

## 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 →  Variables store values for the program.

methods often change the state of an object



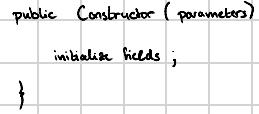
There are mutator methods (setter) that usually change a value.

↳ 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 personalize the program by inputting custom values. You can also initialize the fields you declared in the constructor.



The diagram shows a constructor declaration: `public Constructor(parameters) { initialize fields; }`. The entire line is enclosed in a red rectangular box.

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