

Weekly Log 0

Week 1: 07.04.25 - 13.04.25

Topics Covered: • how to call methods (Kara's world)

- classes
- variables

Key Concepts Learned: A class always has attributes, methods and a constructor

• Attributes are variables, that suit the class. You have to declare them. A class has instance variables (fields).

• variables consists of 3 components →

```
private int number = 0;
      ↓      ↓      ↓
    DataType Identifier Value
                (name)
```

Variables store values for the program.

• methods often change the state of an object

```
public void setExample(int number) { }
      ↑      ↑      ↑      ↑
    visibility return? name parameter
    ↳ header
```

There are mutator methods (setter) that usually change a value.

↳ void return type

There is also an accessor method (getter) that "gets" a value.

↳ return type depends on the value it's getting (int, String, etc.)

• Constructors have the same name as the class. With the parameters of a constructor the user has a chance to personalise the program by inputting custom values. You can also initialize the fields you declared in the constructor.

```
public Constructor(parameters) {
    initialize fields;
}
```

Challenges Faced: Since I have some experience in coding there wasn't really a challenge. The only thing that was difficult was getting used to Uni again.

Solutions / Resolutions: Just getting used to it.

Additional Notes / Resources: none