

Week 9

Sunday

Practice Methods

Tuesday

OOP

Object Oriented Programming

Program is divided into mutiple classes

Class

Unit

- Attributes
 - name
 - in Java we call it instance variables
- actions
 - in Java we call it methods

example

| | |
|------------|---------------------------------|
| Person | |
| attributes | name age height weight |
| actions | talk() eat() sleep() |

| | |
|--------------------------------|------------------------------------|
| Car | |
| attributes (instance variable) | brand model year manual |
| action | start() stop() move() ... |

Class

- Instance variables
- methods
 - non static (without static keyword)

when writing a class you mainly define a new data type

In Java

to use the class, you need to

- declare class with reference
 - Person p;
- construction
 - p=new Person();
 - this will create "Object"
 - each object maintains its own values
- to access instance variables
 - you need reference
 - p.name="Ata"
- to access method
 - you need a reference
 - p.sayHello();

Try to practice

- Person class
- Car class

Send OOP assignment to the team

- deadline
- Saterday 10PM