



More Practice with Objects Scanners, etc.







February 9, 2012

CMPSCI 121, Spring 2012

Introduction to Problem Solving with Computers

Prof. Learned-Miller

Assignments

Requirement Status	Assignment	Due Date
 R	Bank Accounts	2/9/2012 11:30 PM
 R	 Chapter 3 Exercises	2/13/2012 11:30 PM
 R	 eBook - Chapter 4: Looping and Conditionals	2/14/2012 11:30 PM
 R	Chapter 4 Exercises	2/16/2013 11:30 PM

E-book embedded exercises

- They ARE graded.
- OWL doesn't know about them, so it will say confusing stuff.

Grading of Programming assignments

- “Why do I have a 0? I turned in my assignment.”

Bugs in Section 4.4

- E-book Section 4.4 has bugs in it. OWL people are working to fix it.

Today

- More with Scanners
- using methods and writing methods
- focus on get and set methods
- constructors

DrJava

- “Use the class Car to write a program which does...”
 - What do I do?

DrJava

- “Use the class Car to write a program which does...”
 - What do I do?
 - Open a new file in DrJava
 - Paste the “Car Class” into the editor.
 - Save as Car.java
 - Then, open a new file for your main method (maybe CarTester.java), and put the rest of the code there.

Demo with LooseLeaf

- Section 3.5a.

Let's make an addition
calculator...

get and set methods

```

public class MacVerse
{
    // animal name in verse
    private String name;
    // animal noise in verse
    private String noise;

    public MacVerse(String animalName, String animalNoise)
    {
        name = animalName;
        noise = animalNoise;
    }

    public String getName()
    {
        return name;
    }

    public String getNoise()
    {
        return noise;
    }

    public void verse()
    {
        System.out.println("And on that farm he had a " + name);
        System.out.println("ei ei o");
        System.out.println("With an " + noise + " " + noise + " here");
        System.out.println("And a " + noise + " " + noise + " there");
        System.out.println("Here a " + noise + " there a " + noise);
        System.out.println("Everywhere a " + noise + " " + noise);
    }
}

```

“public” means that the method can be accessed from “outside” the class file.

```
public String getName()  
{  
    return name;  
}
```

This is the *type* of the value that the method will “give back” to the program that is using the method.

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public String getName()  
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```
public String getName()  
{  
    return name;  
}
```

for example... in another .java file...

```
String s = mySon.getName();
```

The data that is sent back to the calling method is the value stored in this variable.

```
public String getName()  
{  
    return name;  
}
```

for example... in another .java file...

```
String s = mySon.getName();
```


A get method. Questions?

```
public String getName()  
{  
    return name;  
}
```

Return types

- The *type* returned from a method **MUST BE THE SAME** type as the variable it is stored in by the caller.

Exercise 3.23

Writing a get method

- Try copying a different get method and modifying it!

get method to return age variable, which is an int.

get method to return age variable, which is an int.

- Start with some other method:

```
public String getName() {  
    return name;  
}
```

get method to return age variable, which is an int.

- Now modify it:

```
public String getName() {  
    return name;  
}
```

get method to return age variable, which is an int.

- Now modify it:

```
public String getAge() {  
    return age;  
}
```


get method to return age variable, which is an int.

- Now modify it:

```
public String getAge() {  
    return age;  
}
```

There is still a problem here....

get method to return age variable, which is an int.

- Now modify it:

```
public int getAge() {  
    return age;  
}
```

There is still a problem here....

End of slides