Constructors

2 issues of primitive data types:

- primitive data types can only store 1 value

- primitive data types don’t allow messages to be sent

When you create an object in java, lets say:

Book b; // b stores the “address”/ reference of an object

- must make sure that the class that you are instantating as an object is in the same directory

IMPORTANT: double cannot be converted to string, boolean cannot be converted to char

Methods

- how to invoke: <variable name>.<method name>

- any method that starts with .getXXX is a getter method or accessor.

- any method that starts with .setXXX is a setter method or mutator.

- void return type means nothing is returned.

- If you invoke a method and don’t assign its return value to a variable, the return value will be discarded.

Scanner

- What are packages? Think of them as folders containing classes

- To use the scanner class, must write java.util.Scanner or java.util.\*

- if you are using sc.next() OR sc.nextXX, XX being int or boolean or float etc:

- if you are putting sc.nextLine() after, you have to put an extra sc.nextLine() in the middle of these 2 statements. This is to clear the “ENTER” (aka end of line character).

- this is because the nextLine() function removes the “ENTER” key but the other nextXX functions do not.

Sc.next vs sc.nextLine()

- sc.next only stores the input until it encounters the default delimiter which is whitespace.

- sc.nextLine() will store the input of the whole line