

CS/ENGRD 2110

FALL 2014

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

Java OO (Object Orientation)

Note: Assignment A0 and VideoNote available

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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 **course text and JavaSummary.pptx**

Objects: B.1 **slide 10-16**

Calling methods: B.2-B.3 **slide 18**

Class definition: B.5 **slide 11**

public, private: B.5 **slide 11, 12**

Indirect reference, aliasing: B.6 **slide 17**

Method declarations: B.7

Parameter vs argument: B.12-B.14
slide 14

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 is a statement to do something

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

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

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

Consequence: a class variable contains not an object but the name of an object. Objects are referenced indirectly.

h JFrame@25c7f37d
JFrame

JFrame@25c7f37d

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

JFrame

Class definition

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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 program 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();  
    }  
}
```

The whole
method is in
the object

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.

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)

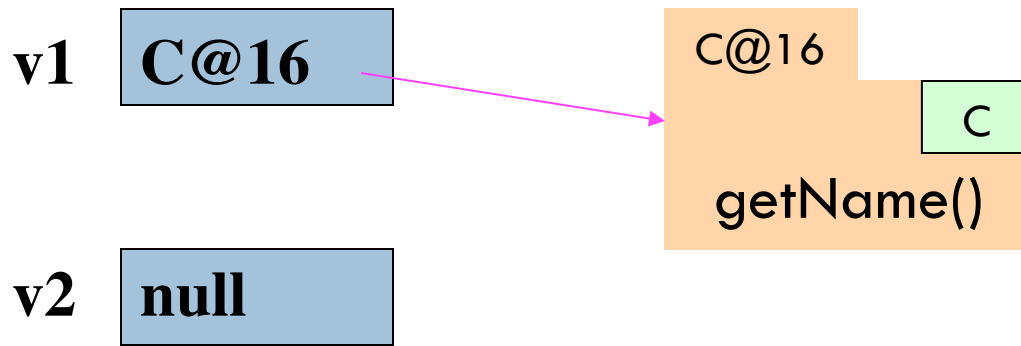
JFrame

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