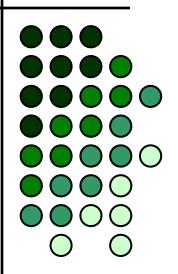
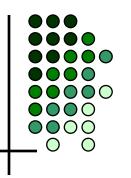
Object Oriented Programming in Java

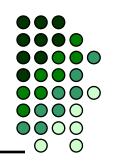
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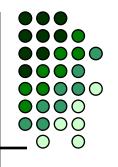
Classes

- Basic building blocks of an object-oriented language like Java
- Templates that describe the data (or attributes) and behavior (or methods) associated with instances (or objects)
- Referred to as user-defined types or programmer-defined types



Point

- x: int
- y: int
- + setPoint(int, int): void
- + getX(): int
 + getY(): int



```
[Access Modifier] [Qualifiers] class <Classname>
{
      <class body>
}
```

- Access Modifiers
 - Specifies the access level of a class
 - Usually public
- Qualifiers
 - abstract or final
- Class name
 - Name of the class

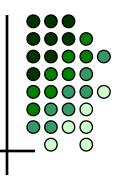


Point

- x: int
- y: int
- + setPoint(int, int): void
- + getX(): int
- + getY(): int

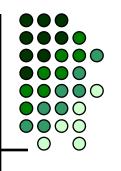
{

}



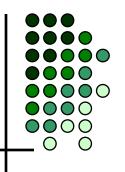
Attributes

- Used to hold the state of an object of the class
- Referred to as instance variables if nonstatic
- Referred to as class variables if static



[Access Modifier][Qualifiers] <data type> <identifier>;

- Access Modifier
 - Specifies the access level of an attribute
 - Usually private
- Qualifiers
 - Abstract, static or final
- Identifier
 - Name of the attribute



Point

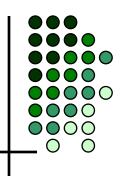
- x: int
- y: int
- + setPoint(int, int): void
- + getX(): int
- + getY(): int

public class Point

→ private int x;

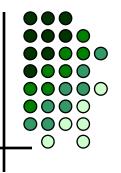
private int y;

}



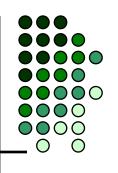
Methods

- Define the object's behavior
- Public methods are also referred to as public services or public interface of the class
- Public methods are used by clients of the class to manipulate the data stored in objects of the class
- Private methods are known as utility methods or helper methods



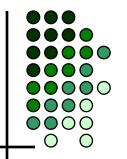
```
[Access Modifier][Qualifiers] <return type> <identifier>([argument list]) {
    <method body>
}
```

- Access Modifier
 - Specifies the access level of a method
- Qualifiers
 - Abstract, static or final
- Return type
 - Data type to be returned by the method



- Identifier
 - Name of the method
- Argument List
 - Arguments (or parameters) used by the method



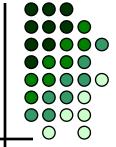


Point

- x: int
- y: int
- + setPoint(int, int): void
- + getX(): int
- + getY(): int

```
public class Point
    private int x;
    private int y;
    public void setPoint(int a, int b)
          x = a;
          y = b;
    public int getX()
          return (x);
    public int getY()
          return (y);
```





```
Point

- x: int

- y: int

+ setPoint(int, int): void

+ getX(): int

+ getY(): int
```

```
public class Point
private int x;
    private int y;
   public void setPoint(int a, int b)
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    public int getX()
         return (x);
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