

CS1110 6 Sept 2011 Customizing a class

Summary of lectures: On course home page, click on "Lectures" and then on "Outline of lectures held so far".

Reading for this lecture: Sections 1.4, (p. 41); 13.3.1 (p. 376).

Read all "style notes" and referenced PLive lectures (activities).

Quote for the day:
 I have traveled the length and breadth of this country and talked with the best people, and I can assure you that data processing is a fad that won't last out the year.
 —Editor in charge of business books for Prentice Hall, 1957

Reading for next lecture:

- Fields; getter & setter methods. Secs 1.4.1 (p. 45) & 3.1 (pp. 105–110 only)
- Constructors. Sec. 3.1.3 (p. 111–112)
- Testing. App. I.2.4 (p. 486)

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People learn differently. **Learning styles**

- **active versus reflective learners**
 learn by doing vs. learn by reflection; groupie vs. loner
- **sensing versus intuitive learners**
 practical/careful vs. fast/innovative
- **visual versus verbal learners**
 pics, charts, films vs. words, explanations
- **sequential versus global learners**
 logical, step-by-step, bottom-up vs. big-picture

Lecture summary webpage has link to website of Felder and Brent where you can read about this and take a self-scoring test to see your strengths/weaknesses

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Review

x `6` **int**

y `c1` **Patient**

c1 name of folder

name "B. Clinton" **Patient**

address "New York"

owes \$250.00

getName() fields (they are variables)

deposit(double d) function procedure

x has value 6 y has value `c1`

y.getName() has the value "B. Clinton" This reviews what we did last time.

y.deposit(250); will change the value of field owes to 0.

procedure call function call

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Class `javax.swing.JFrame`: an object is a window on your monitor.

x `j1`

y `j2`

j1 JFrame

setTitle(String) getTitle()

getX() getY() setLocation(int,int)

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

...

new JFrame()

Expression:

(1) create a new object of class JFrame and

(2) yield its name as the value of the expression This reviews what we did last time.

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About null

var1 `c1`

var2 `c8`

var3 `null`

c1 JFrame

c8 JFrame

null denotes the absence of a name.

var3.getX() is a mistake! You get a **NullPointerException**

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Class definition: The java construct that describes the format of a folder (instance, object) of the class.

```
/** description of what the class is for
 *
 */
public class <class-name> {
    declarations of methods (in any order)
}
```

A class definition goes in its own file named `<class-name>.java`

On your hard drive, have a separate directory for each Java program that you write; put all the class definitions for the program in that directory.

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Class definition: The java construct that describes the format of a folder (instance, object) of the class.

```

/** description of what the class is for
 */
public class C extends <superclass-name> {
    declarations of methods (in any order)
}
    
```

Class C has all the fields and methods that <superclass-name> does, in addition to those declared in C. Class C **inherits** the fields and methods of <superclass-name>.

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```

/** description of what the class is for */
public class subclass-name extends superclass-name {
    declarations of methods
}
    
```

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First example of a procedure and of a function

```

/** description of what the class is for */
public class subclass-name extends superclass-name {
    /** Set the height of the window to the width */
    public void setHeightToWidth() {
        setSize(getWidth(), getWidth());
    }

    /** = the area of the window */
    public int area() {
        return getWidth() * getHeight();
    }
}
    
```

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```

import javax.swing.*;
/** An instance is a JFrame with methods to square it and
to provide the area of the JFrame */
public class SquareJFrame extends JFrame {
    declarations of methods
}
    
```

folder (object) belongs in file drawer for class SquareJFrame

To the left, draw a manila folder of class SquareJFrame. When we define methods, put them in the proper place

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```

import javax.swing.*;
/** An instance is a JFrame with methods to square it and
to provide the area of the JFrame */
public class SquareJFrame extends JFrame {
    /** = the area of the window */
    public int area() { ... }

    /** Set the height equal to the width */
    public void setHeightToWidth() { ... }
}
    
```

The class and every method in it has a comment of the form

```

/** specification */
    
```

It is a Javadoc comment. Click on javadoc icon in DrJava to extract class specification. DO THIS AT LEAST ONCE IN LAB.

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```

import javax.swing.*;
/** An instance is a JFrame with methods to square it and
to provide the area of the JFrame */
public class SquareJFrame extends JFrame {
    /** = the area of the window */
    public int area() { ... }

    /** Set the height equal to the width */
    public void setHeightToWidth() { ... }
}
    
```

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 date as a String.

Write a proc. setTitleToDate to set title of window to the date.

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