Class Design

Creating Constructors

Constructors

• special methods which are called every time you create an instance of an object

```
public class Dog {
  public Dog() { System.out.println("Woof!"); }
}
```

- name of the constructor must match the name of the class
- constructors don't have a return type (!!)
 - if the return type is stated, than it's just a normal method

```
public class Dog {
  public Dog() {
    System.out.println("Woof!");
// in the main method
Dog dog = new Dog();
"Woof!"
```

```
// constructor overloading
public class Dog {
  private String name;
  private int age;
  public Dog() { System.out.println("Woof!"); } no-argument constructor
  public Dog(String name, int age) {
    this.name = name;
    this.age = age;
  public Dog(String name) { this.name = name; }
  public Dog(int age) { this.age = age; }
  public Dog(boolean isPuppy, String name) {
    this.age = isPuppy ? 0 : -1;
    this.name = name;
  // main method...
```

```
// main method
public static void main(String[] args) {
  Dog dog = new Dog("Rex", 5);
  Dog puppy = new Dog(true, "Roy")
  System.out.println("Name: " + dog.name + ", Age: " + dog.age);
  System.out.println("Name: " + puppy.name + ", Age: " + puppy.age);
                                                                       public class Dog {
                                                                        private String name;
                                                                        private int age;
                                                                        public Dog(String name, int age) {
Name: Rex, Age: 5
                                                                         this.name = name;
                                                                          this.age = age;
Name: Roy, Age: 0
                                                                        public Dog(boolean isPuppy, String name) {
                                                                          this.age = isPuppy ? 0 : -1;
                                                                          this.name = name;
```

```
// if the class has no defined constructors the <u>default constructor</u> is created
class Dog {
  public String name;
  public String age;
   in this case compiler will create no-argument constructor:
   Dog() { }
// that constructor will be called when you make an instance of the class
```

Dog dog = new Dog();

```
// default constructor is created <u>only</u> if no other constructor is present
class Dog {
  public String name;
  public String age;
  public Dog (String name, int age) {
                                   no-argument constructor will not be auto-generated!
    this.name = name;
    this.age = age;
public class MyClass {
  public static void main(String[] args) {
    Dog dog = new Dog(
                       no-argument constructor not found => code does not compile
```

Constructor access modifiers

- constructors are usually made public
 - but you can also make them protected, default or private
- private constructors are used if you don't want public no-argument constructor to be generated by the compiler
- in this case, the instance is usually created via some static method, and not using the keyword new
- we have seen this behavior in classes used to create Dates and Times, e.g.

```
LocalDate now = LocalDate.now();
```