

# Understanding class definitions

## Lecture 4

Waterford Institute of Technology

January 28, 2015

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# Parameter data

Constructors & methods receive data from parameters

Parameters also known as arguments

Defined in constructor or method header

- `public TicketMachine(int ticketCost)`
- `public void insertMoney(int amount)`

Data assigned to object field *price*

```
public TicketMachine(int ticketCost)
{
    price = ticketCost;
}
```

**ticketCost** referred to as *formal parameter*

Value passed, e.g. 500 *actual parameter*

# Parameter data

## Formal and actual parameters

*int amount* is the formal parameter

- `public void makeDeposit(int amount)`

*100* below example actual parameter (argument)

```
public void makeDeposit(int deposit)
{
    this.balance += deposit;
}
.
.
bank.makeDeposit(100);
```

# Scope

Scope of variable is block of code within which variable visible  
Consider this code:

```
public class TicketMachine
{
    int price;
    public TicketMachine(int ticketCost)
    {
        price = ticketCost;
    }
    ...
}
```

Field **price** visible

- Throughout entire class
- But **ticketCost** visible only in constructor

# Local variables

Consider this code snippet:

```
public int refundBalance()  
{  
    int refundAmount;  
    refundAmount = balance - adminCost;  
    return refundAmount;  
}
```

**refundAmount** a local variable, not a field

- Defined inside method
- `int refundAmount;` is *declaration*
- Simultaneous declaration and initialization valid
- `int refundAmount = balance - adminCost;`
- `return balance-adminCost;` //avoid local variable

# Lifetime of variable

## Variable lifetime

- *ticketCost* invisible outside constructor
- But field *price* and object lifespans same
- *price* dies when object destroyed

```
public class TicketMachine
{
    int price;
    public TicketMachine(int ticketCost)
    {
        price = ticketCost;
    }
}
```

# Expressions, statements, blocks

## Expression

- Comprises variables, operators & methods
- Constructed to evaluate to single value
- The following expression evaluates to 3
- $1 + 2$ ;

## Statement

- Like sentences in language
- Line of code that performs some action
- `int savings = 1.1*(savings + getBonus());`

**Block:** Group statements within corresponding pair braces

- ```
public void aMethod(int val)
{
    value = val;
}
```

# Accessors

## Accessor (Getter)

- Value of field unchanged
- `getNumber`
- `getStudent`

```
public class SomeClass
{
    private int number;
    private Student student;

    public int getNumber()
    {
        return number;
    }
    public Student getStudent()
    {
        return student;
    }
    ...
}
```



# Mutators

Mutator (Setter)  
changes field value

- updateBalance
- setCustomer

```
public class BIABank
{
    private int balance;
    private Customer customer;

    public void updateBalance(int deposit)
    {
        balance += deposit;
    }
    public void setCustomer(Customer customer)
    {
        this.customer = customer;
    }
}
```

# Printing

```
/**
 * Print a ticket.
 */
public void printTicket()
{
    // Simulate the printing of a ticket.
    System.out.println("#####");
    System.out.println("# The BlueJ Line");
    System.out.println("# Ticket");
    System.out.println("# " + price + " cents.");
    System.out.println("#####");
    System.out.println();
}
```

```
#####
# The BlueJ Line
# Ticket
# 500 cents.
#####
```

# Printing continued

`printTicket` method analysed:

- `void printTicket()`: Method signature
- **System**: An inbuilt Java class
- **out**: an object of System class
- **println**: prints string
- `"# " + price + " cents."`

concatenates to single string

# Conditional statements

Facilitates choice

Accept only positive sum

- If amount greater than zero
  - Update balance
- Else amount zero or less
  - Print error message

```
public void insertMoney(int amount)
{
    if(amount > 0)
    {
        balance += amount;
    }
    else
    {
        System.out.println("Invalid amount");
    }
}
```

# Source code format

Different styles of layout format used  
positioning curly brace pairs `{}`

Recommendation: use one style only throughout project

Styles mixed throughout presentation for layout convenience

```
public void insertMoney(int amount)
{
    if(amount > 0) {
        balance = balance + amount;
    }
}
```

```
public void insertMoney(int amount)
{
    if(amount > 0)
    {
        balance = balance + amount;
    }
}
```

# Class documentation

Different philosophies exist on how to document

- Good documentation adds value to application
- Choose descriptive class, variable and method names
  - Bad : `int r = 10;`
  - Good: `int radius = 10;`
- Avoid naive comments such as
  - `radius = 10; //sets radius = 10`
- State the reason for code, the *why*
- Write code so that *what* code does is self-evident
- Make commenting code the norm

# Class documentation

## Comment block

```
/**
```

```
 * this is a comment
```

```
 */
```

```
/**
```

```
 * Changes Color color attribute value and redraws object
```

```
 * @param newColor this color used in rendering all objects
```

```
 */
```

```
public void changeColor(String newColor)
```

```
{
```

```
    color = newColor;
```

```
    draw();
```

```
}
```

Question: do you think the above is a good comment?

# Class documentation

## Use approved tags

- @param
- @return

```
/**  
 * Accessor to retrieve color  
 * @return the color of the rectangle  
 */  
public String getColor()  
{  
    return color;  
}
```



# Class documentation

## shapes project documentation

**All Classes**  
[Canvas](#)  
[Circle](#)  
[RectangleBJ](#)  
[Square](#)  
[Triangle](#)

**Package** **Class** **Tree** **Index** **Help**  
[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#)  
SUMMARY: [NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) [DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)

### Class Circle

[java.lang.Object](#)  
└ **Circle**

```
public class Circle
extends Object
```

A circle that can be manipulated and that draws itself on a canvas.

**Version:**  
2006.03.30

**Author:**  
Michael Kolling and David J. Barnes

### Constructor Summary

|                          |                                                             |
|--------------------------|-------------------------------------------------------------|
| <a href="#">Circle()</a> | Create a new circle at default position with default color. |
|--------------------------|-------------------------------------------------------------|

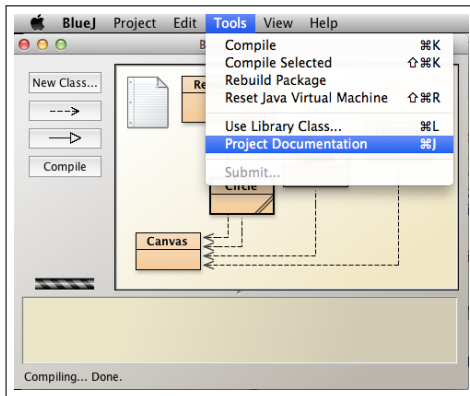
### Method Summary

|      |                                                                                             |
|------|---------------------------------------------------------------------------------------------|
| void | <a href="#">changeColor(String newColor)</a><br>Change the color.                           |
| void | <a href="#">changeSize(int newDiameter)</a><br>Change the size to the new size (in pixels). |
| void | <a href="#">makeInvisible()</a><br>Make this circle invisible.                              |

# Class documentation

Generate *javadoc*

- BlueJ Menu
  - Tools
  - Project Documentation



# Summary

## Understanding class definitions

- Comment: documentation only, not executed
- Constructor: sets up object at creation (instantiation)
- Scope: defines section in code where variable visible
- Lifetime: how long variable exists before destruction
- Accessor: returns information on state of object
- Mutator: changes object state
- Conditional: takes one of two actions following test
- Local variable: declared within single method with same scope & lifetime as method

## Referenced material

1. How to Write Doc Comments for the Javadoc Tool

[www.oracle.com/technetwork/java/javase/documentation/index-137868.html](http://www.oracle.com/technetwork/java/javase/documentation/index-137868.html)

[Accessed 2014-02-09]

2. Barnes D.J. Kolling M. Objects First with Java. Third Edition. Pearson Education Ltd. 2003

3. Expressions, statements, blocks

<http://docs.oracle.com/javase/tutorial/java/nutsandbolts/expressions.html>

[Accessed 2014-02-09]