

CSC207.01 2013F, Class 11: Classes, Objects, and Interfaces

Overview

- Admin.
- A brief introduction to objects.
- A few tricks.
- Standard object methods.
- An exercise: Fractions.
- An exercise: Counters.
- About HW4

Admin

- Note: I seem to be pushing you harder than I'd like on the assignments.
 - Please don't spend much more than six hours on an assignment. If you're spending more than that, something is going seriously wrong.
 - We'll do a demo of how not to approach these assignments.
- Note: I feel like a Grinnell student. I seem to have more work than I can physically do.
 - HW4 is in rough shape. We'll discuss it in the last ten minutes of class.
 - I also expect to have the reading available late today.
- Reading for Wednesday: Inheritance
- SACNAS Ice Cream Social: Thursday, September 19th at 8:00PM in the Biology Commons
- EC Opportunities
 - Convocation noon, Wednesday.
 - Learning from Alumni Thursday @ 2:15 Sam Tape and company.
 - CS Extras Thursday @ 4:30: Kim Spasaro on Linguistics Programming
 - CS Table Friday (pair programming)
 - Other?

A brief introduction to objects

- Core of OOP: Objects
 - Group related things together
 - Data
 - Methods
 - Protect from outside world

- In Java, we describe objects with template classes
 - Data are in fields - looks like a variable, but associated with individual objects.

```
public class Counter { int value; }
```

- Methods are methods.
- Constructors look like methods, but with a specified name and no return type

```
public class Counter { int value; int increment;
```

```
/**
 * Create a new counter with teh value zero.
 */
public Counter() {
    this.value = 0;
    this.increment = 1;
} // Counter()
```

```
/**
 * Create a counter initialed to value.
 */
public Counter(int value) {
    this.value = value;
    this.increment = 1;
} // Counter(int)
```

```
} // class Counter
```

A few tricks

- Sometimes you have the wrong type of object, you can cast objects.
 - Throws ClassCastException
- Can also ask thing instanceof Class

Standard object methods

- You are expected to provide some methods. (They will be available for every object, whether or not you define them.)
 - String toString()
 - boolean equals(Object other)
 - int hashCode()
- Also nice
 - clone() - make a copy
 - compareTo(Thing other) - neg, zero, positive

An exercise: Fractions

An exercise: Counters

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