Topics: Array of objects (cont'd), review, method overloading

Reading (JV): review Sec 4.5

Example on array of objects

Please refer to last lecture's handout (Lecture 22, 4/11).

Person class revisited

Modify **Person** class to store data about a **Person**'s best friend: add another instance variable **friend**. What should be the type of the field **friend**? Add two methods **makeFriend** and **beFriendOf** for assigning values to the field friend.

Method overloading

- Different methods can have the same name
- The signature of a method is the *method's name* and the *parameter types* (including the order of the parameters)
- In a class, all methods must have different signatures
- E.g., the **abs** method in the **Math** class
- E.g., overload the constructor in class **Person**

```java
/* Organize data for any Person:  name, age */
public class Person {
      private String name;
      private int age;



      // Constructor
      public Person(String n, int a) {
            name = n;   age = a;
      }




      // Make a friend




      // Become a friend




      // Determine if self is an adult
      public boolean isAdult() {
            final int mature = 18;
            return age >= mature;
      }

      // Show object data
      public String toString() {
            return name + " is " + age;
      }
} // class Person
```