

8 Classes and Objects: A Deeper Look

Objectives

In this chapter you'll:

- See additional details of creating class declarations.
- Use the `throw` statement to indicate that a problem has occurred.
- Use keyword `this` in a constructor to call another constructor in the same class.
- Use `static` variables and methods.
- Import `static` members of a class.
- Use the `enum` type to create sets of constants with unique identifiers.
- Declare `enum` constants with parameters.
- Use `BigDecimal` for precise monetary calculations.

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