

Constructor Management

- Heel veel constructors in klasse kan leiden tot verwarring, bijvoorbeeld:

```
private string Name;  
private string Address;  
private decimal Balance;  
public BankAccount(string inName, string inAddress, decimal inBalance)  
{  
    Name = inName;  
    Address = inAddress;  
    Balance = inBalance;  
}  
  
public BankAccount(string inName, string inAddress)  
{  
    Name = inName;  
    Address = inAddress;  
    Balance = 0;  
}  
  
public BankAccount(string inName)  
{  
    Name = inName;  
    Address = "Not supplied";  
    Balance = 0;  
}
```

**Bad coding
example!**



Duplicate code

- Code die meer dan 1 keer voorkomt= vragen om problemen.
- Stel dat je later Address wil opsplitsen in 2 aparte strings (street en city):
 - Je moet dit dan in iedere constructor aanpassen

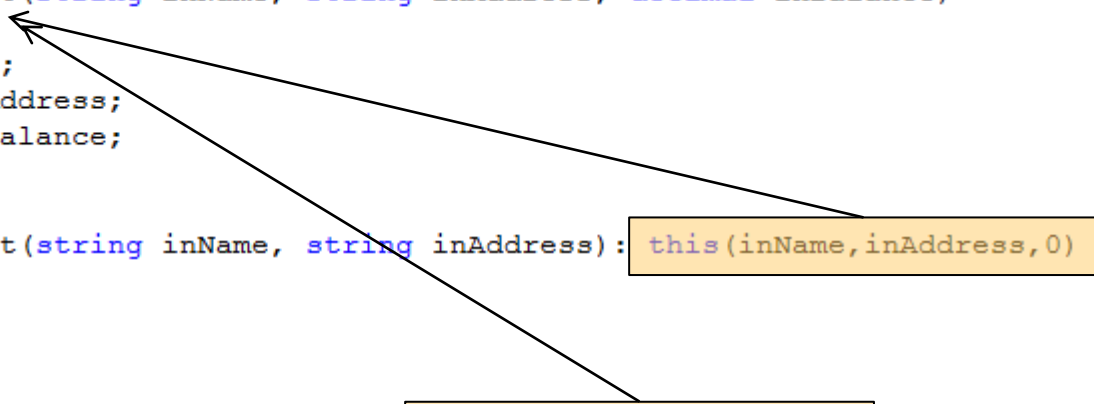
Constructor initializer via this

- Beter:

```
public BankAccount(string inName, string inAddress, decimal inBalance)
{
    Name = inName;
    Address = inAddress;
    Balance = inBalance;
}

public BankAccount(string inName, string inAddress): this(inName, inAddress, 0)
{
}

public BankAccount(string inName): this(inName, "Not supplied", 0)
{
}
```



this : “een ander element in deze klasse”

LETTERLIJK: de referentie (geheugenplek) van het object zelf.