Announcements:
- Section in classrooms today, not labs
- Project 5 due Thursday 4/14 at 6pm
- Prelim 3 on Tuesday, 4/19, at 7:30pm
- P5 Dealer method finishHand should have a parameter:
  
  ```java
  public void finishHand(Hand player_hand)
  ```
  Parameter is needed because method deal checks both dealer and player’s hand

Previous Lecture:
- Defining a class:
  - static variables and methods
  - Method overloading

Today's Lecture:
- OOP review
- Selected methods in Project 5

Reading:
- JV: Sec 6.1-6.4, Sec 6.7

Review questions
- Where do you put declarations for instance and static variables?
  - Inside a method definition
    (e.g., inside method `main`)?
  - or
    - Immediately inside the class definition
      (immediately inside `class Interval { ... }`)?

Review questions, cont’d
- If a variable does not store a value of primitive type, what does it store?
- What is the keyword for “protecting” instance variables? (i.e., not allow access from another class.)
- What is the keyword for instantiating an object?

What's wrong with this?
/* Try to swap two values */
public class SwapValues {
  public static void main(String[] args){
    int x = Keyboard.readInt();
    int y = Keyboard.readInt();
    swap(x,y);
  }
  public static void swap(int x, int y) {
    int tmp;
    tmp = x;
    x = y;
    y = tmp;
  }
}

} //class SwapValues
A different example

Create a `Person` class to organize data about a `Person`:

- Name
- Age
- ...

```java
public class Person {
    private String name;
    private int age;
    public static final int LEGALAge=18;
    /** Constructor */
    public Person(String name, int age) {
        this.name = name;
        this.age = age;
    }
    /** =This Person is an adult */
    public boolean isAdult() {
        return age >= LEGALAge;
    }
    /** =String description of this Person */
    public String toString() {
        return name + " is " + age;
    }
} // class Person
```

Modify `Person` class

- Modify `Person` class to store data about a `Person`'s best friend: add another instance variable `friend`

- Add two more methods to the class definition: `makeFriend`, `beFriendOf`

- What should be the type of the field `friend`?

```java
/** Make a friend with Person p */
public void makeFriend(Person p) {
}
/** Become a friend of Person p */
public void beFriendOf(Person p) {
}
```