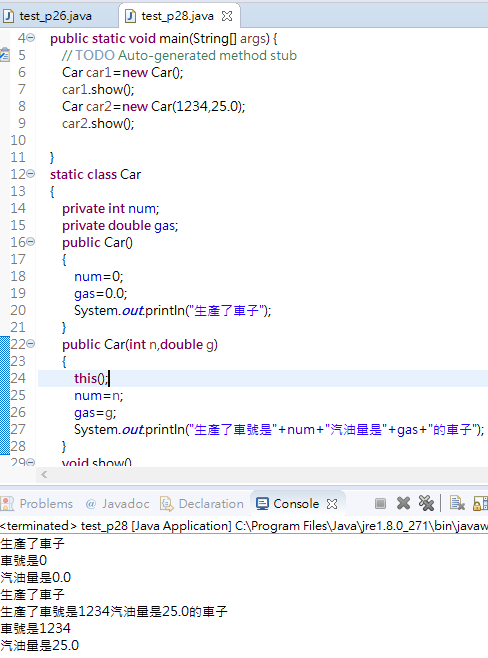


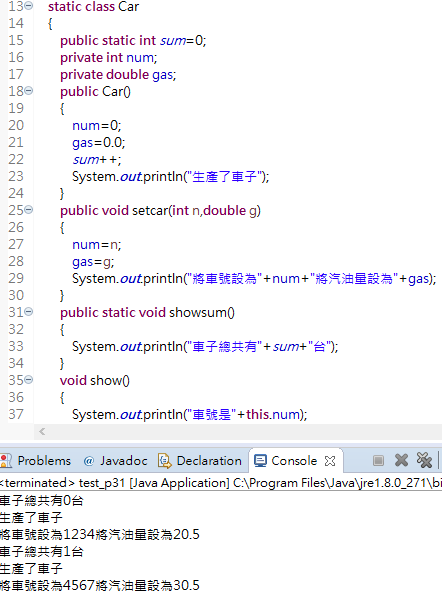


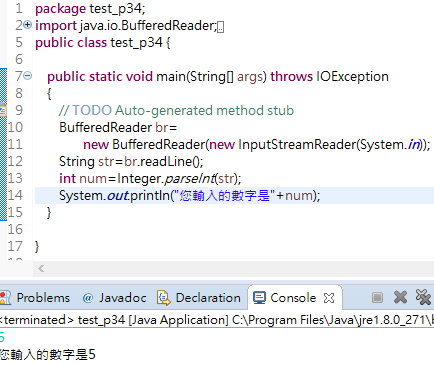


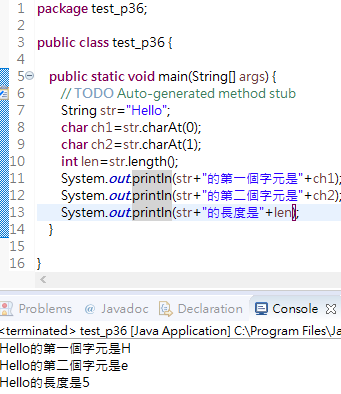


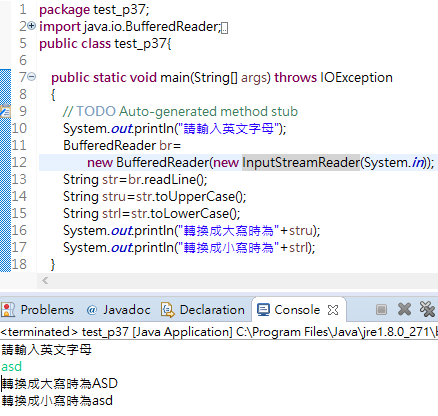


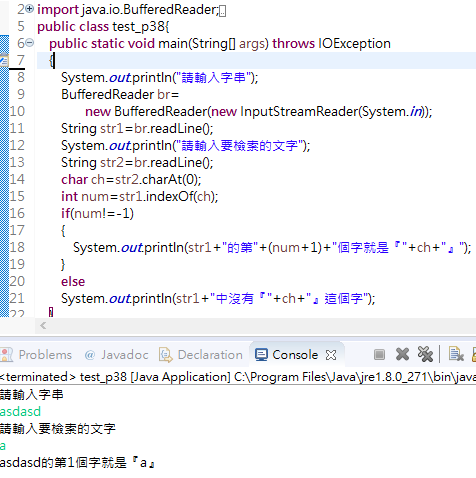


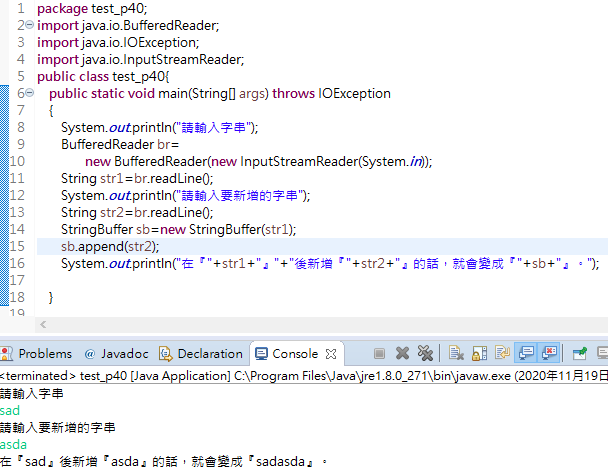


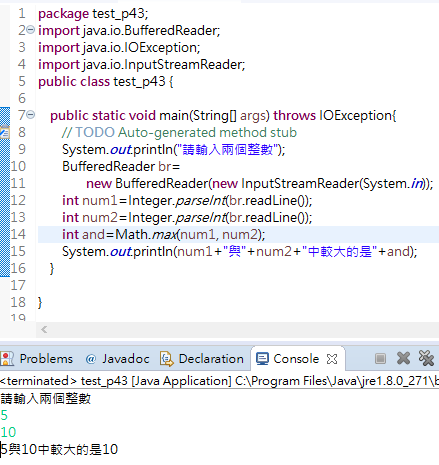


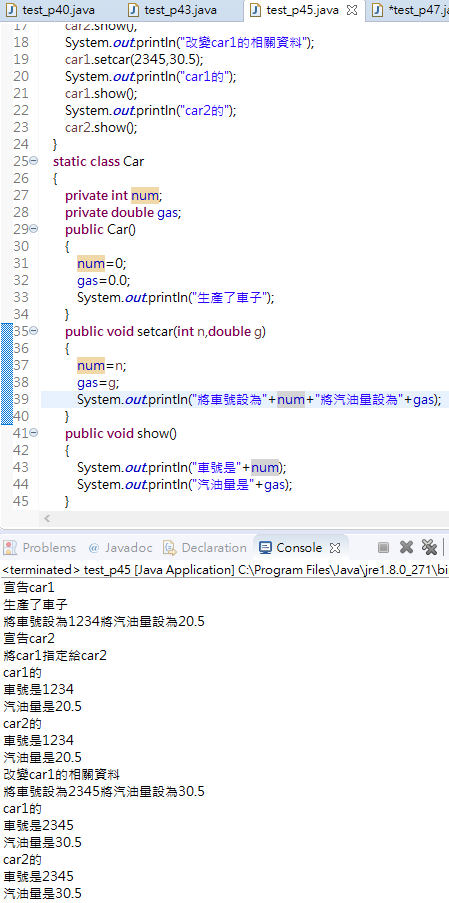


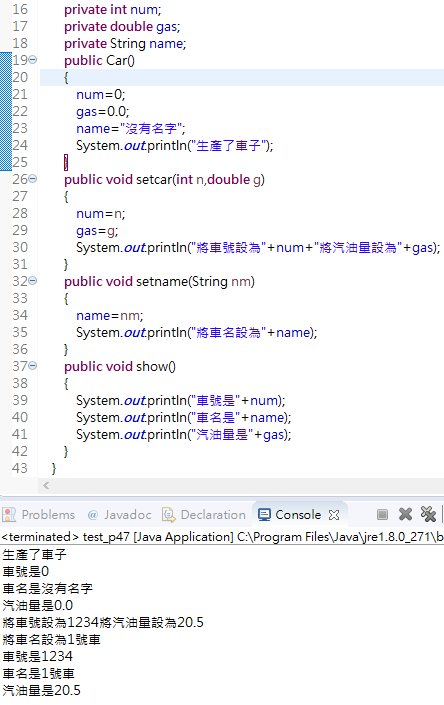


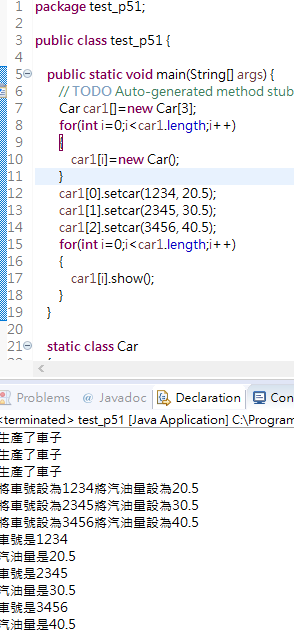












心得:

我在宣告class時如果前面不加static我的Car car1=**new** Car();這行會顯示出問題，這是這次的主要問題。

這次比較搞懂之前學其它語言時聽不懂的部分，class可以想成是一個模具，用變數來儲存建立的物件ex: Car car1=**new** Car();之後就可以用類別裡的方法來達成目標，也學習到類別的特性有成員存取限制、封裝(encapsulation) 、多載(overloading) 、 建構式(constructor)；我也比較知道上課教的android程式在幹甚麼了。