

CSE 11

Accelerated Intro to Programming

Lecture 9

Greg Miranda, Spring 2021

Announcements

- Quiz 9 due Monday @ 8am
- PA3 due Wednesday @ 11:59pm
- Survey 3 due tonight @ 11:59pm
- PA0.5 Resubmission due tonight @ 11:59pm
 - Or see a tutor during lab hours and demo it

Constructors

- 
- Now that we understand the Stack, we have what we need to understand constructors

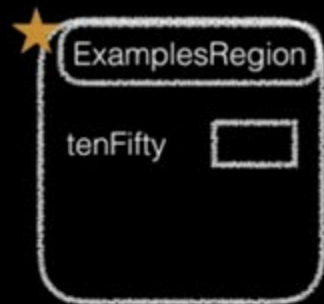
Stack

method stack frames

Heap

objects

```
class Point {  
    int x;  
    int y;  
    Point(int x, int y) {  
        this.x = x;  
        this.y = y;  
    }  
  
}  
  
class ExamplesRegion {  
    Point tenFifty = new Point(10, 50);  
}
```



Constructor Summary

- Constructors:
 - Are special methods, called when new is used
 - Are passed the newly-constructed object as this, and any arguments
 - Typically assign values into fields using this.field = value
- When new is used:
 - A fresh object, with a new reference is created with uninitialized fields
 - The constructor with parameters that match the arguments is called
 - The whole new expression evaluates to the new reference

```

class CircRegion2 {
    int radius;
    int cX;
    int cY;
    CircRegion2(int radius, int cX, int cY) {
        this.radius = radius;
        this.cX = cX + 100; 10 50 100
        this.cY = cY; 50 from 150
    }
}

class ExamplesRegion {
    CircRegion2 cr2 = new CircRegion(10, 50, 100);
}

```

A
10

CircRegion	
radius	10
cX	150
cY	100

C
17

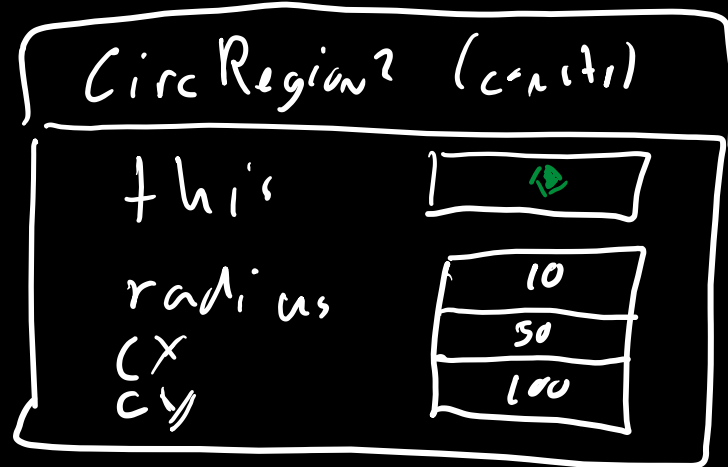
CircRegion	
radius	10
cX	50
cY	100

B
2

CircRegion	
radius	10
cX	50
cY	200

D
0

CircRegion	
radius	110
cX	50
cY	100



```


class CircRegion2 {
    int radius;
    int cX;
    int cY;
    CircRegion2(int radius) {
        this.radius = radius; 10
        this.cX = 0;
        this.cY = 0;
    }
}

class ExamplesRegion {
    CircRegion2 cr2 = new CircRegion(10);
}

```

Circ Region 2 (cont'd)

this
radius

	
	10

A
0

CircRegion	
radius	10
cX	50
cY	0

C
31

CircRegion	
radius	10
cX	0
cY	0

~~B~~
1

CircRegion	
radius	0
cX	10
cY	0

~~D~~
0

CircRegion	
radius	0
cX	0
cY	0

Tester

- import tester.*;
 - tester.jar – java archive
 - Libraries that contain classes that we can use in our own code
 - Tester
 - Tester class allows us to create methods to unit test our code
 - Unit testing – compare actual values versus expected values
 - t.checkExpect(<actual value>, <expected value>);
 - Goal: get all tests to pass
 - Confidence that your code/solution is correct

→ *boolean checkExpect(? act, ? exp)*

Local Variables

- Local variables are defined inside the body of a method
 - They are 'local' to the method in which they are defined in
- Used temporarily while the method is running, then are removed
 - ➔ Similar to parameters
 - Added to the stack frame for the method
- No default value
 - Must be assigned a value before it's read from
 - i.e. used as an expression

