

CS/ENGRD 2110

FALL 2017

Lecture 2: Objects and classes in Java
<http://courses.cs.cornell.edu/cs2110>

CMS VideoNote.com, PPT slides, DrJava

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CMS. Visit course webpage, click “Links”, then “CMS for 2110”.

Videos of our lectures: Look at

<http://cornell.videonote.com/channels/1027/videos>

Download ppt slides the evening before each lecture, have them available in class. Please don't ask questions on the piazza about that material the day before the lecture!

Download DrJava (the jar file, not the app). It may require downloading an old version of Java.

Got a Java question? See first if it's answered on JavaHyperText

Next week's recitation/discussion: Exception handling

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Visit course webpage, click on "Lecture notes"

For the row for recitation 2, click on "tutorial".

Your job: **BEFORE** your recitation, look at all videos in the tutorial. There are about 25-30 minutes of tutorial! This is the longest tutorial you will have to do.

Then, in recitation/discussion, you will have a problem set to do. Can do it with 1-2 other people (up to groups of 3). TA will walk around, helping, answering questions, giving pointers, etc.

The problem set is due on the CMS no later than one week after the recitation (always on Wednesday night). But we encourage you to finish during the recitation and turn it in immediately.

Anything to be submitted is always on the course assignments page!

Assignment A2

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Get assignment A2 from course website later today.

Objective:

- Get practice with Java functions.
- Learn about and use JUnit testing

Given to you *before A1*, but due *after A1*. Provide flexibility, allow you to get ahead and learn Java early.

Groups. You can do A2 with 1 other person. FORM YOUR GROUP EARLY! Use pinned Piazza Note @5 to search for partner!

Java OO (Object Orientation)

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Python and Matlab have objects and classes.

Strong-typing nature of Java changes how OO is done and how useful it is. Put aside your previous experience with OO (if any).

This lecture:

First: describe **objects**, demoing their creation and use.

Second: Show you a **class definition** and how it contains definitions of functions and procedures that appear in each object of the class.

Third: Talk about keyword **null**.

Fourth (if there is time): Show you a **Java application**, a class with a “static” procedure with a certain parameter.

Homework

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1. Study material of this lecture.
2. Visit course website, click on **Resources** and then on **Code Style Guidelines**. Study
 3. **Documentation**
 - 3.1 **Kinds of comments**
 - 3.2 **Don't over-comment**
 - 3.4 **Method specifications**
 - 3.4.1 **Precondition and postcondition**
3. Spend a few minutes perusing slides for lecture 3; bring them to lecture 3.

Java OO

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References to `JavaHyperText` entries

Objects: B.1 `object`

Calling methods: `method call`

Class definition: `class`

public, private: `public private`

`method`

Parameter vs argument:

parameter, argument

Inside-out rule

Methods may have `parameters`

Method calls may have `arguments`

Text mentions fields of an object. We cover these in next lecture

Text uses `value-producing method` for `function` and `void method` for `procedure`.
Get used to terminology: `function` and `procedure`

Drawing an object of class javax.swing.JFrame

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Object is associated with a window on your computer monitor

Name of object, giving **class name** and its **memory location** (hexadecimal).
Java creates name when it creates object

JFrame@25c7f37d

hide() show()
setTitle(String) getTitle()
getX() getY() setLocation(int, int)
getWidth() getHeight() setSize(int,int)
...

JFrame

Object contains methods (functions and procedures), which can be called to operate on the object

Function: returns a value; call on it is an expression

Procedure: does not return a value; call on it is a statement

Evaluation of new-expression creates an object

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Evaluation of `JFrame@25c7f37d`

`new javax.swing.JFrame()`

creates an object and gives as its value the name of the object

If evaluation creates this object, value of expression is

`JFrame@25c7f37d`

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`2 + 3 + 4`

`JFrame@25c7f37d`

hide() show()
setTitle(String) getTitle()
getX() getY() setLocation(int, int)
getWidth() getHeight() setSize(int,int)
...

JFrame

A class variable contains the name of an object

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Type JFrame: Names of objects of class JFrame

```
javax.swing.JFrame h;  
h = new javax.swing.JFrame();
```

If evaluation of new-exp creates the object shown, name of object is stored in h

h JFrame@25c7f37d
JFrame

Consequence: a class variable contains not an object but name of an object, pointer to it. Objects are referenced indirectly.

JFrame@25c7f37d

hide() show()
setTitle(String) getTitle()
getX() getY() setLocation(int, int)
getWidth() getHeight() setSize(int,int)
...

JFrame

Class definition: a blueprint for objects of the class

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Class definition: Describes format of an object (instance) of the class.

```
/** description of what the class is for */
```

```
public class C {
```

```
    declarations of methods (in any order)
```

```
}
```

This is a comment

Access modifier

public means C can be used anywhere

Class definition C goes in its own file named
C.java

On your hard drive, have separate directory for each Java project you write; put all class definitions for program in that directory. You'll see this when we demo.

First class definition

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```
/** An instance (object of the class) has (almost) no methods */  
public class C {
```

```
}
```

k C@25c7fd38
C

Then, execution of

```
C k;  
k = new C();
```

creates object shown to right
and stores its name in k

C@25c7fd38

C

Class extends (is a subclass of) JFrame

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```
/** An instance is a subclass of JFrame */  
public class C extends javax.swing.JFrame {  
  
}
```

C: subclass of JFrame
JFrame: superclass of **C**
C inherits all methods
that are in a JFrame

Object has 2 partitions:
one for JFrame methods,
one for C methods

C@6667f34e

hide() show()
setTitle(String) getTitle()
getX() getY() setLocation(int, int)
getWidth() getHeight() ...

JFrame

C

Easy re-use of program part!

Class definition with a function definition

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*/** An instance is a subclass of JFrame with a function area */*

```
public class C extends javax.swing.JFrame {
```

```
    /** Return area of window */
```

```
    public int area() {
```

```
        return getWidth() * getHeight();
```

```
    }
```

```
}
```

Spec, as a comment

Function calls automatically call functions that are in the object

You know it is a function because it has a return type

C@6667f34e

...

getWidth() getHeight()

JFrame

area()

C

Inside-out rule for finding declaration

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```
/** An instance ... */
```

```
public class C extends javax.swing.JFrame {
```

```
    /** Return area of window */
```

```
    public int area() {  
        return getWidth() * getHeight();
```

```
    }
```

To what declaration does a name refer? **Use inside-out rule:** Look first in method body, starting from name and moving out; then look at parameters; then look outside method in the object.

The whole method is in the object

C@6667f34e

getWidth()
getHeight() ...

JFrame

area() {
 return getWidth() * getHeight();
}

C

Inside-out rule for finding declaration

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```
/** An instance ... */  
public class C extends JFrame {  
    /** Return area of window */  
    public int area() {  
        return getWidth() * getHeight();  
    }  
}
```

Function **area**: in each object.
getWidth() calls function
getWidth in the object in
which it appears.

C@2abcde14

getWidth()
getHeight() ...

JFrame

area() {
 return getWidth() * getHeight();
}

C

C@6667f34e

getWidth()
getHeight() ...

JFrame

area() {
 return getWidth() * getHeight();
}

C

Class definition with a procedure definition

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```
/** An instance is a JFrame with more methods */  
public class C extends javax.swing.JFrame {  
    public int area() {  
        return getWidth() * getHeight();  
    }  
}
```

```
/** Set width of window to its height */  
public void setWtoH() {  
    setSize(getHeight(), getHeight());  
}
```

Call on
procedure
setSize

It is a procedure
because it has **void**
instead of return type

C@6667f34e

...
setSize(int, int)
getWidth() getHeight()

area()
setWtoH()

JFrame

C

Using an object of class Date

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```
/** An instance is a JFrame with more methods */  
public class C extends javax.swing.JFrame {  
    ...  
    /** Put the date and time in the title */  
    public void setTitleToDate() {  
        setTitle((new java.util.Date()).toString());  
    }  
}
```

An object of class `java.util.Date` contains the date and time at which it was created.

It has a function `toString()`, which yields the data as a `String`.

C@6667f34e

...
setSize(int, int)
setTitle(String)

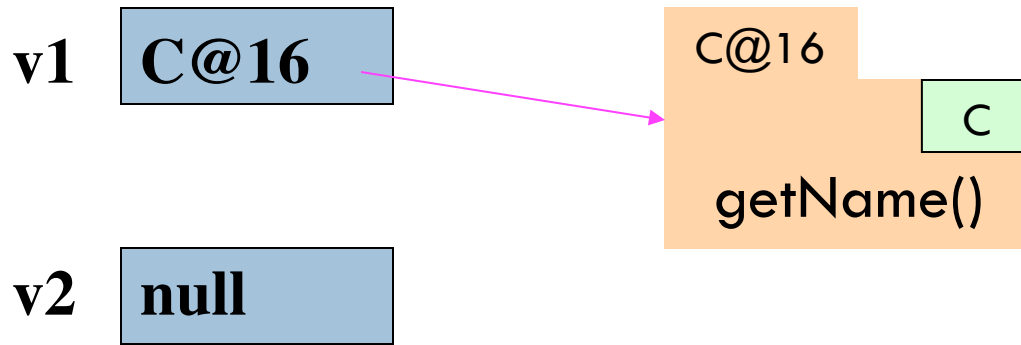
JFrame

area() { }
setWtoH() setTitleToDate

C

About null

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null denotes the absence of a name.

v2.getName() is a mistake! Program stops with a **NullPointerException**

You can write assignments like: **v1 = null;**

and expressions like: **v1 == null**

Hello World!

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```
/** A simple program that prints Hello, world! */  
public class myClass {  
  
    /** Called to start program. */  
    public static void main(String[ ] args) {  
        System.out.println("Hello, world!");  
    }  
}
```

args is an array of
String elements

We explain **static** next week.
Briefly: there is only one copy
of procedure **main**, and it is
not in any object