

CSSE 220 – Object-Oriented Software Development
Rose-Hulman Institute of Technology

Worksheet 05

Name (Print): _____ Section: _____

1. 1) A class in Java is _____ that defines the structure and behavior of objects.

2) Objects are _____ created from a class.

2. Complete the table:

Name	Definition
	A program that creates and uses objects
	An entity with state and behavior
	A blueprint for creating objects
	A variable that holds data within the class
	A function that describes the behavior of an object

3. Suppose you have an object called **myCar** and the class **Car** defines a method called **accelerate()** to accelerate the car. You already created an object (instance of the class) below. Now you need to call the accelerate method.

```

1  Car myCar = new Car();
2
3  -----
4

```

4. Method vs Function 1) _____: A block of code that performs a task.

2) _____: A function that belongs to a class/object.

5. Static vs Public: To call a method without creating an object, you should use _____

6. _____ is a special method that is used to initialize objects.

7. Constructor runs when the client uses the _____ keyword.

8. List common Construtor Errors:

(a) _____

(b) _____

9. True / False: A Class can have multiple constructors

10. Define the encapsulation:

11. When the field is declared as _____, no code outside the class can access or change it.

12. There are 2 methods for accessing private fields:

(a) getX() allows a client to _____ the field X

(b) setX() allows a client to _____ the field X

13. Use the keyword this to complete the following constructor for the class Point

```
1 public class Point {  
2  
3  
4     private int x;  
5  
6     private int y;  
7  
8     public Point(int x, int y){  
9  
10        -----  
11  
12        -----  
13  
14    }
```