



Northeastern  
University

# Lecture 7: Object Oriented Programming - 2

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Liang, Y. Daniel. Introduction to Java Programming and Data Structures, Comprehensive  
Version, 12th edition, Pearson, 2019.

# Outline

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- Objects and Classes
- Thinking in Objects

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- Objects and Classes
- Thinking in Objects

# Objects and Classes

## Static Variables, Constants, and Methods

# Instance Variables and Methods

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- **Instance variables** belong to a specific instance (object).
- **Instance methods** are called by **an instance of the class** (object).

# Static Variables, Constants and Methods

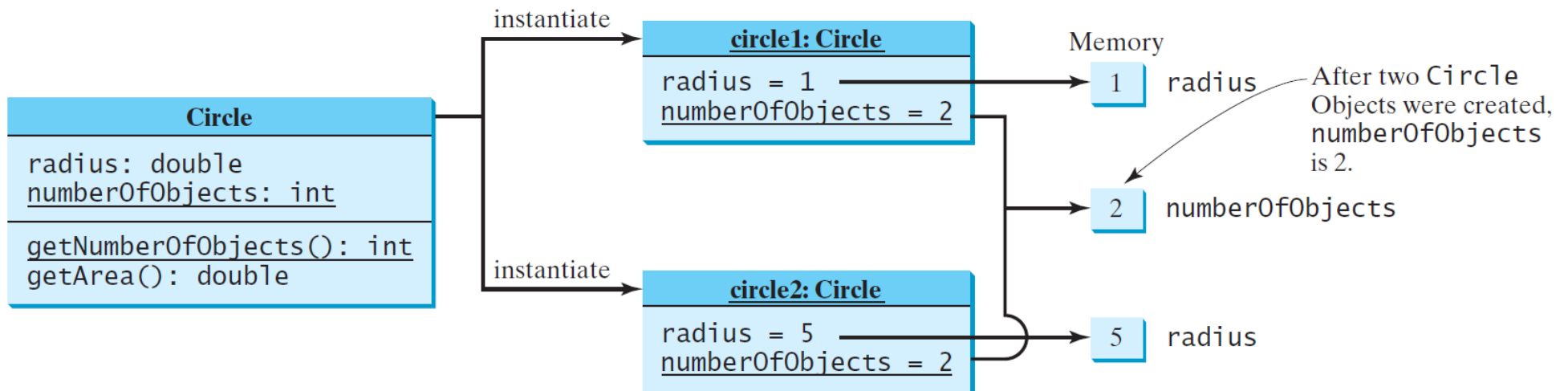
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- **Static variables** are shared by all the instances of the class (objects).
- **Static constants** are **final** variables shared by all the instances of the class (objects).
- **Static methods** are not tied to a specific object. To call such method, using `ClassName.MethodName()`.
  - » A **static** method **cannot** access instance members (instance data fields and methods).
- To declare static variables, constants, and methods, use the **static** modifier.

# Static Variables, Constants and Methods

UML Notation:

underline: static variables or methods





# Exercise

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- What is **static variable**?
- What's the difference between **static variables** and **instance variables**?

# Answer

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- Static variables:
  - » The variables that can be shared by **all objects of a class**.
  - » **Static variables** are also called **class variables**.
- Instance variables:
  - » The variables that belong to **an object**.
- Both static variables and instance variables are sometimes called **fields**, **data fields** or **data members**.
- Differences:
  - » Each object has one copy of its **instance variables**. They are not shared with other objects of the same class type.

# Answer

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## Data Fields (Member Variables )

### Instance Variable

```
class City
{
    int count;
    ...
}
```

### Class Variable

```
class City
{
    static int count;
    ...
}
```

# Visibility Modifiers

# Visibility Modifiers and Accessor/Mutator Methods

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- By default, the class, variable, or method can be accessed by any class in the same package.
  - » Public:
    - The class, data, or method is visible to any class in any package.
  - » Private:
    - The data or methods can be accessed only by the declaring class.
    - The get (accessor) and set (mutator) methods are used to read and modify private properties.

The **private** modifier restricts access to **within a class**, the **default** modifier restricts access to **within a package**, and the **public** modifier enables **unrestricted access**.

```
package p1;

public class C1 {
    public int x;
    int y;
    private int z;

    public void m1() {
    }
    void m2() {
    }
    private void m3() {
    }
}
```

```
package p1;

public class C2 {
    void aMethod() {
        C1 o = new C1();
        can access o.x;
        can access o.y;
        cannot access o.z;

        can invoke o.m1();
        can invoke o.m2();
        cannot invoke o.m3();
    }
}
```

```
package p2;

public class C3 {
    void aMethod() {
        C1 o = new C1();
        can access o.x;
        cannot access o.y;
        cannot access o.z;

        can invoke o.m1();
        cannot invoke o.m2();
        cannot invoke o.m3();
    }
}
```

```
package p1;

class C1 {
    ...
}
```

```
package p1;

public class C2 {
    can access C1
}
```

```
package p2;

public class C3 {
    cannot access C1;
    can access C2;
}
```

# Note

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- An object **cannot access** its **private members**, as shown in (b). It is OK, however, if the object is declared in its own class. (a)

```
public class C {  
    private boolean x;  
  
    public static void main(String[] args) {  
        C c = new C();  
        System.out.println(c.x);  
        System.out.println(c.convert());  
    }  
  
    private int convert() {  
        return x ? 1 : -1;  
    }  
}
```

(a) This is okay because object `c` is used inside the class `C`.

OK

```
public class Test {  
    public static void main(String[] args) {  
        C c = new C();  
        System.out.println(c.x);  
        System.out.println(c.convert());  
    }  
}
```

(b) This is wrong because `x` and `convert` are private in class `C`.

Error

# Exercise

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- Type the following code into a Java project.
- Run the code, find the issue and fix the problem.

```
public class Test {  
    int x;  
  
    public Test(String t) {  
        System.out.println("Test");  
    }  
  
    public static void main(String[] args) {  
        Test test = new Test();  
        System.out.println(test.x);  
    }  
}
```

Test.java



# Answer

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- The program has a compile error because Test does not have a default constructor.