Classes Continued

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Static Fields

```
public class SomeClass
    private static int num1 = 0;
                                             public class SomeClassDemo
    private int num2 = 0;
                                                 public static void main(String[] args)
    public SomeClass()
                                                     SomeClass test1 = new SomeClass();
                                                     SomeClass test2 = new SomeClass();
         num1++;
                                                     SomeClass test3 = new SomeClass();
         num2++;
                                                     System.out.println(test1.getNum1());
     }
                                                     System.out.println(test1.getNum2());
    public int getNum1()
                                                     System.out.println(test2.getNum1());
                                                     System.out.println(test2.getNum2());
         return num1:
                                                     SomeClass test4 = new SomeClass();
                                                     System.out.println(test3.getNum1());
    public int getNum2()
                                                     System.out.println(test3.getNum2());
         return num2;
```

Example

Write a class called NetflixMovie that limits its instance count to 3.

Static Methods

```
public class Money
    public static double dollarsToEuros(double dollars)
        return dollars * 0.7665:
    public static double eurosToDollars(double euros)
        return euros / 0.7665;
double result1 = Money.dollarsToEuros(473.54);
double result2 = Money.eurosToDollars(1003.24);
```

Shadowing

```
public class BankAccount
    private float balance = 0;
    public float getBalance()
        return balance;
    public void deposit(float balance)
        this.balance = balance;
    public void applyServiceFee()
        balance -= 5;
```

Passing Objects

```
public class Demo
    public static void processAccount(BankAccount b)
        if (b.getBalance() < 1000)</pre>
            b.applyServiceFee();
    public static void main(String[] args)
        BankAccount my_account = new BankAccount();
        my_account.deposit(566.32f);
        processAccount(my_account);
        System.out.print("Current: " + my_account.getBalance());
```

toString

```
when concatenating and
public class BankAccount
                                            when calling println.
    private float balance = 0;
    private String name = "";
    private boolean good_standing = true;
    public String toString()
        String result = name + " has " + balance + " dollars.";
        if (!good_standing)
            result += "(Not in good standing.)";
        return result;
    /* .. more methods here ... */
```

toString is implicitly called

Example

Create a class called **Stock** that encapsulates

- Ticker name
- Price
- Getters
- A constructor to set name and price
- A toString method

equals

```
public class BankAccount
   /* .. more fields .. */
    public String ssn = "";
    public boolean equals(Object other)
        if (!(other instanceof BankAccount))
            return false;
        BankAccount ba = (BankAccount)other;
        return ssn.equals(ba.ssn);
   /* .. more methods here ... */
```

Example

Create a class called **Grade**, that represents the usual A-F scale. Aggregate **Grade** with a **Student** class.

Students have

First name, last name, SSN Grade

Include a **toString** method Include an **equals** method on Student