CS100J  11 September 2003

• **Course Management System for CS100J** is now populated with students who were pre-registered. Look at course web page to see how to get to it and what to do if you are not in it.

• **Consider changing your section to a less crowded one!** Some sections are overly crowded. Others are 1/3 full. Tuesday 10:10 section is canceled.

• **Today’s topic:** Customizing a class (continued)

**Quote for the day:**
There is no reason anyone would want a computer in their home.

--Ken Olson, president, chairman and founder of Digital Equipment Corp., 1977
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ABOUT THE COURSE TEXT

If you cannot find the course material for CS100J on the Text Shelves in the Cornell bookstore,

Order a Reprint at the Book Information Desk.

It will be printed within 2 business days, and you will be emailed as soon as it is available. (Some are returned daily.)
QUIZ on Tuesday.
See “Key Concepts” at end of Section 1.4.6

Class
Instance or object or manilla folder
Component: field and method
  Procedure, function, constructor
New-expression
Class as a type
null
A type is a set of values together with operations on them.

A variable is a name with associated value or
A variable is a named box, with a value in the box
type is the type of a variable that it is, e.g. int, double. Each type is different and good for certain purposes. Tells computer how variable is stored.

Variable: something that is stored in the computers memory. It can be changed. e.g. int x = 5. x is a variable.
These answers are WRONG

type is the type of a data ?, such as float or int, and it carries different amounts of info.

Variable: a value stored in the computer that can be changed.
type The kind or form of a variable. For example, “Hello” is a String and 5.0 is type double.

Variable: Something (usually a letter or word) that holds information or provides access to an internal name the computer gives to an object.
Reading for this lecture: Section 1.5 and 1.6.

Read all the “style notes”, too.

Summary of lectures: On course home page, click on “Handouts” and then “Outline of lectures held so far”.

Today: Add a field to a class definition.

Introduce the value null.
A class is a file-drawer. Contents: manila folders.

1. unique name on tab of manila folder.
2. manila folder, instance, object of the class
3. fields (they are variables)
4. methods (procedures and functions): instructions to do tasks

**Bill**
- name: “B. Clinton”
- address: “New York”
- owes: $250.00

**Patient**
- getName()
- deposit(double d)
/** description of what the class is for */
public class subclass-name extends superclass-name {
    declarations of methods
}

folder belongs in file drawer for class subclass-name

methods and fields inherited from superclass-name

methods and fields declared in subclass-name

super-class-name

subclass-name

a0