

Classes (Part 2)

Variable scoping

- A variable is visible within the block it is declared in
 - Called the “scope” of the variable

```
class Scoping {  
    int z
```

**This instance variable is visible
anywhere in the Scoping class**

```
    public static void foo (int x) {  
        // ...  
    }
```



**This parameter is visible
only in the foo() method**

```
    public static void bar () {  
        // ...  
    }
```

```
    public static void main (String[] args) {  
        int y;  
        // ...  
    }
```



**This local variable is visible until
the end of the main() method**

```
}
```

Variable initialization

- A local variable is NOT initialized to a default value
 - This is any variable declared within a method
 - Or within a block within a method
- Parameters are initialized to whatever value they are passed
- Instance and class variables are initialized to default values
 - Numbers to zero, booleans to false, references to null
 - This means any field in a class
 - Either class variables or instance variables

Rational class

What we've seen so far

- An example of creating a class
 - Car

- Up next: another example
 - Rational
 - Represents rational numbers
 - A rational number is any number that can be expressed as a fraction
 - Both the numerator and denominator must be integers!

What properties should our Rational class have?

- ☐ The numerator (top part of the fraction)
- ☐ The denominator (bottom part of the fraction)
- ☐ Not much else...

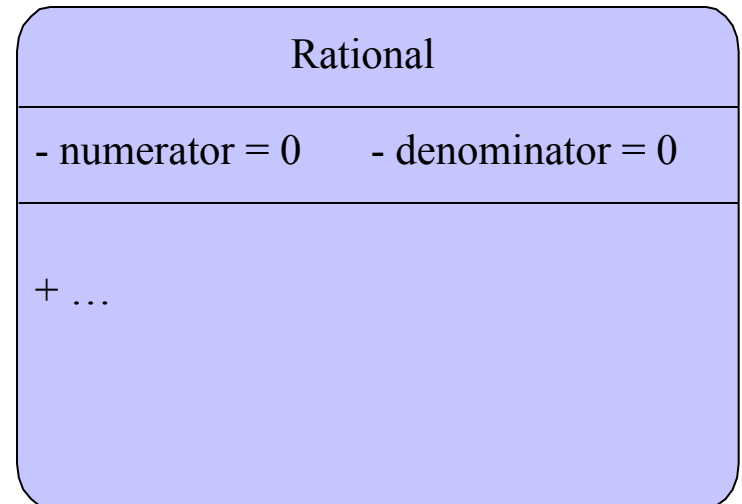
What do we want our Rational class to do?

- ☐ Obviously, the ability to create new Rational objects
- ☐ Setting the numerator and denominator
- ☐ Getting the values of the numerator and denominator
- ☐ Perform basic operations with rational numbers: $+$ $-$ $*$ $/$
- ☐ Ability to print to the screen

Our first take at our Rational class

□ Our first take

```
class Rational {  
    private int numerator;  
    private int denominator;  
    //...  
}
```



□ This does not represent a valid Rational number!

- Why not?

□ Java initializes instance variables to zero

- Both the numerator and denominator are thus set to zero
- 0/0 is not a valid number!

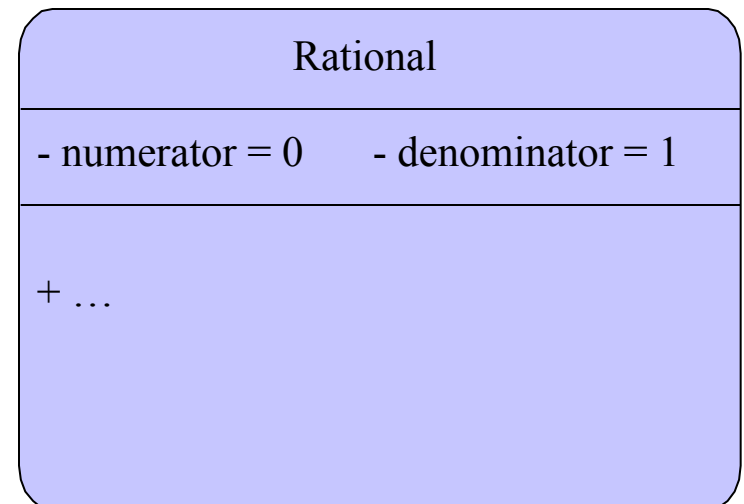
Our next take at our Rational class

- Our next take

```
public class Rational {  
    private int numerator = 0;  
    private int denominator = 1;  
    //...  
}
```

- We've defined the attributes of our class

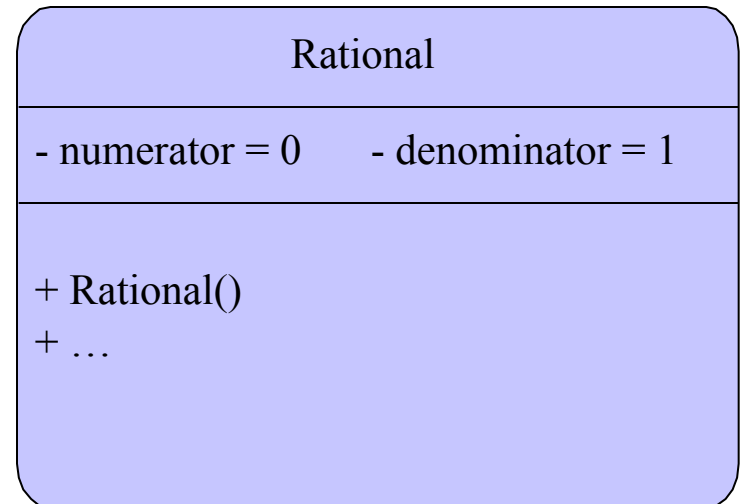
- Next up: the behaviors



The default constructor

- Ready?

```
public Rational() {  
}
```



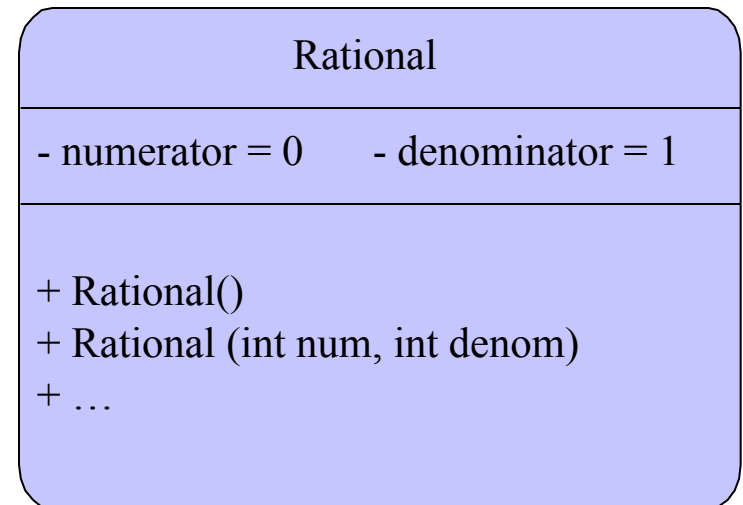
- Note that we could have initialized the instance variables here instead
- The default constructor is called that because, if you don't specify ANY constructors, then Java includes one by default
- Default constructors do not take parameters

The specific constructor

- Called the specific constructor because it is one that the user specifies
 - They take one or more parameters

```
public Rational (int num, int denom) {  
    setNumerator (num);  
    setDenominator (denom);  
}
```

- Note that the specific constructor calls the mutator methods instead of setting the instance variables directly



Accessor methods

- Our two accessor methods:

```
public int getNumerator () {  
    return numerator;  
}
```

```
public int getDenominator () {  
    return denominator;  
}
```

Rational	
- numerator = 0	- denominator = 1
+ Rational() + Rational (int num, int denom) + int getNumerator() + int getDemonimator() + ...	

Mutator methods

- Our two mutator methods:

```
public void setNumerator (int towhat) {  
    numerator = towhat;  
}
```

```
public void setDenominator (int towhat) {  
    denominator = towhat;  
}
```

Rational addition

□ How to do Rational addition: $\frac{a}{b} + \frac{c}{d} = \frac{ad + bc}{bd}$

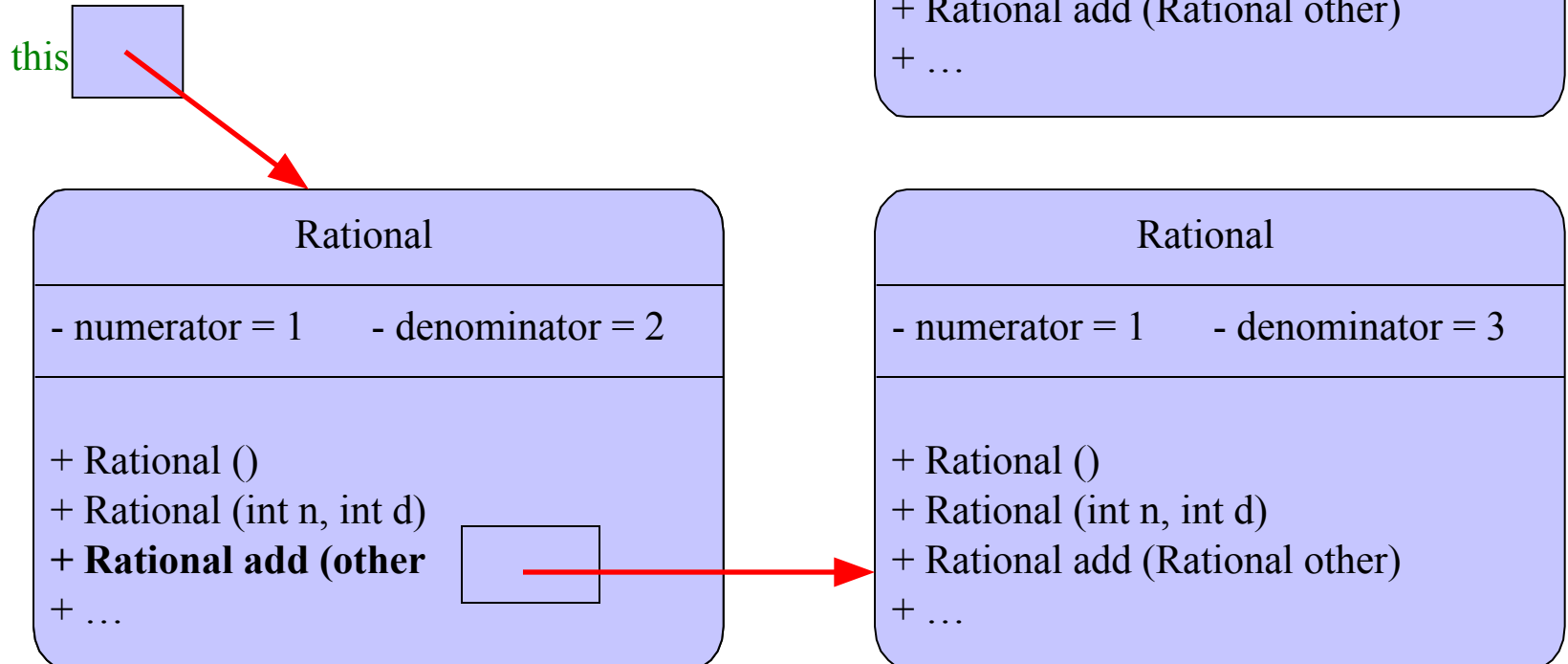
□ Our add() method:

```
public Rational add (Rational other) {
```

```
}
```

The this keyword

Returns:



The this keyword

- this is a reference to whatever object we are currently in
- Will not work in static methods
 - We'll see why later
 - Note that the main() method is a static method
- While we're at it, when defining a class, note that NONE of the methods so far were static

Rational addition

□ How to do Rational addition: $\frac{a}{b} + \frac{c}{d} = \frac{ad + bc}{bd}$

□ Our add() method:

```
public Rational add (Rational other) {  
    int a = this.getNumerator();  
    int b = this.getDenominator();  
    int c = other.getNumerator();  
    int d = other.getDenominator();  
    return new Rational (a*d+b*c,b*d);  
}
```

```
Rational B1, B2;
```

```
B1.add(B2);
```

Rational addition

□ The following method is equivalent:

□ Our add() method:

```
public Rational add (Rational other) {  
    int a = getNumerator();  
    int b = getDenominator();  
    int c = other.getNumerator();  
    int d = other.getDenominator();  
    return new Rational (a*d+b*c, b*d);  
}
```

Rational addition

- The following method is equivalent, but not preferred:
- Our add() method:

```
public Rational add (Rational other) {  
    int a = numerator;  
    int b = denominator;  
    int c = other.numerator;  
    int d = other.nominator;  
    return new Rational (a*d+b*c, b*d);  
}
```

Rational addition

- The following method is equivalent, but not preferred:
- Our add() method:

```
public Rational add (Rational other) {  
    int a = this.numerator;  
    int b = this.denominator;  
    int c = other.numerator;  
    int d = other.nominator;  
    return new Rational (a*d+b*c, b*d);  
}
```

Rational subtraction

- How to do Rational subtraction:

$$\frac{a}{b} - \frac{c}{d} = \frac{ad - bc}{bd}$$

- Our subtract() method:

```
public Rational subtract (Rational other) {  
    int a = this.getNumerator();  
    int b = this.getDenominator();  
    int c = other.getNumerator();  
    int d = other.getDenominator();  
    return new Rational (a*d-b*c, b*d);  
}
```

Rational multiplication

- How to do Rational multiplication:

$$\frac{a}{b} * \frac{c}{d} = \frac{ac}{bd}$$

- Our multiply() method:

```
public Rational multiply (Rational other) {  
    int a = this.getNumerator();  
    int b = this.getDenominator();  
    int c = other.getNumerator();  
    int d = other.getDenominator();  
    return new Rational (a*c, b*d);  
}
```

Rational division

- How to do Rational division:

$$\frac{a}{b} \div \frac{c}{d} = \frac{ad}{bc}$$

- Our divide() method:

```
public Rational divide (Rational other) {  
    int a = this.getNumerator();  
    int b = this.getDenominator();  
    int c = other.getNumerator();  
    int d = other.getDenominator();  
    return new Rational (a*d, b*c);  
}
```

Printing it to the screen

- If we try printing a Rational object to the screen:

```
Rational r = new Rational (1,2);  
System.out.println (r);
```

- We get the following:

```
Rational@82ba41
```

- Ideally, we'd like something more informative printed to the screen
- The question is: how does Java know how to print a custom class to the screen?

The toString() method

- When an object is put into a print statement:

```
Rational r = new Rational (1,2);  
System.out.println (r);
```

- Java will try to call the toString() method to convert the object to a String
 - If the toString() method is not found, a default one is included
 - Hence the Rational@82ba41 from the previous slide
- So let's include our own toString() method

The toString() method

- Our toString() method is defined as follows:

```
public String toString () {  
    return getNumerator() + "/" + getDenominator();  
}
```

- Note that the prototype must ALWAYS be defined as shown
 - The prototype is the 'public String toString()'

Printing it to the screen

- Now, when we try printing a Rational object to the screen:

```
Rational r = new Rational (1,2);  
System.out.println (r);
```

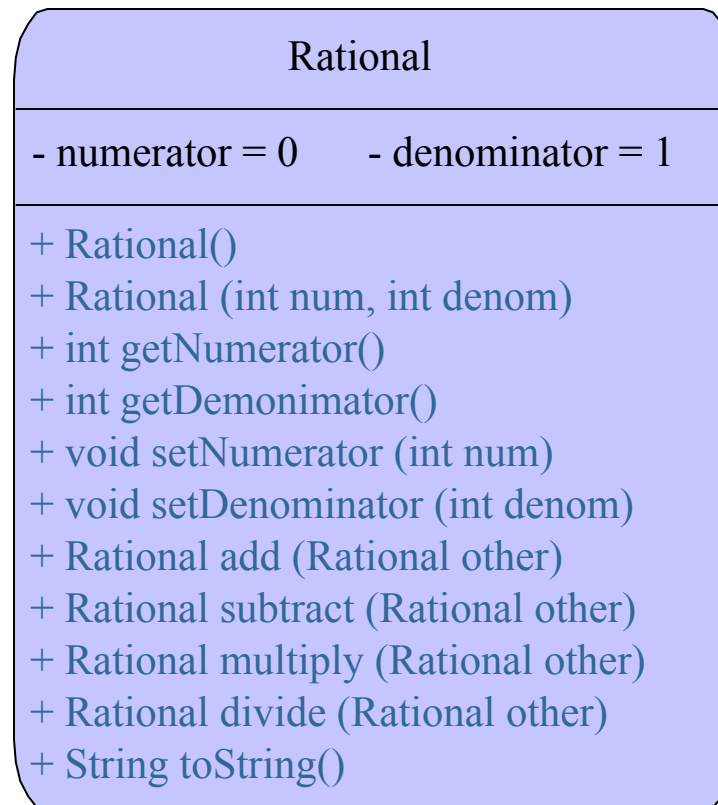
- We get the following:

1/2

- Which is what we wanted!
- Note that the following two lines are (mostly) equivalent:

```
System.out.println (r);  
System.out.println (r.toString());
```

Our full Rational class



Our Rational class in use, part 1 of 4

- This code is in a main() method of a RationalDemo class
- First, we extract the values for our **first Rational object**:

```
Scanner stdin = new Scanner(System.in);
```

```
System.out.println();
```

```
// extract values for rationals r and s
```

```
Rational r = new Rational();
```

```
System.out.print("Enter numerator of a rational number: ");
```

```
int a = stdin.nextInt();
```

```
System.out.print("Enter denominator of a rational number: ");
```

```
int b = stdin.nextInt();
```

```
r.setNumerator(a);
```

```
r.setDenominator(b);
```

Our Rational class in use, part 2 of 4

- Next, we extract the values for our **second Rational object**:

```
Rational s = new Rational();
```

```
System.out.print("Enter numerator of a rational number: ");
```

```
int c = stdin.nextInt();
```

```
System.out.print("Enter denominator of a rational number: ");
```

```
int d = stdin.nextInt();
```

```
s.setNumerator(c);
```

```
s.setDenominator(d);
```

- Notice that I didn't create another Scanner object!
 - Doing so would be bad
 - I used the same one

Our Rational class in use, part 3 of 4

- Next, we do the arithmetic:

```
// operate on r and s
Rational sum = r.add(s);
Rational difference = r.subtract(s);
Rational product = r.multiply(s);
Rational quotient = r.divide(s);
```

Our Rational class in use, part 4 of 4

- Lastly, we print the results

// display operation results

```
System.out.println("For r = " + r.toString() + " and s = "  
                  + s.toString());
```

```
System.out.println("  r + s = " + sum.toString());
```

```
System.out.println("  r - s = " + difference.toString());
```

```
System.out.println("  r * s = " + product.toString());
```

```
System.out.println("  r / s = " + quotient.toString());
```

```
System.out.println();
```


Other things we might want to add to our Rational class

- The ability to reduce the fraction
 - So that $2/4$ becomes $1/2$
 - Not as easy as it sounds!
- More complicated arithmetic
 - Such as exponents, etc.
- Invert
 - Switches the numerator and denominator
- Negate
 - Changes the rational number into its (additive) negation
- We won't see any of that here

Topics that are covered:

- ☐ Variable Scoping
- ☐ Passing Objects as a parameter
- ☐ Return Objects
- ☐ ***this***

Reading:

Java2: The Complete Reference (Herbert Schildt)

- Chapter 6: Introducing Classes
- Chapter 7: A Closer Look at Methods and Classes

Java How to Program (Deital)

- Chapter 8