

Classes and Objects

An introduction

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TOPICS

- 1. Classes & Objects**
- 2. Properties (fields, variables, attributes) & Methods (functions)**
- 3. Dot**
- 4. Creating your first class – Spot**
- 5. Constructors**
 - Default
 - Parameters
 - Overloading

Classes and Objects

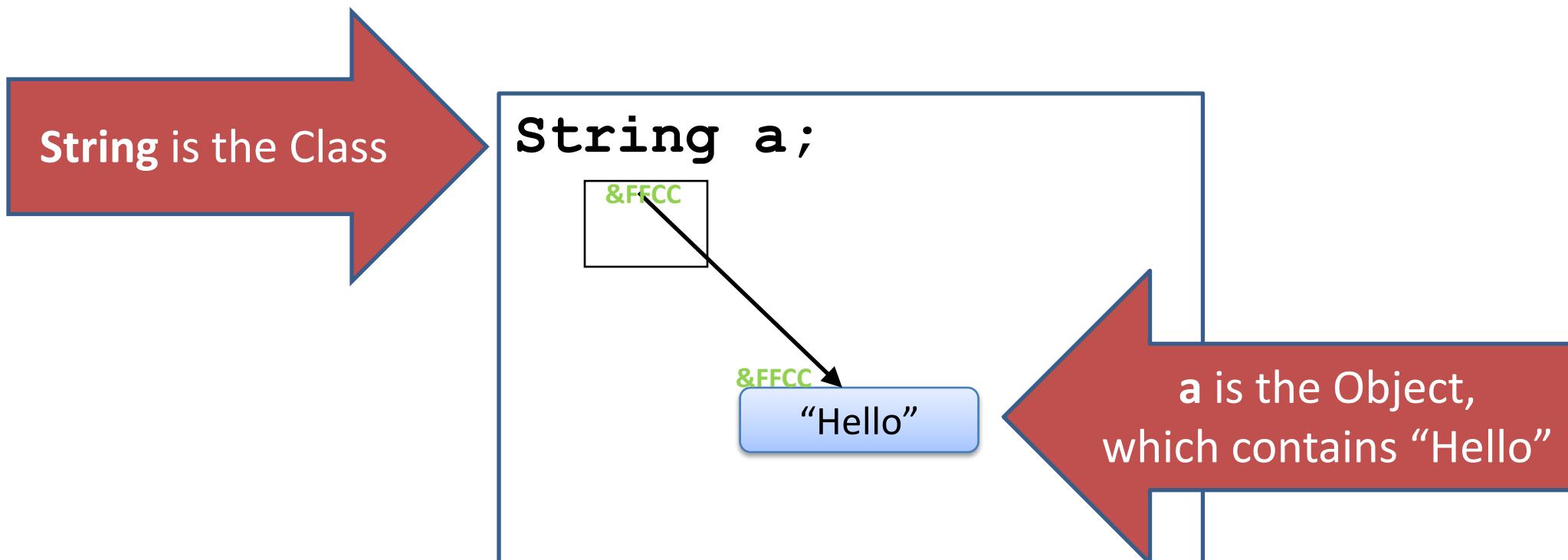
- A **class**
 - defines a group of related **methods** (functions) and **fields** (variables / properties).

The screenshot shows a browser window displaying the Java API documentation for the `String` class. The URL is <https://docs.oracle.com/javase/7/docs/api/java/lang/String.html>. The page title is "String (Java Platform SE 7)". The navigation bar includes links for Overview, Package, Class (which is selected), Use, Tree, Deprecated, Index, and Help. Below the navigation bar, there are links for Prev Class, Next Class, Frames, No Frames, and All Classes. The main content area shows the package name `java.lang` and the class name `Class String`. Underneath, it lists `java.lang.Object` and `java.lang.String`. To the right, a "Method Summary" table is shown with the following methods:

Modifier and Type	Method and Description
char	<code>charAt(int index)</code> Returns the char value at the specified index.
int	<code>codePointAt(int index)</code> Returns the character (Unicode code point) at the specified index.
int	<code>codePointBefore(int index)</code> Returns the character (Unicode code point) before the specified index.
int	<code>codePointCount(int beginIndex, int endIndex)</code> Returns the number of Unicode code points in the specified text range of this <code>String</code> .
int	<code>compareTo(String anotherString)</code> Compares two strings lexicographically.
int	<code>compareToIgnoreCase(String str)</code> Compares two strings lexicographically, ignoring case differences.
String	<code>concat(String str)</code> Concatenates the specified string to the end of this string.
boolean	<code>contains(CharSequence s)</code> Returns true if and only if this string contains the specified sequence of char values.
boolean	<code>contentEquals(CharSequence cs)</code> Compares this string to the specified <code>CharSequence</code> .
boolean	<code>contentEquals(StringBuffer sb)</code> Compares this string to the specified <code>StringBuffer</code> .
static String	<code>copyValueOf(char[] data)</code> Returns a <code>String</code> that represents the character sequence in the array specified.
static String	<code>copyValueOf(char[] data, int offset, int count)</code> Returns a <code>String</code> that represents the character sequence in the array specified.
boolean	<code>endsWith(String suffix)</code> Tests if this string ends with the specified suffix.
boolean	<code>equals(Object anObject)</code> Compares this string to the specified object.

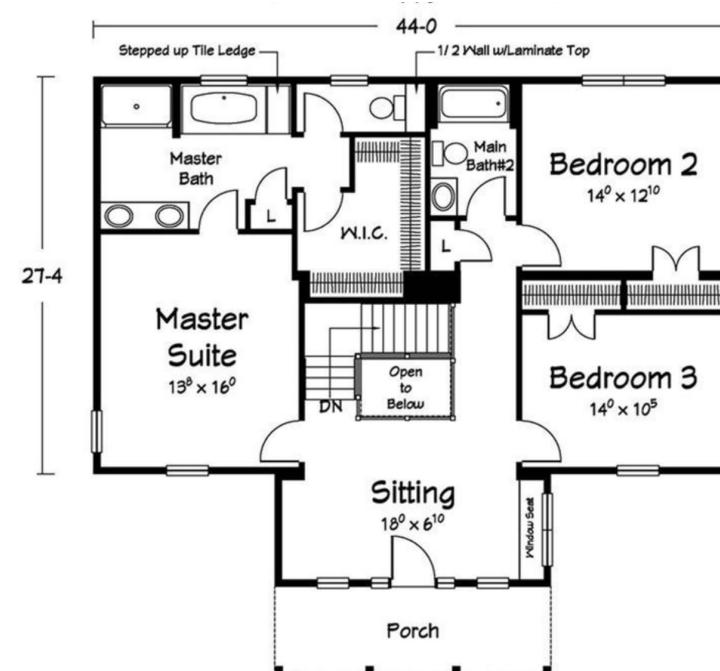
Classes and Objects

- An **object**
 - is a single **instance** of a class
 - i.e. an object is created (instantiated) from a class.



Classes and Objects – 1) Building Analogy

- A **class** is like a **blueprint** for a building.



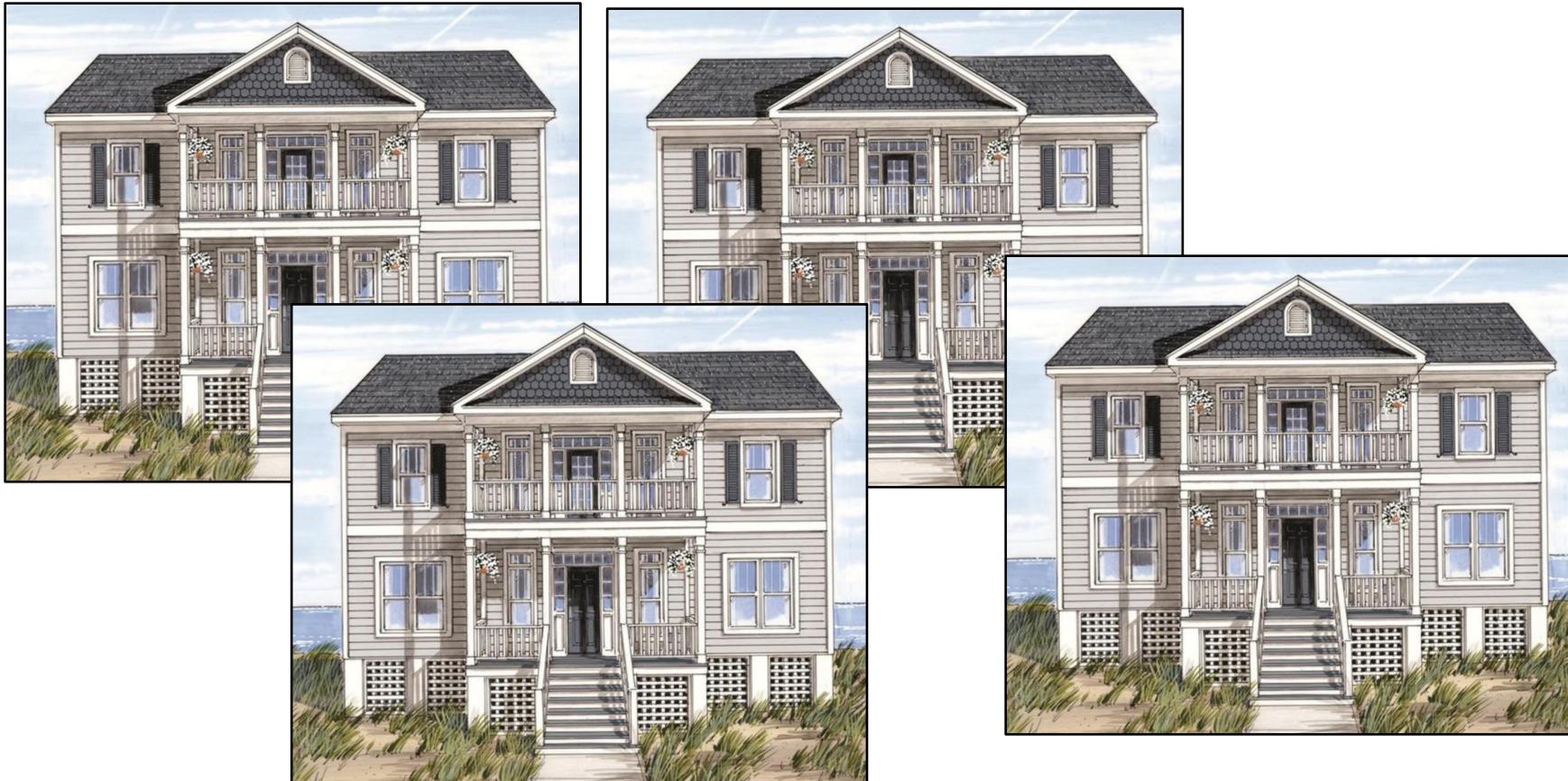
Classes and Objects – 1) Building Analogy

- An **object** is a **building** constructed from that blueprint.



Classes and Objects – 1) Building Analogy

- You can build lots of (buildings) **objects** from a single blueprint.



Classes and Objects – 2) Cake Analogy

- A **class** is like a **recipe** for a cake.

What you need:

- 175g/6oz Odlums Cream Plain Flour
- 75g/3oz Plain Chocolate (min 70% cocoa)
- 200g/7oz Butter
- 175g/6oz Shamrock Golden Caster Sugar
- 3 Large Eggs
- 1 teaspoon Baking Powder
- 100g packet Shamrock Ground Almonds
- 2 tablespoons Cocoa, sieved
- 2 tablespoons Milk
- 1 teaspoon Goodall's Vanilla Essence

For Chocolate Cream

- 140ml Cream
- 175g/6oz Plain Chocolate (min 70% cocoa)

How to:

1. Preheat oven to 190°C/375°F/Gas 5. Lightly grease and base line a 23cm/9" deep sandwich tin.
2. Break the chocolate into a heatproof bowl. Add 25g/1oz of the butter and stand bowl over a pan of hot water until chocolate has melted.
3. Meanwhile put the remaining butter, sugar, eggs, flour, baking powder, ground almonds, cocoa, milk and essence into a large bowl and beat until smooth and creamy.
4. Add the melted chocolate and gently stir into the mixture. Transfer to the prepared tin and level the top.
5. Bake for about 40 minutes until risen and the surface feels firm to the touch. Remove from oven. Allow to sit in tin for about 5 minutes, then transfer to a wire tray to cool.
6. Make the chocolate cream by heating the cream until just bubbling around the edges. Add the chocolate and gently stir over a low heat until melted. Remove from heat.
7. Transfer to a bowl to allow to cool and begin to set.
8. Slice cake horizontally and use half the icing to sandwich the cake.
9. Spread remaining icing on top and sides of cake.
10. Serve with raspberries and crème fraîche or Greek yoghurt.

Classes and Objects – 2) Cake Analogy

- An **object** is the **cake** baked from that recipe.



Classes and Objects – 2) Cake Analogy

- You can bake **lots of (cakes) objects** from a single recipe.



Classes and Objects – Many Objects

- Many **objects** can be constructed, from a single **class** definition.
- Each **object** must have a **unique name**, within the program.

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Methods (functions) and Fields (variables/properties)

- Objects are typically related to real-world artefacts.
- In object-oriented programming (e.g. Java), you model an object by grouping together related **methods** (functions) and **fields** (variables).

Object example: Apple

Object Name	Apple
Fields (variables, properties)	color weight
Methods (functions)	grow() fall() rot()



Object example: Butterfly

Object Name	Butterfly
Fields (variables, properties)	species gender
Methods (functions)	grow() flapWings() land()



Object example: Radio

Object Name	Radio
Fields (variables, properties)	frequency volume
Methods (functions)	turnOn() tune() setVolume()



Object example: Car

Object Name	Car
Fields (variables, properties)	make model color year
Methods (functions)	accelerate() brake() turn()



Returning to the Apple Example

Object Name	Apple
Fields (variables, properties)	color weight
Methods (functions)	grow() fall() rot()



Returning to the Apple Example

Object Name	Apple
Fields (variables, properties)	color weight
Methods (functions)	grow() fall() rot()

Object Type



Returning to the Apple Example

Object Name	Apple
Fields (variables, properties)	color weight
Methods (functions)	grow() fall() rot()



Returning to the Apple Example

Object Name	Apple
Fields (variables, properties)	color weight
Methods (functions)	grow() fall() rot()



Behaviours

Apple Class



- To make a “blue print” of an Apple:
- The **grow()** method
 - might have inputs/parameters for temperature and moisture.
 - can increase the **weight** field of the apple based on these inputs.

<i>Apple</i>
<i>color</i>
<i>weight</i>
grow()
fall()
rot()



Apple Class



- To make a “blue print” of an Apple:
- The **fall()** method
 - can continually check the **weight** and cause the apple to fall to the ground when the weight goes above a threshold.

<i>Apple</i>
<i>color</i>
<i>weight</i>
<i>grow()</i>
<i>fall()</i>
<i>rot()</i>



Apple Class



- To make a “blue print” of an Apple:
- The **rot()** method could then take over,
 - beginning to decrease the value of the **weight** field
 - and change the **color** fields.

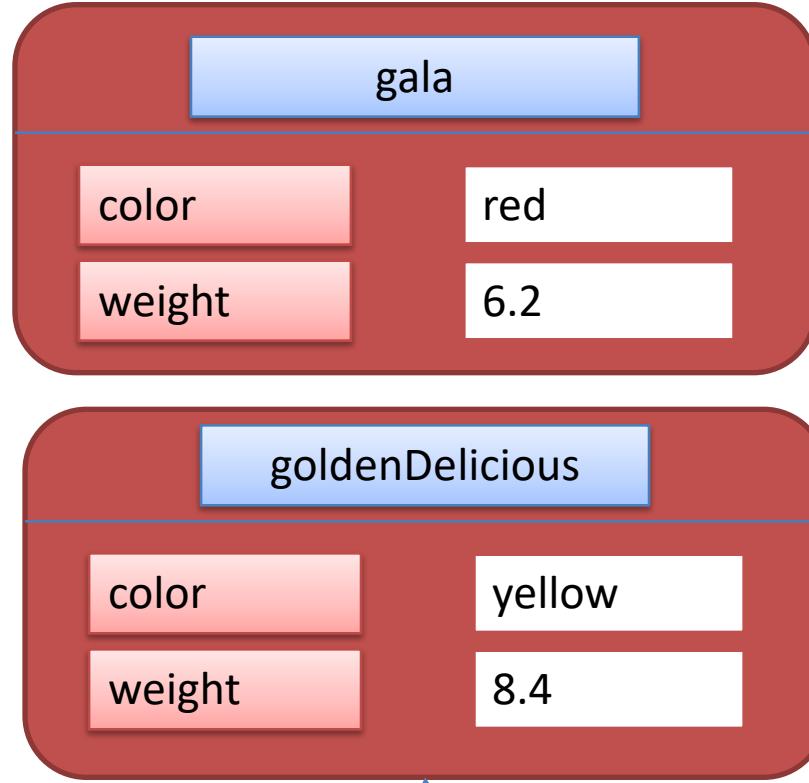
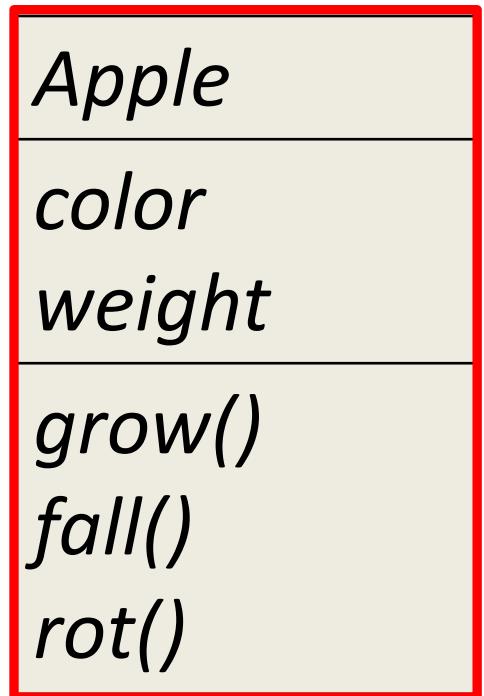
<i>Apple</i>
<i>color</i>
<i>weight</i>
<i>grow()</i>
<i>fall()</i>
<i>rot()</i>



Apple Object(s)

- We saw earlier that:
 - An **object**
 - is created (**instantiated**) from a class.
 - A **class**
 - can have **many objects created from it.**
 - Each **object**
 - must have a **unique name** within the program.

Apple Object(s)



Two objects. Each has a unique name and it's own copy (values) of the fields.

Object State

There are two objects of type Apple.

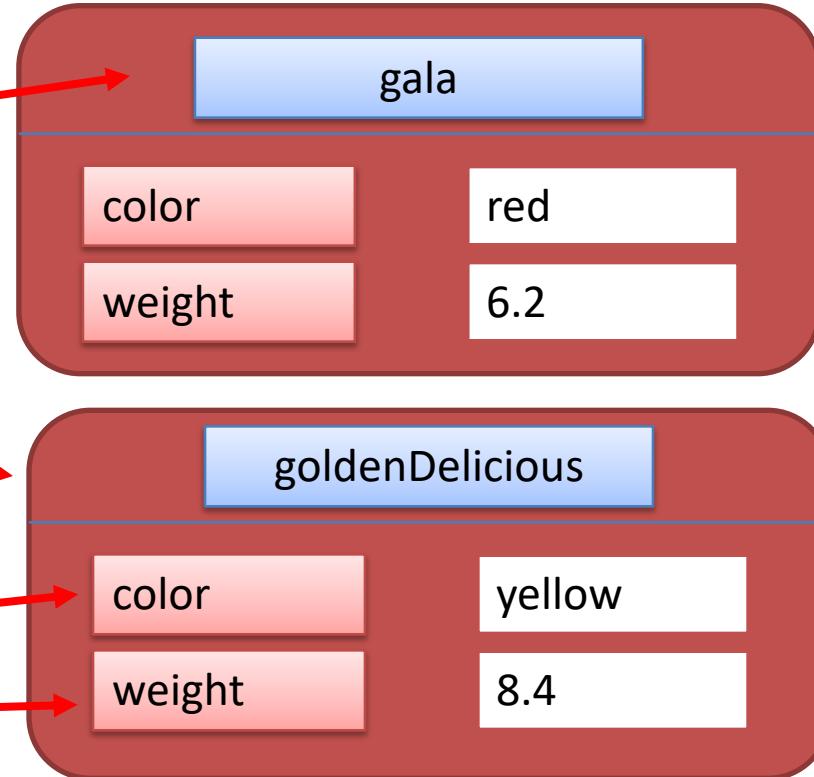
Each has a unique name.

gala

goldenDelicious

Each object has a different object state:

- Each object has it's own copy of the fields (**color** and **weight**) in memory.
- Each object has it's own data stored in these fields.



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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

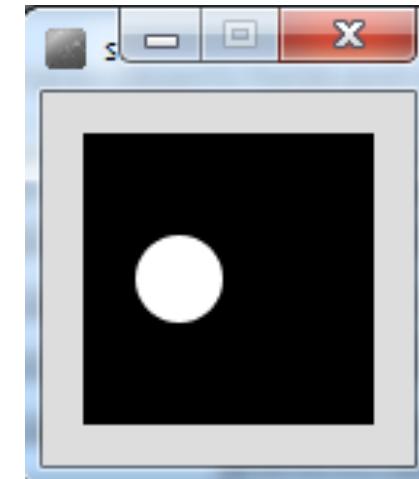
gala.grow()	Runs the grow() method inside the gala object.
goldenDelicious.fall()	Runs the fall() method inside the goldenDelicious object.

TOPICS

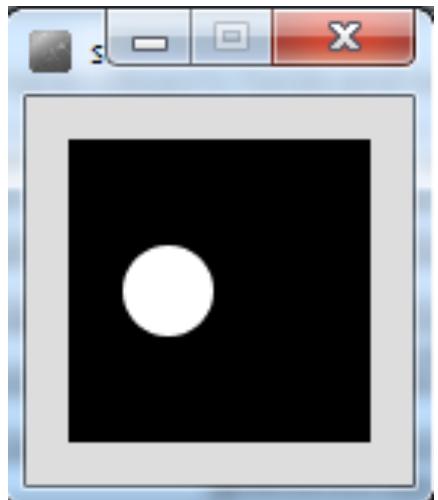
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Creating your first class

- We are going to start with sample code that **draws a white spot on a black background**.
- We will **refactor** this code by:
 - writing a **class**
 - that will draw and format this spot.



Sample Code



```
float xCoord = 33.0;
float yCoord = 50.0;
float diameter = 30.0;

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

void draw(){
    background(0);
    ellipse(xCoord, yCoord, diameter, diameter);
}
```

Creating your first class

- A class creates a **unique data type**.
- When creating a class, think carefully about what you want the code to do:
 1. What are the **attributes**?
 2. What are the **behaviours**?

First, we will start by:
listing the attributes (fields/variables/properties)
and figure out what **data type** they should be.

Creating your first class – identifying the **fields** (attributes, properties)

```
float xCoord = 33.0;  
float yCoord = 50.0;  
float diameter = 30.0;
```

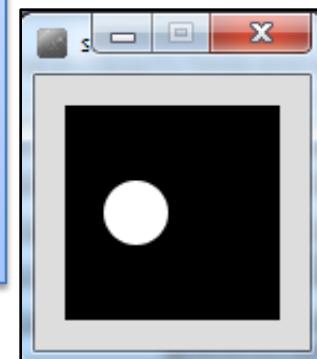
```
void setup(){  
    size (100,100);  
    noStroke();  
}
```

```
void draw(){  
    background(0);  
    ellipse(xCoord, yCoord, diameter, diameter);  
}
```

Q: What fields do we need to model the spot?

Note:

*fields are the attributes/properties of the object
we are modelling.*



Source: Reas & Fry (2014)

Creating your first class – identifying the fields

A: The required fields (attributes) are:

```
float xCoord = 33.0;  
float yCoord = 50.0;  
float diameter = 30.0;
```

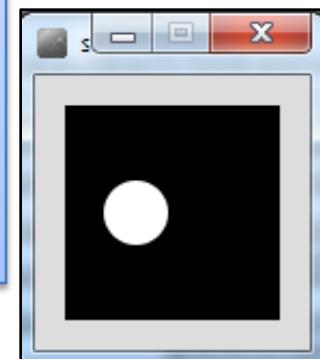
```
void setup(){  
    size (100,100);  
    noStroke();  
}
```

```
void draw(){  
    background(0);  
    ellipse(xCoord, yCoord, diameter, diameter);  
}
```

float **xCoord** (*x-coordinate of spot*)

float **yCoord** (*y-coordinate of spot*)

float **diameter** (*diameter of the spot*)

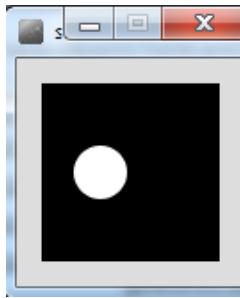


Source: Reas & Fry (2014)

Creating your first class – giving our new class a name

- The name of a class should be carefully considered and should **match its purpose**.
- The name can be any word or words.
- It should **begin with a capital letter**
- It should **not be pluralised**.
- For our first class, we could use names like:
 - Spot
 - Dot
 - Circle, etc.
- We will call our first class, **Spot**.

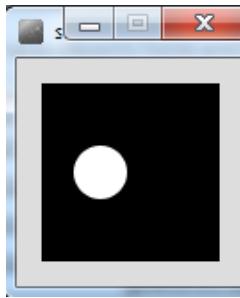
Spot Class – Version 1.0



```
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;  
}
```

Spot Class – Version 1.0



Defining the **class**

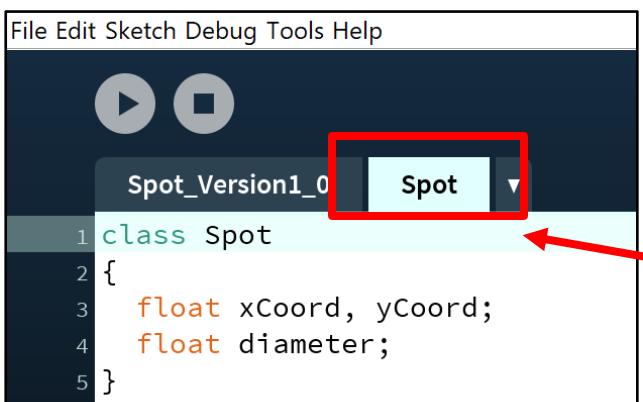
```
class Spot
```

```
{
```

```
    float xCoord, yCoord;  
    float diameter;
```

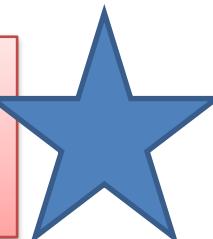
```
}
```

Declaring the **fields**
in the class

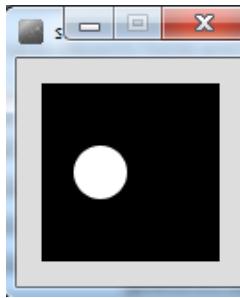


```
File Edit Sketch Debug Tools Help  
  
Spot_Version1_0  
Spot  
1 class Spot  
2 {  
3     float xCoord, yCoord;  
4     float diameter;  
5 }
```

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



Spot Class – Version 1.0



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

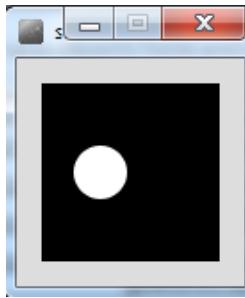
Spot sp;

```
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;  
}
```

Spot Class – Version 1.0



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

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

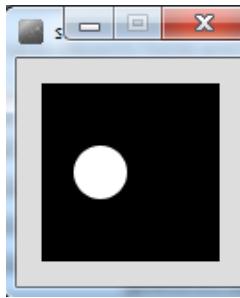
Spot sp;

```
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;  
}
```

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.

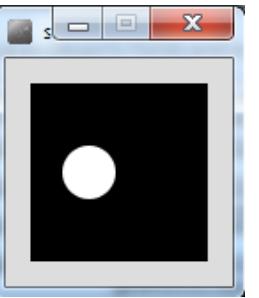
Spot sp;

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

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

```
void draw(){  
    background(0);  
    ellipse(sp.xCoord, sp.yCoord,  
            sp.diameter, sp.diameter);  
}
```

Spot Class – Version 1.0



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

Spot sp;

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

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

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.

```
void draw(){  
    background(0);  
    ellipse(sp.xCoord, sp.yCoord,  
            sp.diameter, sp.diameter);  
}
```

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Constructors

```
Spot sp;
```

sp

null

Declares an sp object variable initialised to null by default

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

sp

&FFCC

&FFCC

sp

xCoord

0.0

yCoord

0.0

diameter

0.0

new calls the constructor to allocate the object in memory and initialise it's fields

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()  
{  
}
```

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Default Constructor

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

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

The default constructor has an empty parameter list.

Default Constructor

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

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

- If you don't include a constructor in your class, the compiler inserts a default one for you in the background (i.e. you won't see it in your code).

Default Constructor

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

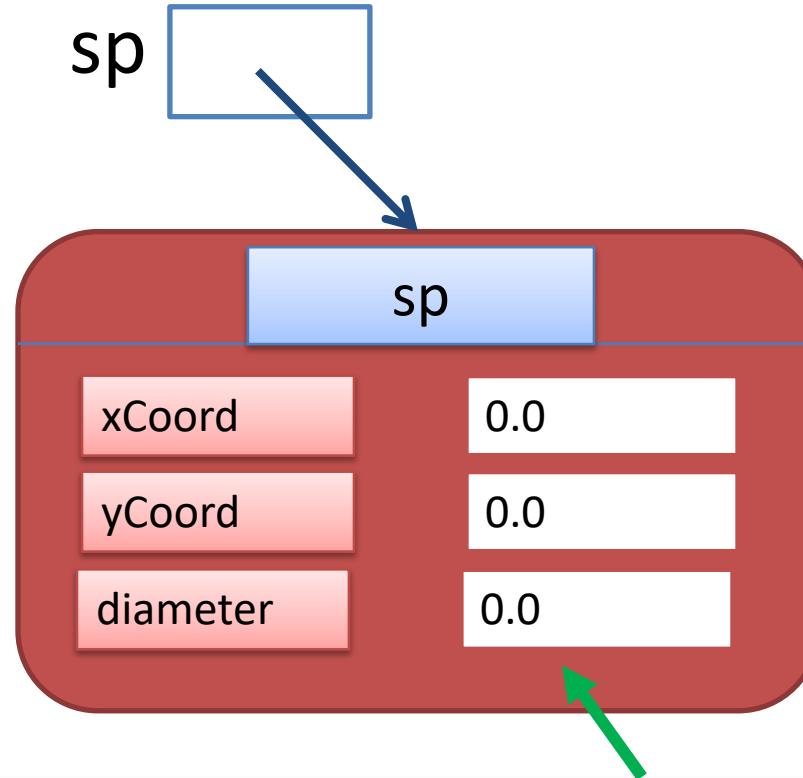
    //Default Constructor
    Spot()
    {
    }
}
```

Here, the `Spot()` default constructor simply constructs the object.

Default Constructor

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

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



The constructor stores **initial values** in the fields.

Writing our first constructor

We now know that **constructors store initial values in the fields of the object:**

- They often receive external parameter values for this.

```
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);  
}
```

Writing our first constructor

In this code, we initialized:

- xCoord
- yCoord
- diameter

after calling the Spot() constructor.

```
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);  
}
```

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Writing our first constructor

We want to write a new constructor that will take three **parameters**

- xPos
- yPos
- diamtr

These values will be used to initialise the

- xCoord,
 - yCoord
 - diameter
- fields.**

```
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);  
}
```

Writing our first constructor

We want to write a new constructor that will take three **parameters**

- xPos
- yPos
- diamtr

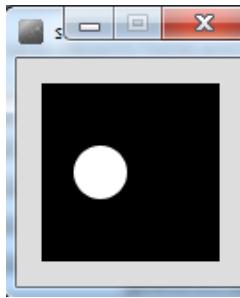
These values will be used to initialise the

- xCoord,
 - yCoord
 - diameter
- fields.**

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

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

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;  
}
```

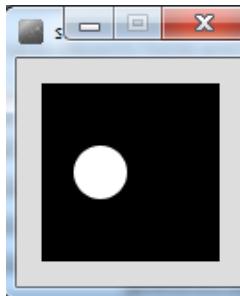
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2. Properties (fields, variables, attributes) & Methods (functions)
3. Dot
4. Creating your first class – Spot
5. Constructors
 - Default
 - Parameters
 - – Overloading

Overloading Constructors

- 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...

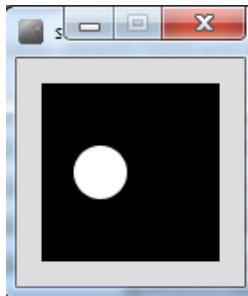
Spot Class – Version 3.0



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

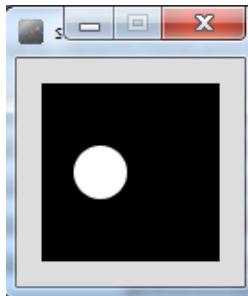
Spot Class – Version 3.0



Default Constructor
with NO parameters

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

Spot Class – Version 3.0



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

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

Questions?



References

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