



Classes and Objects 1

Class declaration Object creation

Structured Programming 1110/1140/6710



Creating Classes and Objects

The following slides describe the *mechanics* of creating a class and creating objects (instances of that class) in Java.

Some of the mechanics *will not make much sense* until later when the relevant concepts are explained. For now, treat these as boilerplate (stuff you 'just do').



Class Declaration

A class declaration will have the following, in order:

- Any modifiers (public, private, etc.)
- The keyword class
- The class' **name** (first letter capitalized)
- Optional superclass' name preceded by extends
- Optional list of **interfaces** preceded by **implements**
- The class body surrounded by braces {}



Member Variable Declaration

Three kinds:

- Class and instance variables, called *fields*
- Variables within a method, called *local variables*
- Method arguments, called *parameters*

Member variables will have the following, in order:

- Any modifiers (public, private, etc.)
- The field's type
- The field's name



Constructors

A constructor is a special method that is automatically executed when an instance is created.

Constructors differ from normal methods:

- They have no return type.
- They have the same name as the class.

If no constructor is provided, the compiler will automatically call the constructor for the class' superclass



Creating Objects

A statement creating an object has three parts:

- Declaration (a referring variable and type)
- Instantiation (the new keyword)
- Initialization (call to constructor)



Using Objects

Outside a class, an object reference followed by the dot '.' operator must be used:

- Reference the object's fields
 - Object reference, '.', field name
- Call the object's methods
 - Object reference, '.', method name, arguments in parentheses ('(' ')')

Within a class, the class' fields and methods can be accessed directly, using the field/method name, or the this keyword.

- ClassName.fieldName **Of** ClassName.methodName()
- this.fieldName Of this.methodName()