

# More on Classes

## Adding behaviour

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# Topics list

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- 1. Recap: Classes and Objects**
- 2. Recap on the Spot class:**
  - v1.0 (**default constructor**)
  - v2.0 (**constructor with parameters**)
  - v3.0 (**overloading constructors**)
- 3. Adding behaviours to the Spot class:**
  - v4.0 (**display()**)
  - v5.x (**colour()**)
  - v6.0 (**move()**)
  - v6.1 (**this keyword – name overloading**)

# Classes and Objects

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- A **class** defines a group of related
  - **fields** (variables, properties, attributes)
  - **methods** (functions – that manipulate those fields)
- An **object** is a single **instance** of a class
  - i.e. an object is created from a class.
- Many **objects** can be constructed from a single **class** definition.
- Analogy
  - Cake
    - A **class** is like a recipe for a cake.
    - An **object** is the cake baked from that recipe
    - You can bake lots of (cakes) **objects** from a single recipe

# Class Names

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- should match its purpose.
- any word or words.
- begin with a **Capital letter** and not be pluralised.
  - E.g. Spot
  - E.g. Apple

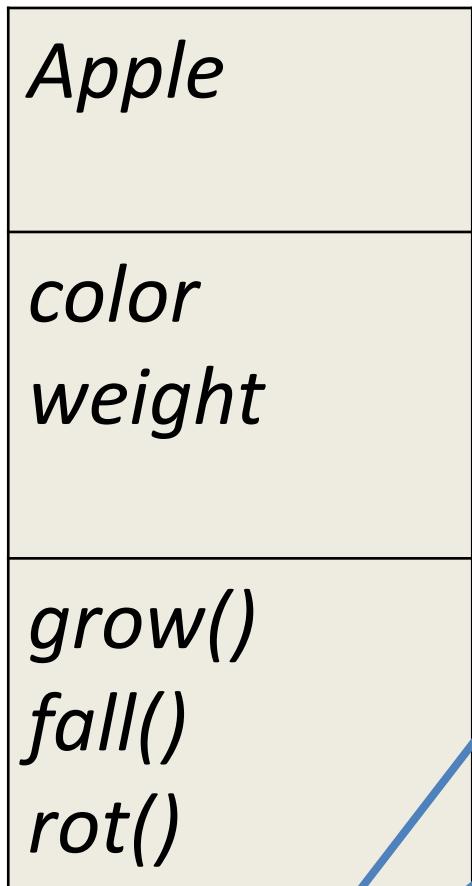
# Object example: Apple

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<b>Object Name</b>	Apple
<b>Fields</b> (variables, properties, attributes)	color weight
<b>Methods</b> (functions)	grow() fall() rot()

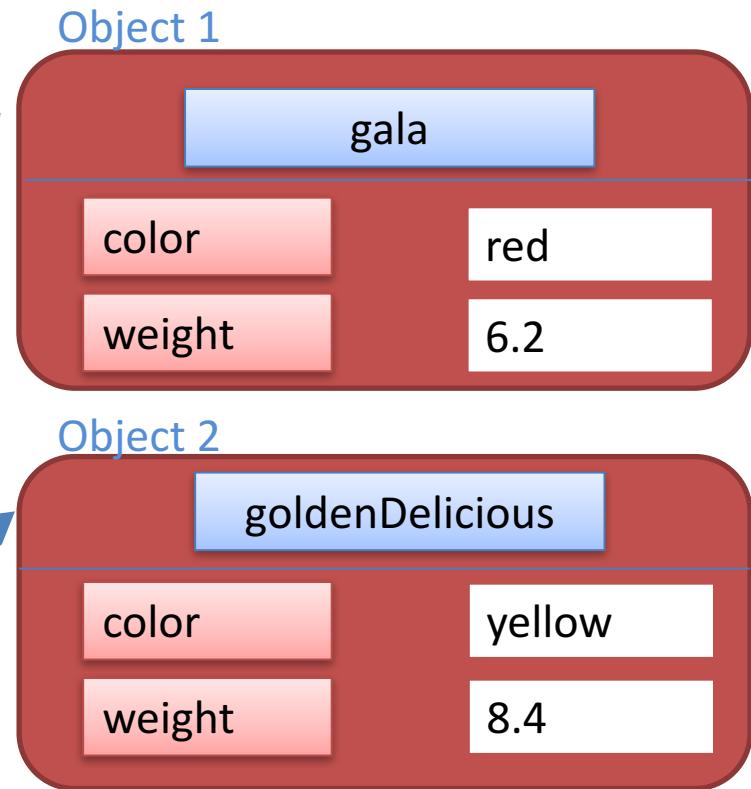


# Apple Object(s)



Class

(2 instances of the Apple class)



Each instance object has a:

- unique name – *gala*, *goldenDelicious*
- and it's own copy (values) of the fields.

# Using an Object's fields and methods

- The fields and methods of an object are accessed with the **dot operator** i.e. external calls.

object.property  
object.method

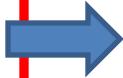
FIELDS	gala.color	Gives access to the color value in the gala object.
	goldenDelicious.color	Gives access to the color value in the goldenDelicious object.
METHODS	gala.grow()	Runs the grow() method inside the gala object.
	goldenDelicious.fall()	Runs the fall() method inside the goldenDelicious object.

# Topics list

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1. Recap: Classes and Objects

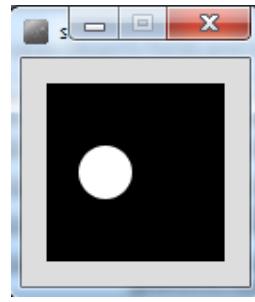
2. Recap on the Spot class:

- 
- v1.0 (**default constructor**)
  - v2.0 (**constructor with parameters**)
  - v3.0 (**overloading constructors**)

3. Adding behaviours to the Spot class:

- v4.0 (**display()**)
- v5.x (**colour()**)
- v6.0 (**move()**)
- v6.1 (**this keyword – name overloading**)

# Spot Class – Version 1.0



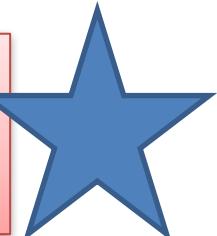
Defining the **class**

```
class Spot  
{  
    float xCoord, yCoord;  
    float diameter;  
}
```

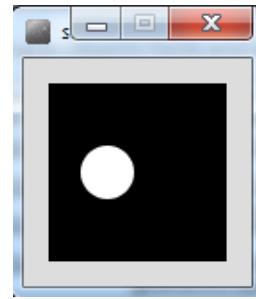
Declaring the **fields** in the class

```
File Edit Sketch Debug Tools Help  
  
Spot_Version1_0  Spot  ▾  
1 class Spot  
2 {  
3     float xCoord, yCoord;  
4     float diameter;  
5 }
```

In the PDE, place this code in a new **tab**, called Spot



# Spot Class – Version 1.0



Declaring an object **sp**,  
of type **Spot**.

Calling the **Spot()**  
*constructor* to build the  
**sp** object in memory.

Initialising the fields in  
the **sp** object with a  
starting value.

Calling the ellipse  
method, using the fields  
in the **sp** object as  
arguments.

**Spot sp;**

```
void setup(){  
    size (100,100);  
    noStroke();
```

**sp = new Spot();**

```
sp.xCoord = 33;  
sp.yCoord = 50;  
sp.diameter = 30;
```

}

```
void draw(){  
    background(0);
```

**ellipse(sp.xCoord, sp.yCoord,  
 sp.diameter, sp.diameter);**

```
class Spot  
{  
    float xCoord, yCoord;  
    float diameter;  
}
```

# Constructors

```
Spot sp;  
sp = new Spot();
```

The **sp** object  
is **constructed** with  
the keyword **new**.

**Spot()** is the ***default constructor***  
that is called to build the **sp** object  
in memory.

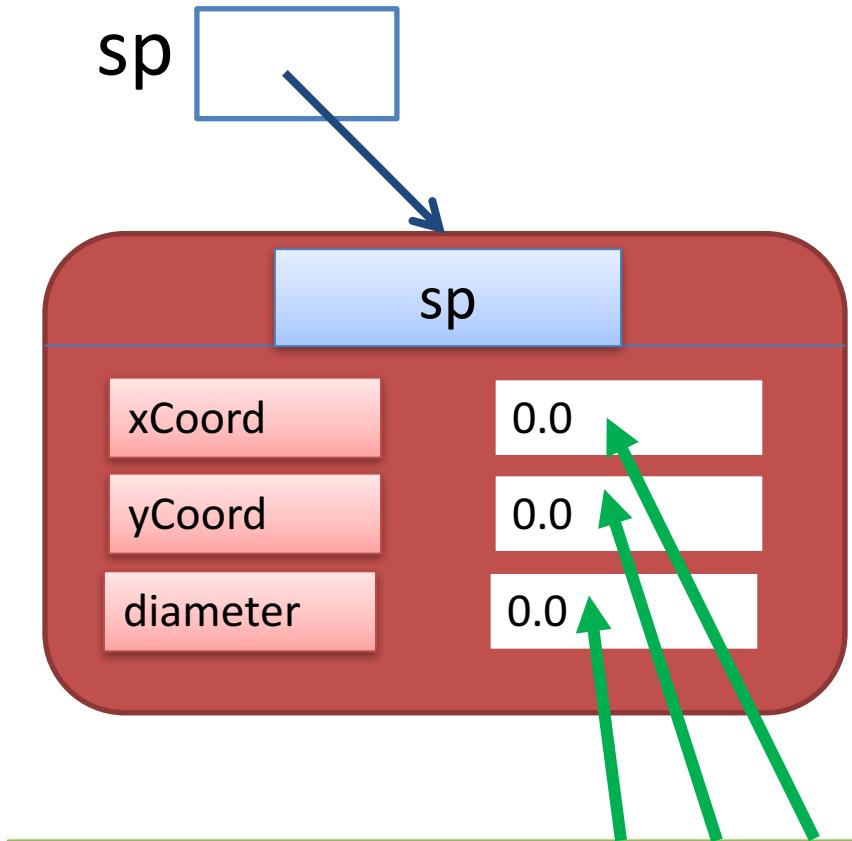
**A CONSTRUCTOR**  
is a method that has the **same name as the class**  
but has **no return type**.

```
Spot()  
{  
}
```

# Default Constructor

```
class Spot
{
    float xCoord;
    float yCoord;
    float diameter;

    //Default Constructor
Spot()
{
}
}
```



- The constructor stores initial values in the fields.

# Topics list

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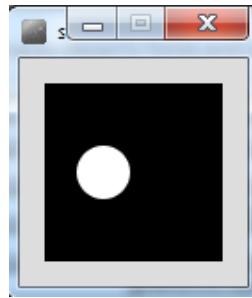
1. Recap: Classes and Objects

2. Recap on the Spot class:

- v1.0 (**default constructor**)
- – v2.0 (**constructor with parameters**)
- v3.0 (**overloading constructors**)

3. Adding behaviours to the Spot class:

- v4.0 (**display()**)
- v5.x (**colour()**)
- v6.0 (**move()**)
- v6.1 (**this keyword** – name overloading)



# Spot Class – Version 2.0

```
Spot sp;  
  
void setup()  
{  
    size (100,100);  
    noStroke();  
    sp = new Spot (33, 50, 30);  
}  
  
void draw()  
{  
    background(0);  
    ellipse(sp.xCoord, sp.yCoord, sp.diameter, sp.diameter);  
}
```

```
class Spot  
{  
    float xCoord, yCoord;  
    float diameter;  
  
Spot (float xPos, float yPos, float diamtr)  
{  
    xCoord = xPos;  
    yCoord = yPos;  
    diameter = diamtr;  
}  
}
```

# Topics list

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1. Recap: Classes and Objects

2. Recap on the Spot class:

- v1.0 (**default constructor**)
- v2.0 (**constructor with parameters**)
- – v3.0 (**overloading constructors**)

3. Adding behaviours to the Spot class:

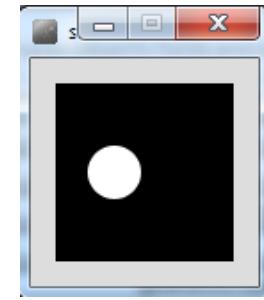
- v4.0 (**display()**)
- v5.x (**colour()**)
- v6.0 (**move()**)
- v6.1 (**this keyword – name overloading**)

# Overloading Constructors

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- We can have as many constructors as our design requires, ONCE they have unique parameter lists.
- We are **overloading** our constructors in Version 3.0...

# Spot Class – Version 3.0



**overloading**

A second **Constructor with a  
(float, float, float) parameter list**

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;
```

```
Spot() {  
}
```

**Default Constructor  
with NO parameters**

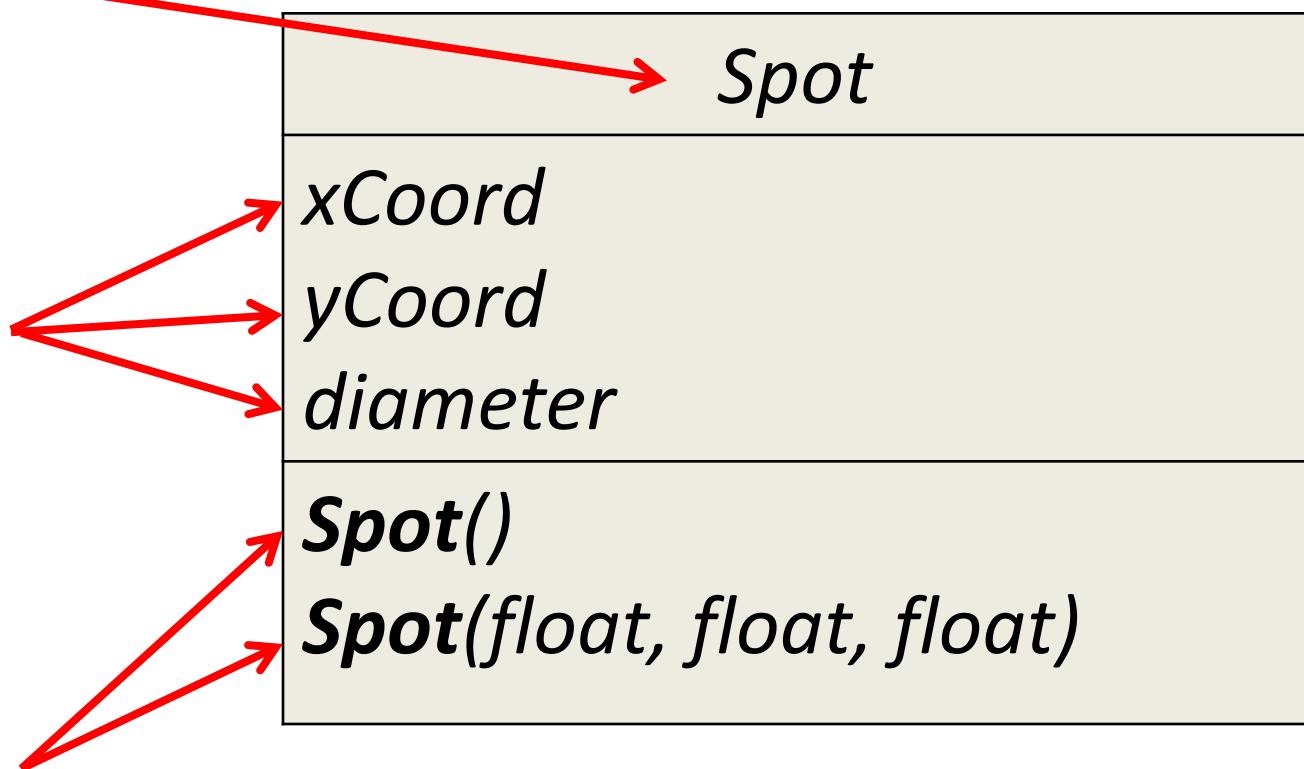
```
Spot (float xPos, float yPos, float diamtr){  
    xCoord = xPos;  
    yCoord = yPos;  
    diameter = diamtr;  
}  
}
```

# Class Diagram for Spot Version 3.0

Object type /  
Class name

Fields /  
attributes /  
properties

Methods  
(overloaded  
constructor)



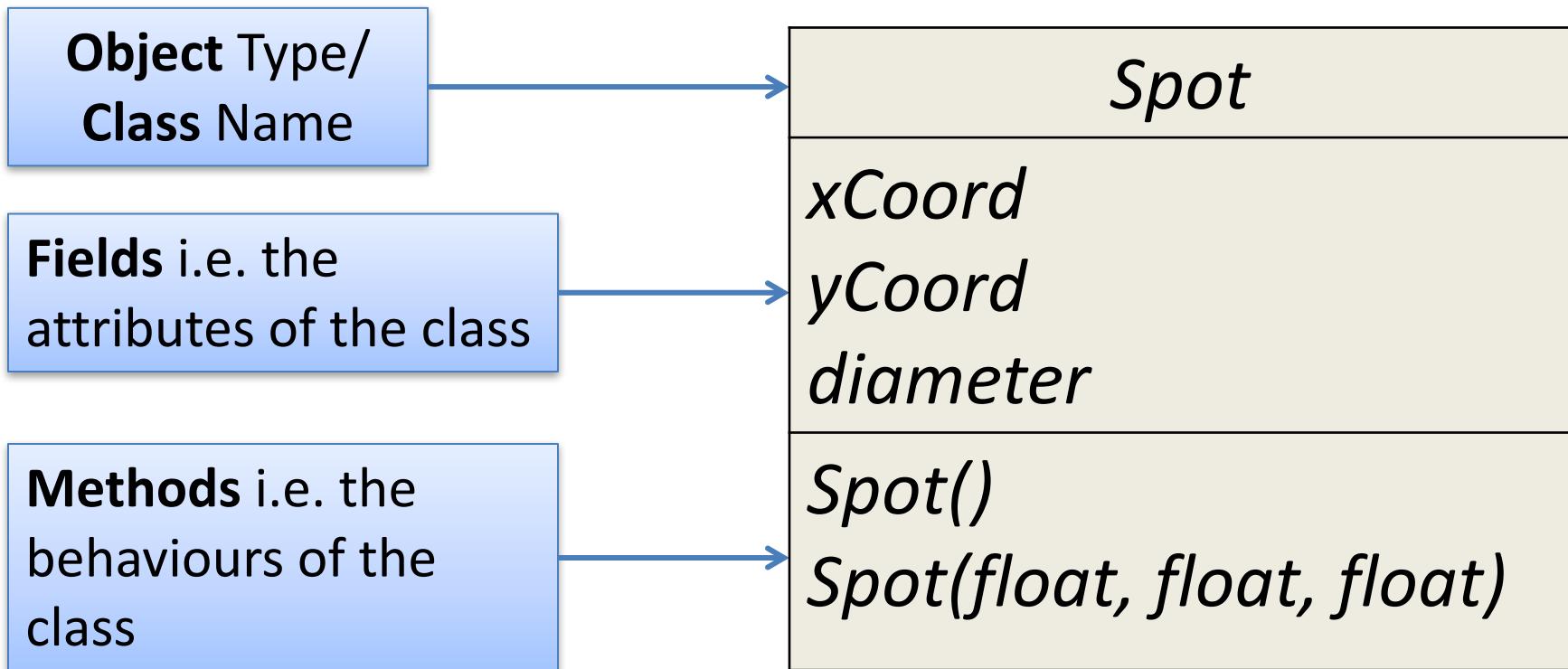
# Topics list

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1. Recap: Classes and Objects
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  - v1.0 (**default constructor**)
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# Class Diagram for Spot Version 3.0

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# Class Diagram for Spot Version 3.0

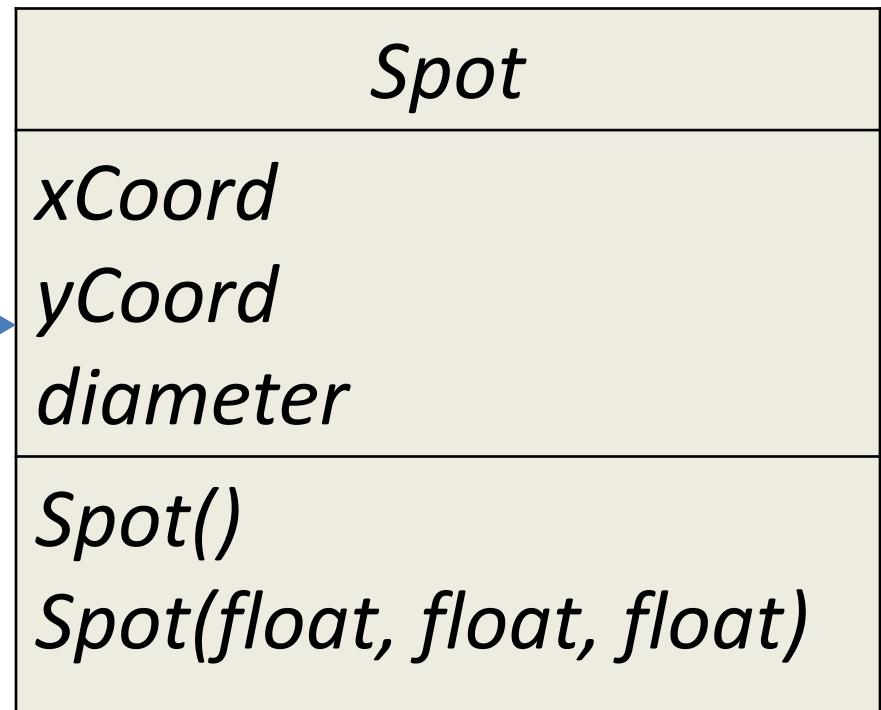
So far,  
we only have overloaded constructors  
for our class  
(they create the objects of our class).

We have not defined any **behaviours**  
for our class

e.g.

**display** the spot,  
**colour** the spot,  
**move** the spot,  
and so on.

As it stands, the Spot class is not very useful!



# Spot – adding a “display” behaviour

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- We want to add a behaviour to the Spot class that will draw the Spot on the screen.
- To add behaviour to a class, we write a **method** inside the class.
- We will call this method **display()**.

# display() method

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- The method signature is:

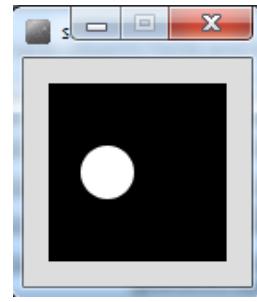
**void display()**

- The method's job:

- is to draw the spot on the display window using the values stored in the attributes (xCoord, yCoord, diameter).

```
void display()
{
    ellipse (xCoord, yCoord, diameter, diameter);
}
```

# Spot Class – Version 4.0

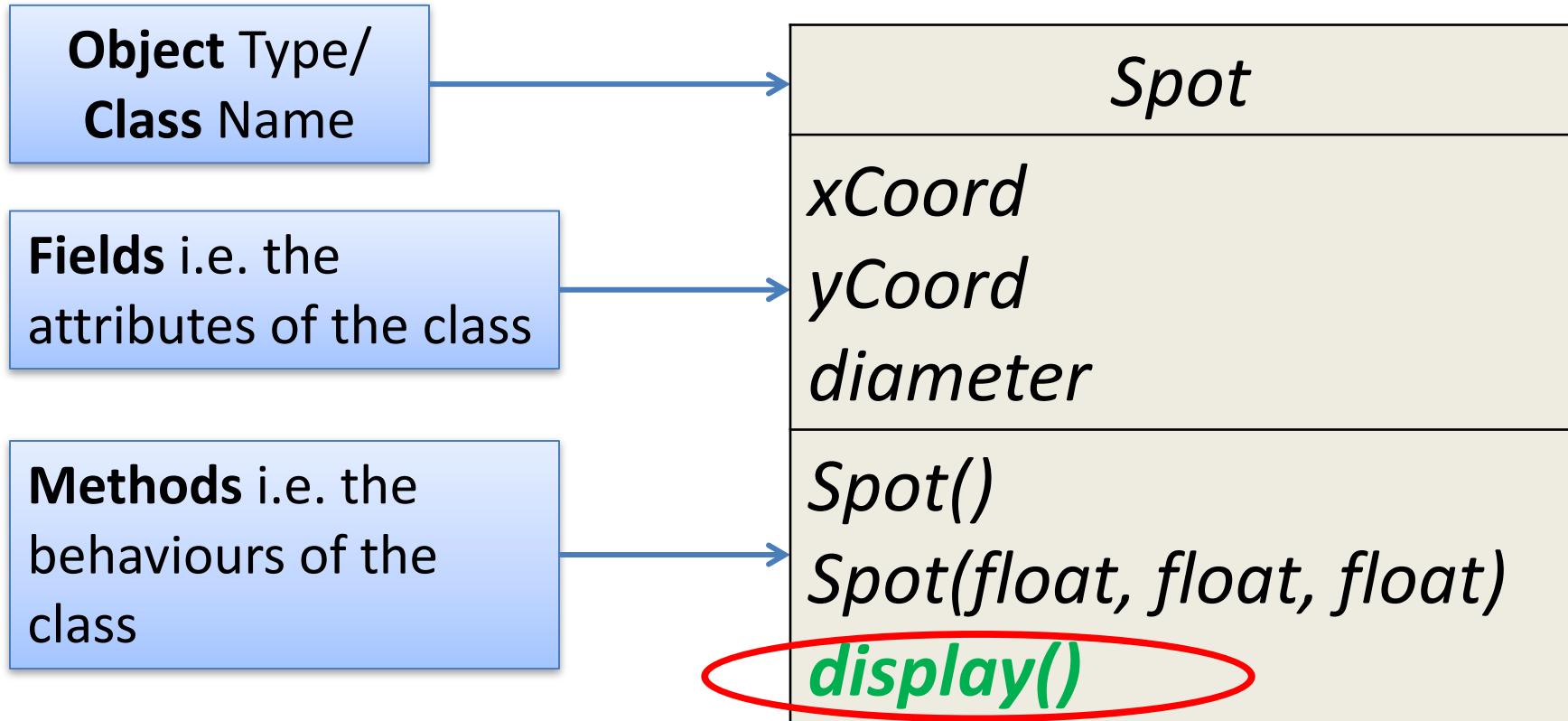


```
Spot sp;  
  
void setup()  
{  
    size (100,100);  
    noStroke();  
    sp = new Spot(33, 50, 30);  
}  
  
void draw()  
{  
    background(0);  
    sp.display();  
}
```

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
  
    Spot(){  
    }  
  
    Spot(float xPos, float yPos, float diamtr){  
        xCoord = xPos;  
        yCoord = yPos;  
        diameter = diamtr;  
    }  
  
    void display(){  
        ellipse(xCoord, yCoord, diameter, diameter);  
    }  
}
```

# Class Diagram for Spot Version 4.0

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# Topics list

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  - v4.0 (**display()**)
  - v5.x (**colour()**)
  - v6.0 (**move()**)
  - v6.1 (**this keyword – name overloading**)



# Spot – adding RGB “colour” behaviour

---

- We now want to add a behaviour to the Spot class that will colour the Spot, using **RGB** values on the screen.
- We will need three extra attributes (fields / variables):  
*int red*  
*int green*  
*int blue*
- We will need to take in values for the red, green and blue fields using the parameters of our new method e.g.:  
***colour (int redVal, int greenVal, int blueVal)***

# Spot Class – Version 5.0



```
Spot sp;  
  
void setup()  
{  
    size (100,100);  
    noStroke();  
    sp = new Spot(33, 50, 30);  
}  
  
void draw()  
{  
    background(0);  
    sp.colour(255,10,20);  
    sp.display();  
}
```

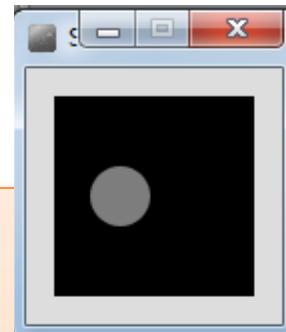
```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;  
  
    // constructors...  
  
    void display(){  
        ellipse(xCoord, yCoord, diameter, diameter);  
    }  
  
    void colour(int redVal, int greenVal, int blueVal){  
        red = redVal;  
        green = greenVal;  
        blue = blueVal;  
        fill (red, green, blue);  
    }  
}
```

# Spot – Grayscale “colour” behaviour

---

- We now want to add a behaviour to the Spot class that will colour the Spot, using a **Grayscale** value on the screen.
- To add this behaviour, we will need one extra attribute (field / variable):  
*int gray*
- We will need to take in a value for the **gray** field using the parameters of our new method e.g.:  
*colour (int grayVal)*

# Spot Class – Version 5.1



```
Spot sp;  
  
void setup()  
{  
    size (100,100);  
    noStroke();  
    sp = new Spot(33, 50, 30);  
}  
  
void draw()  
{  
    background(0);  
    sp.colour(125);  
    sp.display();  
}
```

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue, gray;  
  
    // constructors...  
    //display method...  
    void colour(int redVal, int greenVal, int blueVal){  
        red = redVal;  
        green = greenVal;  
        blue = blueVal;  
        fill (red, green, blue);  
    }  
  
    void colour(int grayVal){  
        gray = grayVal;  
        fill (gray);  
    }  
}
```

# Spot – two colour behaviours

---

- We have **overloaded** the colour method  
i.e. we have two methods called colour that have different parameter lists:  
*colour (int redVal, int greenVal, int blueVal)*  
*colour (int grayVal)*
- Java knows which method to call based on matching the arguments passed to the method call.

# Spot – two colour behaviours

## Example Call 1

```
void draw()
{
    background(0);
    sp.colour(255,10,20);
    sp.display();
}
```

## Example Call 2

```
void draw()
{
    background(0);
    sp.colour(125);
    sp.display();
}
```

```
class Spot{
    //variables...
    // constructors...
    //display method...
    void colour(int redVal, int greenVal, int blueVal){
        red = redVal;
        green = greenVal;
        blue = blueVal;
        fill (red, green, blue);
    }

    void colour(int grayVal){
        gray = grayVal;
        fill (gray);
    }
}
```

# Class Diagram for Spot Version 5.1

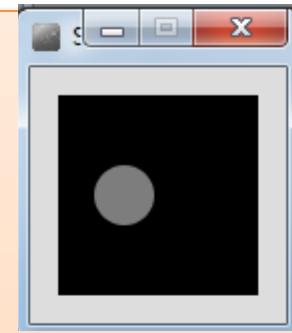
We have two constructors in our class.

But these constructors do not initialise our new fields, red, green, blue or gray.

**Two new constructors are needed** to initialise the Spot object to a starting:

- gray colour.
- RGB colour.



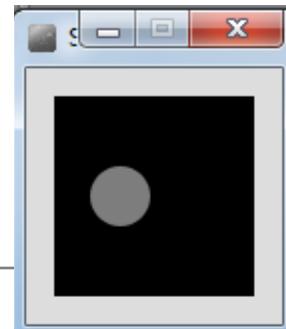


```
class Spot{  
    // variables...  
    // other constructors...  
  
    Spot(float xPos, float yPos, float diamtr, int grayVal){  
        xCoord = xPos;  
        yCoord = yPos;  
        diameter = diamtr;  
        colour(grayVal);  
    }  
}
```

```
Spot(float xPos, float yPos, float diamtr, int redVal, int greenVal, int blueVal){  
    xCoord = xPos;  
    yCoord = yPos;  
    diameter = diamtr;  
    colour(redVal, greenVal, blueVal);  
}  
// display method...  
// colour methods...  
}
```

Spot Class –  
Version 5.2

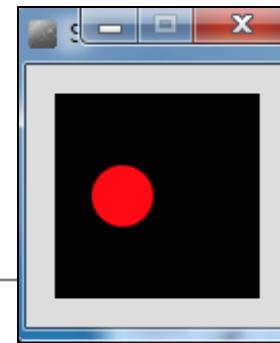
# Using the “GrayScale” constructor



```
Spot sp;  
  
void setup(){  
    size (100,100);  
    noStroke();  
    sp = new Spot(33, 50, 30, 125);  
}  
  
void draw(){  
    background(0);  
    sp.display();  
}
```

Spot Class –  
Version 5.2

# Using the “RGB” constructor



```
Spot sp;  
  
void setup(){  
    size (100,100);  
    noStroke();  
    sp = new Spot(33, 50, 30, 255,10,20);  
}  
  
void draw(){  
    background(0);  
    sp.display();  
}
```

Spot Class –  
Version 5.2

# Class Diagram for Spot Version 5.2

---

<i>Spot</i>
<i>xCoord</i>
<i>yCoord</i>
<i>diameter</i>
<i>red</i>
<i>green</i>
<i>blue</i>
<i>gray</i>
<i>Spot()</i>
<i>Spot(float, float, float)</i>
<i>Spot(float, float, float, int)</i>
<i>Spot(float, float, float, int, int, int)</i>
<i>display()</i>
<i>colour(int, int, int)</i>
<i>colour(int)</i>

**Overloading:**  
- 4 Spot Constructors

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---

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  - v6.0 (**move()**)
  - v6.1 (**this keyword – name overloading**)

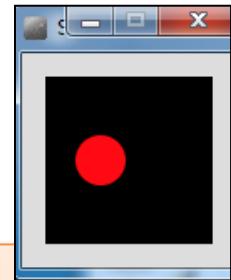


# Spot – adding a “move” behaviour

---

- We now want to add a behaviour to the Spot class that will move the Spot around the screen.
- To add this behaviour, we don't need any extra attributes (fields / variables) as we already store the coordinates of the Spot:  
*float xCoord*  
*float yCoord*
- We will need to take in values for the new position of the Spot e.g.  
*move (float xPos, float yPos)*

# Spot Class – Version 6.0



```
Spot sp;  
  
void setup(){  
    size (100,100);  
    noStroke();  
    sp = new Spot(33, 50, 30, 255,10,20);  
}  
  
void draw(){  
    background(0);  
    sp.display();  
    sp.move (mouseX, mouseY);  
}
```

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;  
  
    // constructors...  
    // colour methods...  
    void display(){  
        ellipse(xCoord, yCoord, diameter, diameter);  
    }  
  
void move (float xPos, float yPos)  
{  
    xCoord = xPos;  
    yCoord = yPos;  
}  
}
```

# Class Diagram for Spot Version 6.0

---

<i>Spot</i>
<i>xCoord</i>
<i>yCoord</i>
<i>diameter</i>
<i>red</i>
<i>green</i>
<i>blue</i>
<i>gray</i>
<i>Spot()</i>
<i>Spot(float, float, float)</i>
<i>Spot(float, float, float, int)</i>
<i>Spot(float, float, float, int, int, int)</i>
<i>display()</i>
<i>colour(int, int, int)</i>
<i>colour(int)</i>
<b><i>move(float, float)</i></b>

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  - v6.0 (**move()**)
  - v6.1 (**this keyword – name overloading**)



# this keyword

---

- The class Spot contains many fields e.g.:
  - xCoord, yCoord, diameter

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;  
  
    Spot(float xPos, float yPos, float diamtr)  
    {  
        xCoord = xPos;  
        yCoord = yPos;  
        diameter = diamtr;  
    }  
}
```

# this keyword

---

- The class Spot contains many fields e.g.:
  - xCoord, yCoord, diameter
- One of the Spot constructors takes three parameters:
  - xPos, yPos, diamtr

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;  
  
    Spot (float xPos, float yPos, float diamtr)  
    {  
        xCoord = xPos;  
        yCoord = yPos;  
        diameter = diamtr;  
    }  
}
```

# this keyword

---

- It would be nice to name the parameters passed into the Spot constructor **the same names as the instance fields.**
- This is called **name overloading.**
- But how will Java know which variable we are referring to?

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;  
  
    Spot(float xPos, float yPos, float diamtr)  
    {  
        xCoord = xPos;  
        yCoord = yPos;  
        diameter = diamtr;  
    }  
}
```

# this keyword

We can use the **this** keyword  
to distinguish between them

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;  
  
    Spot(float xCoord, float yCoord, float diameter)  
    {  
        this.xCoord = xCoord;  
        this.yCoord = yCoord;  
        this.diameter = diameter;  
    }  
}
```

# this keyword

---

**this** refers to the current object fields.

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;
```

```
Spot(float xCoord, float yCoord, float diameter)  
{  
    this.xCoord = xCoord;  
    this.yCoord = yCoord;  
    this.diameter = diameter;  
}
```

# this keyword

These are local fields that are destroyed as soon as the Spot constructor finishes executing.

```
class Spot{  
    float xCoord, yCoord;  
    float diameter;  
    int red, green, blue;  
  
    Spot(float xCoord, float yCoord, float diameter)  
    {  
        this.xCoord = xCoord;  
        this.yCoord = yCoord;  
        this.diameter = diameter;  
    }  
}
```

# this keyword – other examples

```
void colour (int red, int green, int blue)
```

```
{  
    this.red = red;  
    this.green = green;  
    this.blue = blue;  
    fill (red, green, blue);  
}
```

```
void colour (int gray){  
    this.gray = gray;  
    fill (this.gray);  
}
```

To clarify, in the statement:

**this.x = x;**

Where **this.x** refers to the object's  
property / field

and **x** on its own  
is the parameter passed in to the  
method

substitute x for any property/field

This describes **name overloading**

# Summary

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1. Recap: Classes and Objects
2. Recap on the Spot class:
  - v1.0 (**default constructor**)
  - v2.0 (**constructor with parameters**)
  - v3.0 (**overloading constructors**)
3. Adding behaviours to the Spot class:
  - v4.0 (**display()**)
  - v5.x (**colour()**)
  - v6.0 (**move()**)
  - v6.1 (**this keyword – name overloading**)

# Questions?

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# References

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- Reas, C. & Fry, B. (2014) Processing – A Programming Handbook for Visual Designers and Artists, 2<sup>nd</sup> Edition, MIT Press, London.