Slide 1

CS/ENGRD 2110
SPRING 2014

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

Slide 2 — Java OO (Object Orientation)

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.
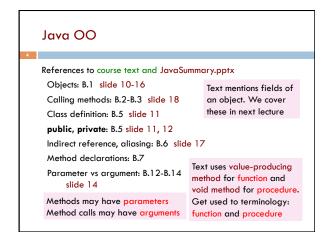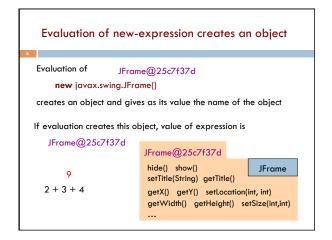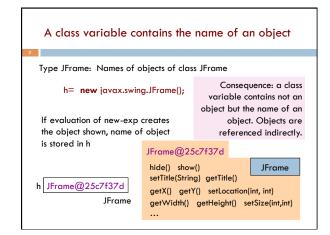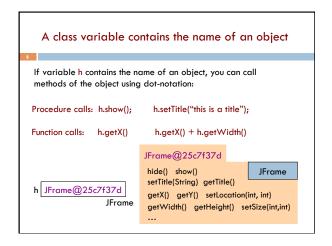
Slide 3 — Homework

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
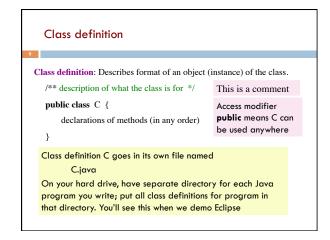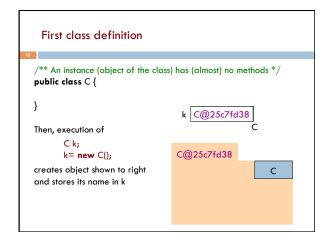3. Spend a few minutes perusing slides for lecture 3; bring them to lecture 3.

Slide 4 — Java OO

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

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

Methods may have parameters
Method calls may have arguments

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

Slide 5 — Drawing an object of class javax.swing.JFrame

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

Slide 6 — Evaluation of new-expression creates an object

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

9
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

Type JFrame: Names of objects of class JFrame

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

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

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

JFrame@25c7f37d

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

JFrame

h JFrame@25c7f37d
JFrame

A class variable contains the name of an object

If variable h contains the name of an object, you can call methods of the object using dot-notation:

Procedure calls: h.show();   h.setTitle("this is a title");

Function calls: h.getX()   h.getX() + h.getWidth()

JFrame@25c7f37d

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

JFrame

h JFrame@25c7f37d
JFrame

Class definition

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

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

This is a comment

public class C {

     declarations of methods (in any order)

}

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 Eclipse

First class definition

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

}

Then, execution of
     C k;
     k= **new** C();
creates object shown to right and stores its name in k

k C@25c7fd38
C

C@25c7fd38

C

Class extends (is a subclass of) JFrame

/** 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

/** 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

2

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

                 C

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

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

                 C

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

C@6667f34e

getWidth()
getHeight() …   JFrame

                 C

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

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()   JFrame

area()
setWtoH()   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() {   }   C
setWtoH() setTitleToDate()

About null

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v1 C@16 → C@16
                    C
             getName()

v2 null

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