CompSci 6
Programming Design and Analysis

Problems | @ Javadoc | Declaration | Console | Snarfer Site Browser

Project Sites
- CompSci 6 : Spring 2010
  - classwork
    - 04_classes_cps006_spring10 (1.0)
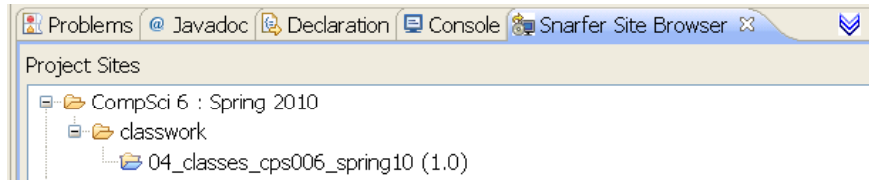
January 26, 2010

Prof. Rodger

Announcements

- Read for next time Chap. 4.4-4.5, Chap 5
- Assignment 2 due next time
- Reading Quiz for next time

Top 10 list for surviving in CompSci 6

- 10.Read the Book
- 9. Keep Randy's Pizza number handy
- 8. Learn how to spell Rodger
- 7. Ask questions
- 6. Keep working until it is correct

Top 10 list (cont)

- 5. Do the reading quizzes
- 4. Visit your professor, TA and/or UTA
- 3. Read the CompSci 6 Bulletin Board
- 2. Seek help when stuck (1 hour rule)!
- 1. Start programming assignments early!

Parts of a Class

- State
  - Data
- Constructors
  - Initialize state when object is created
- Accessor methods
  - Accessing data
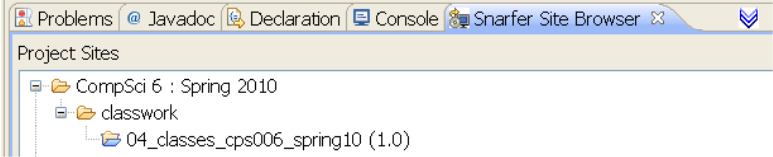- Mutator methods
  - Modify data – change the state

Class Example

- Chicken class – `Chicken.java`
  - Defines state and behavior of Chicken
- Farm class – `Farm.java`
  - Creates Chickens with "new"
  - Invokes the Chicken constructor
  - Calls chicken methods on Chickens to access or change state

What happens here?
What is a memory heap?

```
Chicken x, y;
Chicken z = new Chicken(1.0,
  2.1, "baby");
x = new Chicken(10.3, 8.1, "ed");
y = new Chicken(6.2, 6.3, "mo");
Chicken temp = x;
x = y;
y = temp;
z = x;
```

Classwork 4 Today

- PART 1: "Snarf" a project
  - Java project we have started for you
  - Run a Java program
  - Modify the Chicken class
- Part 2: APT: CountAppearances
  - Add as a class to your project, run on APT page
- Submit project (don't forget README)
- Save your work on your Duke account