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Week 8

March 12 2023

Week 8 Lecture Notes

Class

Classes are encapsulations of code that allow a programmer to edit an object and its characteristics. To create a class, open a new file, enter a name, and add properties and methods.

Ex:

```
Public class myClass {
```

```
Private int x;
```

```
myClass() {
```

```
X = 2;
```

```
}
```

```
Public int mult(int y) {
```

```
Return x * y;
```

```
}
```

```
}
```

Constructors

Constructors are functions that are automatically called when a class is instantiated. They can be used to define variables, set values, and more. They also have the same name as the class.

Ex:

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```
Public class doThis {  
  
Public doThis() {  
  
//does something when class is instantiated  
  
}  
  
}
```

Instantiation

To use a class and its methods in the main class, you need to instantiate an object or instance of that class. Then, you can call methods of that class through that object.

Ex:

```
Class mainClass {  
  
Public static void main(String[] args) {  
  
secondClass object = new secondClass(); //Object is an instance of secondClass  
object.aFunction(); //uses object to call the aFunction method from secondClass  
  
}  
  
}
```