

Class (1A)

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Class Definition

```
class Ccircle {  
    public int r;  
  
    public Ccircle ()    { r = 1; }  
    public Ccircle (int x) { r = x; }  
  
    public void    setR (int x) { r = x; }  
    public int    getR ()    { return r; }  
X public double  area ();  
}
```

A field

Constructors

Methods

Methods cannot be defined
outside the class definition

```
public double area () {  
    return 3.14*r*r;  
}
```

No scope operator :: in Java
Methods must defined within a class

Creating Objects

```
class Ccircle {  
    public int r;  
  
    public Ccircle ()    { r = 1; }  
    public Ccircle (int x) { r = x; }  
  
    public void setR (int x) { r = x; }  
    public int getR ()    { return r; }  
  
    public double area () {  
        return 3.14*r*r;  
    }  
}
```

```
public static void main(String[] args) {
```

```
    Ccircle C1 = new C1();    default constructor
```

```
    Ccircle C2 = new C2(10);
```

```
}
```

object C1

r = 1

setR ()
getR ()
area ()

object C2

r = 10

setR ()
getR ()
area ()

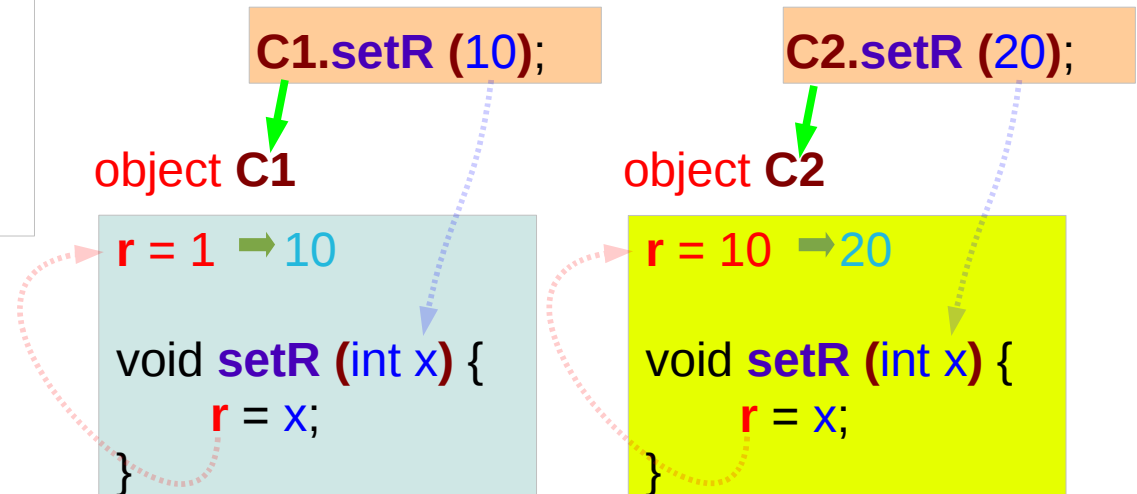
- Methods are called from objects
- Objects have their own field data
- So methods access these distinct field data

Calling Methods

```
class Ccircle {  
    public int r;  
  
    public Ccircle ()    { r = 1; }  
    public Ccircle (int x) { r = x; }  
  
    public void setR (int x) { r = x; }  
    public int  getR ()    { return r; }  
  
    public double area () {  
        return 3.14*r*r;  
    }  
}
```

a method is called in a particular object using its field data

```
public static void main(String[] args) {  
  
    Ccircle C1 = new C1();    default constructor  
    Ccircle C2 = new C2(10);  
  
    C1.setR (10);  
    C2.setR (20);  
  
}
```



Methods : called from objects

```
class Ccircle {  
    public int r;  
  
    public Ccircle ()    { r = 1; }  
    public Ccircle (int x) { r = x; }  
  
    public void setR (int x) { r = x; }  
    public int  getR ()    { return r; }  
  
    public double area () {  
        return 3.14*r*r;  
    }  
}
```

```
public static void main(String[] args) {  
    Ccircle C1 = new C1();  
    Ccircle C2 = new C2(10);  
  
    C1.setR (10);  
    C2.setR (20);  
  
    C1.area () ;  
    C2.area () ;  
}
```

- Methods are called from objects
- Objects have their own field data
- So methods access these distinct member data

Objects and Method Calls

```
Ccircle C1;  
C1.setR (10);
```



object C1

```
r = 10  
  
setR ()  
getR ()  
area ()
```

```
Ccircle C2(10);  
C2.setR (20);
```



object C2

```
r = 20  
  
setR ()  
getR ()  
area ()
```

```
C1.area ();
```

➔ $3.14 \cdot 10^2$

object C1

```
r = 10  
  
double area () {  
    return 3.14*r*r;  
}
```

```
C2.area ();
```

➔ $3.14 \cdot 20^2$

object C2

```
r = 20  
  
double area () {  
    return 3.14*r*r;  
}
```

Conceptual Method Call Procedure

```
class Ccircle {  
    public int r;  
  
    public Ccircle ()    { r = 1; }  
    public Ccircle (int x) { r = x; }  
  
    public void setR (int x) { r = x; }  
    public int getR ()    { return r; }  
    public double area ()    { return  
                               3.14*r*r; }  
}
```

```
public static void main(String[] args) {  
  
    Ccircle C1 = new C1();  
    Ccircle C2 = new C2(10);  
  
    C1.setR (10);  
    C2.setR (20);  
  
    C1.area () ;  
    C2.area () ;  
  
}
```

possible implementation :

```
void setR (Ccircle this, int x)  
{  
    this->r = x;  
}
```



```
r = x;
```

passing a pointer hidden to a programmer

```
void setR (&C1, 10);
```


Reference Variable to objects

```
public class Ccircle
{
    public double r;

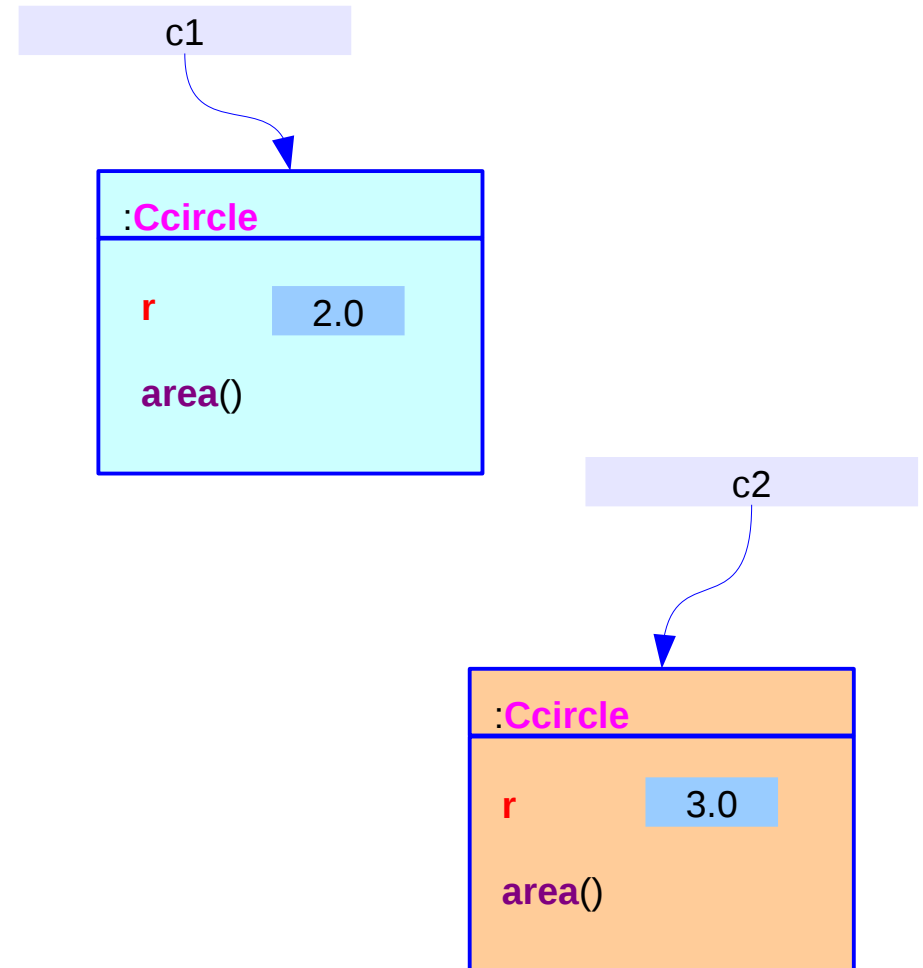
    Public double area() {
        return 3.14 * r * r;
    }
}
```

```
Ccircle c1 = new Ccircle();
Ccircle c2 = new Ccircle();

c1.r = 2.0;
c2.r = 3.0;

c1.area();
c2.area();
```

implicit parameter: *this*



Implicit Parameter

```
public class Ccircle
{
    public double r;

    Public double area() {
        return 3.14 * r * r;
    }
}
```

```
public class Ccircle
{
    public double this r;

    Public double this area() {
        return 3.14 * r * r;
    }
}
```

implicit parameter: *this*

Reference Variable

```
public class Ccircle
{
    public double this.r;

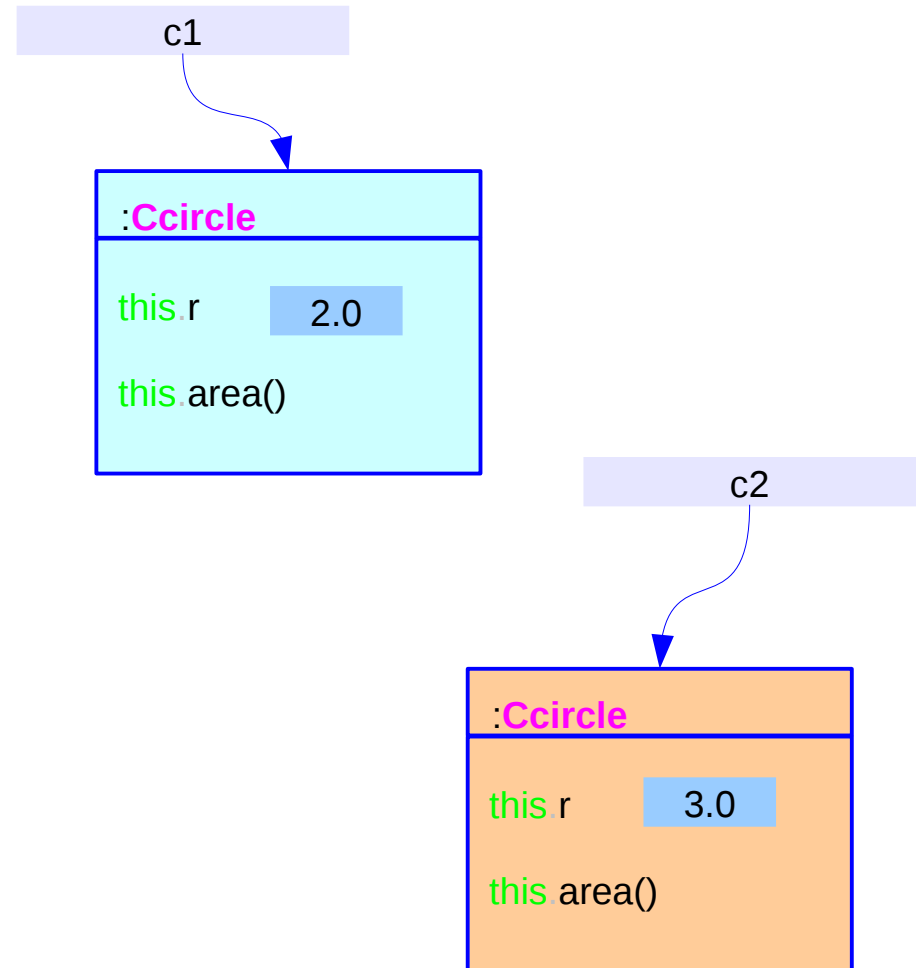
    Public double this area() {
        return 3.14 * r * r;
    }
}
```

```
Ccircle c1 = new Ccircle();
Ccircle c2 = new Ccircle();

c1.r = 2.0;
c2.r = 3.0;

c1.area();
c2.area();
```

implicit parameter: *this*



Access Modifiers

```
class Ccircle {  
    public int r;  
  
    public Ccircle ()    { r = 1; }  
    public Ccircle (int x) { r = x; }  
  
    public void    setR (int x) { r = x; }  
    public int    getR ()    { return r; }  
    public double area ()    { return  
                                3.14*r*r; }  
}
```

```
class Ccircle {  
    private int r;  
  
    public Ccircle ()    { r = 1; }  
    public Ccircle (int x) { r = x; }  
  
    void    setR (int x) { r = x; }  
    public int    getR ()    { return r; }  
    public double area ()    { return  
                                3.14*r*r; }  
}
```

```
public static void main(String[] args) {
```

```
    Ccircle C1 = new C1();  
    Ccircle C2 = new C2(10);
```

```
    C1.setR (10);  
    C2.setR (20);
```

~~C1.r = 13;
C2.r = 24;~~

```
C1.setR (10);  
C2.setR (20);
```

```
}
```

private member:

Default:
package member:

Method Definition within a class

```
int func1() {  
    mem2 = 10;  
    func2 ();  
    mem3 = 10;  
    func3 ();  
}
```

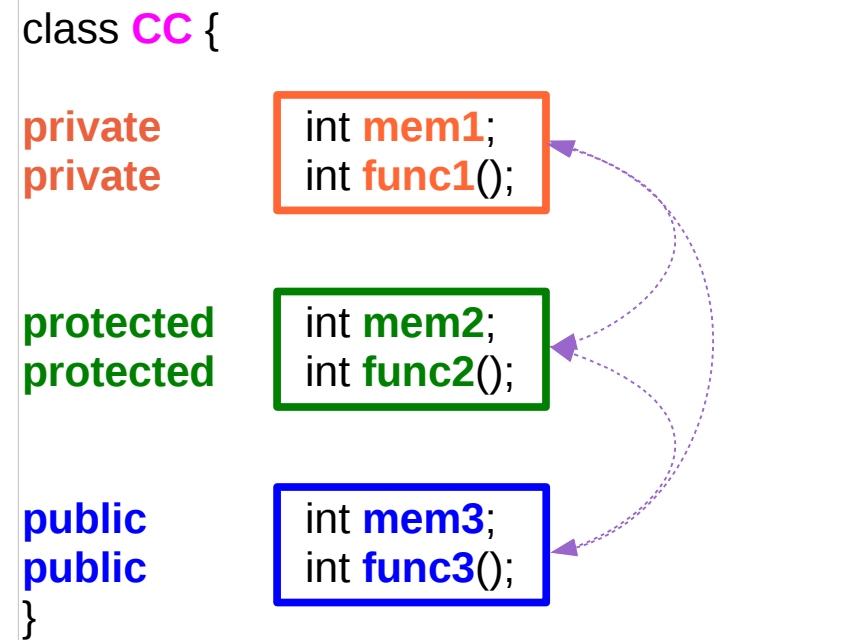
*methods of the
same class*

```
int func2() {  
    mem1 = 10;  
    func1 ();  
    mem3 = 10;  
    func3 ();  
}
```

*methods of the
same class*

```
int func3() {  
    mem1 = 10;  
    func1 ();  
    mem2 = 10;  
    func2 ();  
}
```

*methods of the
same class*



Each member can be accessed
by the other members of the same class

Method Definition within a derived class

The members of a derived class can access public and protected members of the base class

- Protected members can be accessed
- by the subclasses in other package
 - by the class within the package of the protected members' class.

```
class CC {  
    private  
    private    int mem1;  
              int func1();  
  
    protected  
    protected int mem2;  
              int func2();  
  
    public  
    public    int mem3;  
              int func3();  
}
```

```
class EE extends CC {  
    int func4() {  
        mem2;  
        func2 ();  
        mem3;  
        func3 ();  
    }  
};
```

Method call from other classes

```
public static void main(String[] args) {  
    CC C1;  
  
    C1.mem3;  
    C1.func3 ();  
}
```

the main function

```
public static int foo(CC X) {  
  
    X.mem3;  
    X.func3 ();  
}
```

*A static method
C-style functions*

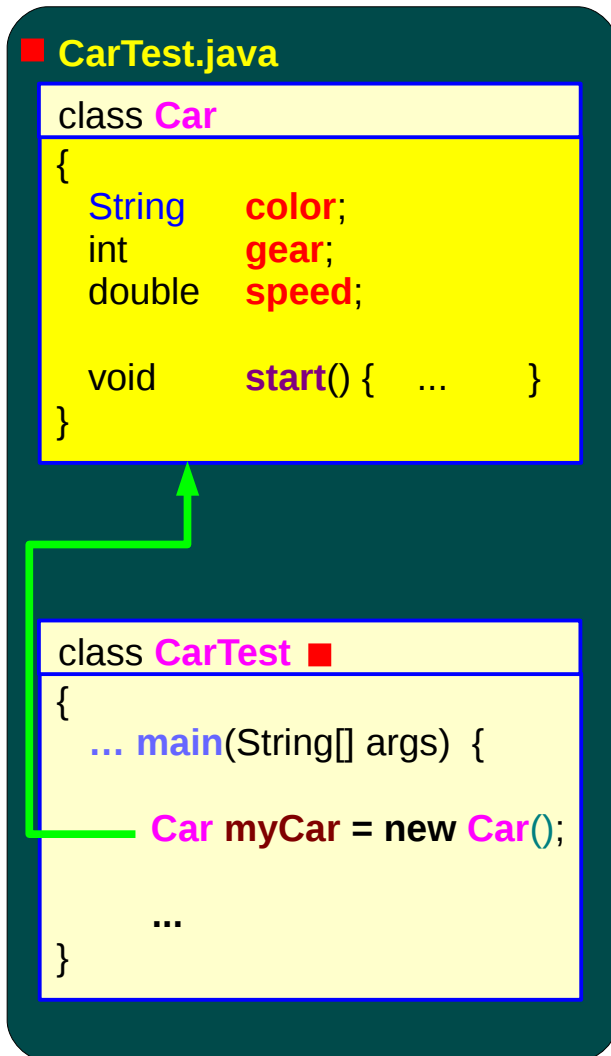
```
class DD {  
    int faa(CC Y) {  
        Y.mem3;  
        Y.func3 ();  
    }  
};
```

*member functions of
other classes*

```
class CC {  
    private  
    private    int mem1;  
              int func1();  
  
    protected  
    protected int mem2;  
              int func2();  
  
    public  
    public    int mem3;  
              int func3();  
};
```

Only public members can be accessed from other classes (except package classes and subclasses)

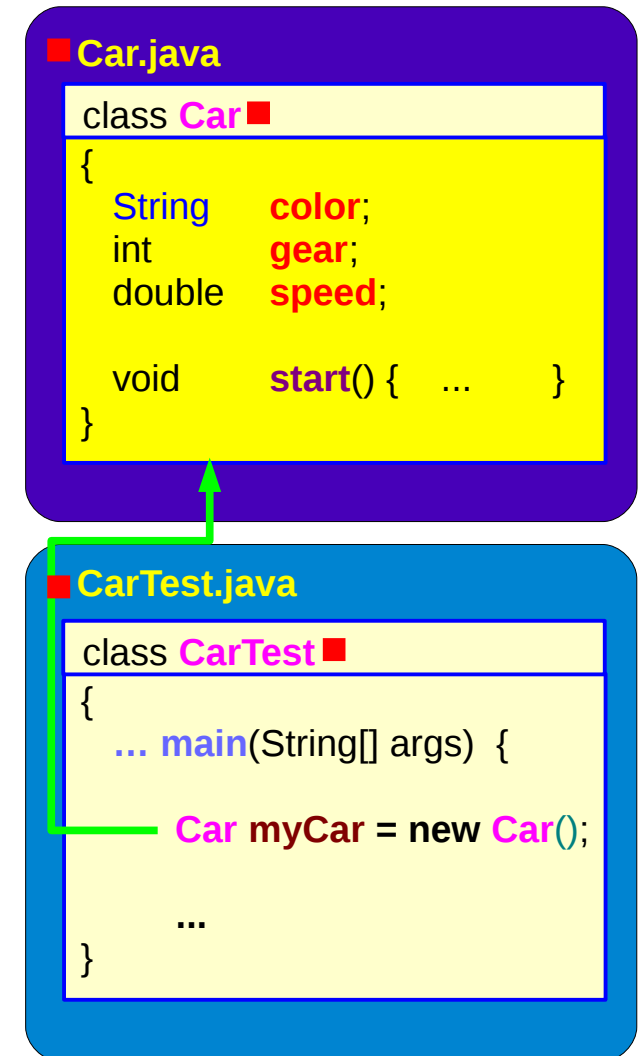
File Names and Class Names



Only one public class:
public class CarTest



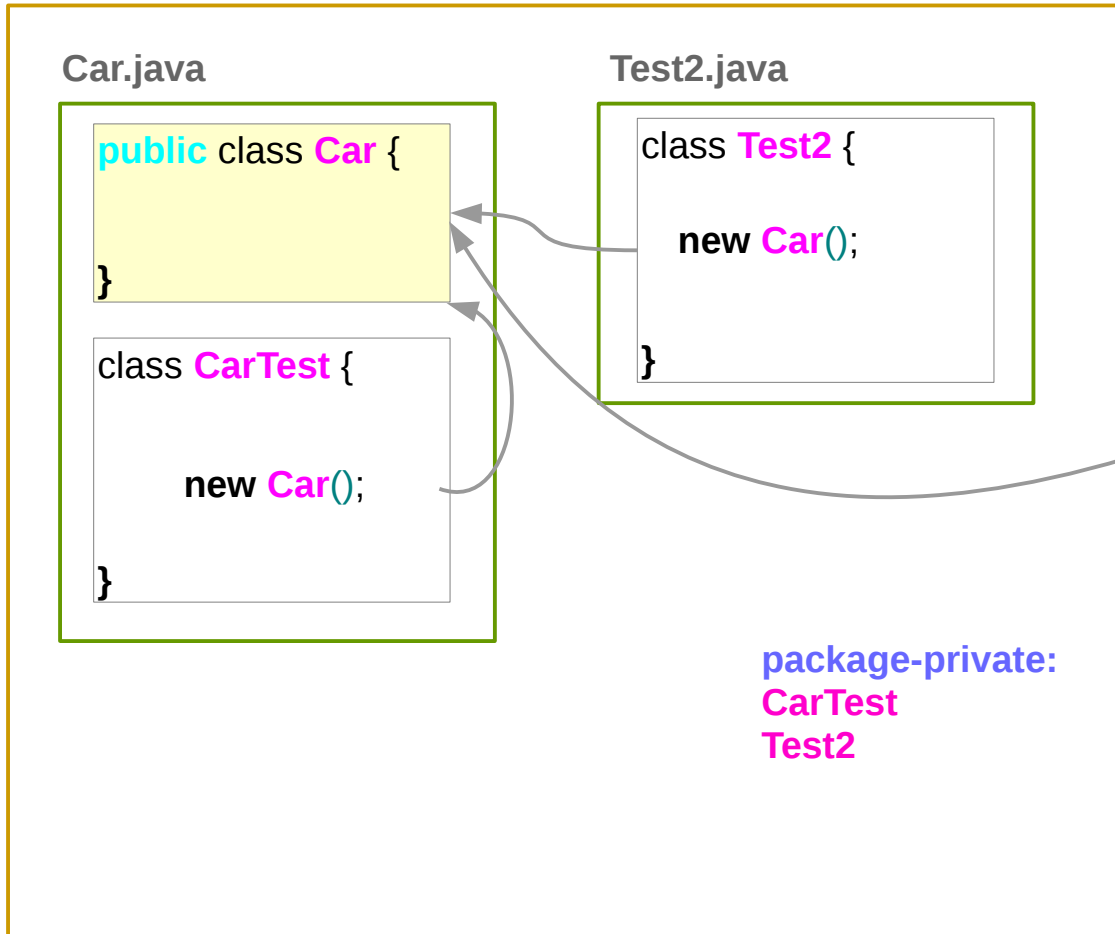
Only one public class:
public class Car



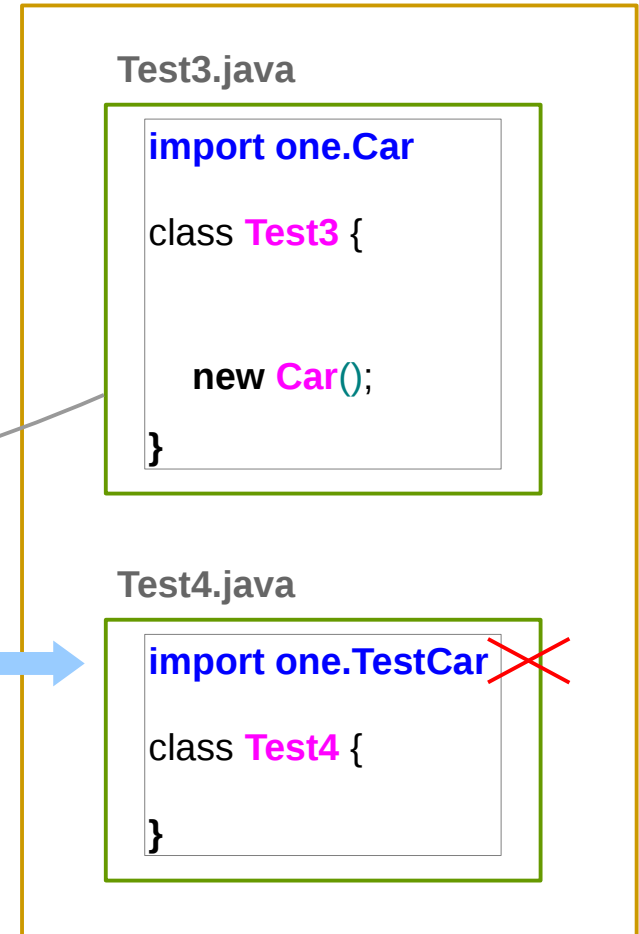
public class Car
public class CarTest

Packages, Files, and Classes

package one



package two



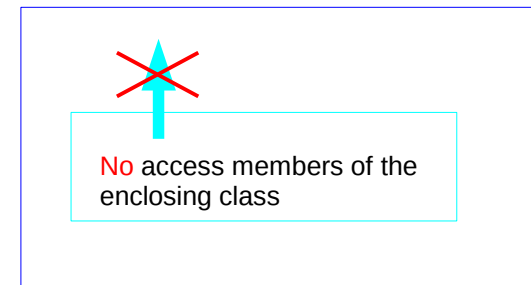
Nested Class

Nested Class

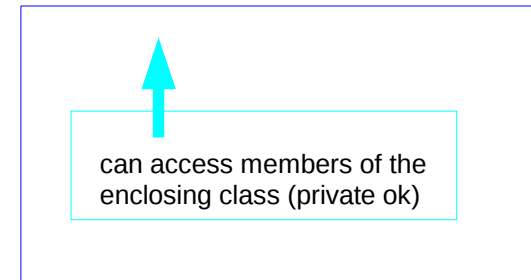
Static Nest Class

Like any other top level class

But nested for packaging purpose



Non-static Nest Class (Inner Class)



Static Nested Class – Example

```
public class test {  
    static class Car {  
        String color;  
        int    speed;  
        int    gear;  
    }  
  
    public static void main(String[] args) {  
  
        Car c1 = new Car();  
  
        c1.color  = "red";  
        c1.speed  = 200;  
        c1.gear   = 1;  
  
        System.out.println(c1.color);  
        System.out.println(c1.speed);  
        System.out.println(c1.gear);  
  
    }  
}
```

```
class Car {  
    String color;  
    int    speed;  
    int    gear;  
}
```

```
public class test {  
  
    public static void main(String[] args) {  
  
        Car c1 = new Car();  
  
        c1.color  = "red";  
        c1.speed  = 200;  
        c1.gear   = 1;  
  
        System.out.println(c1.color);  
        System.out.println(c1.speed);  
        System.out.println(c1.gear);  
  
    }  
}
```

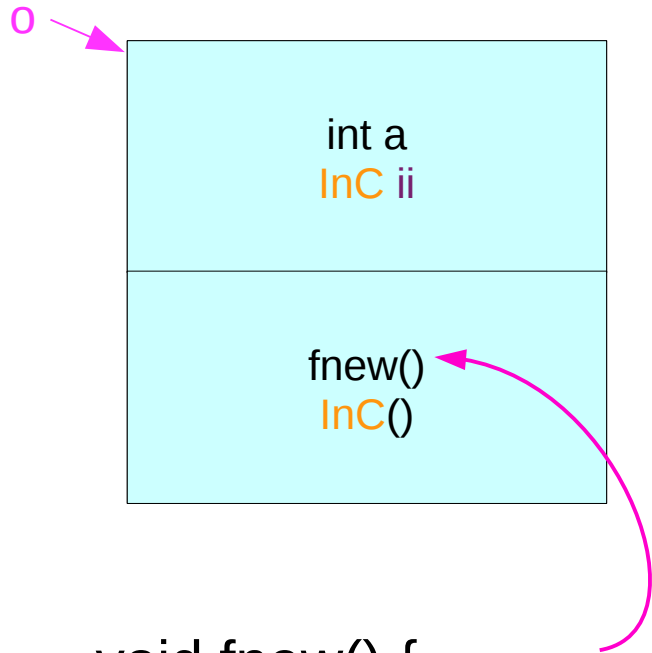
Inner Class Examples

```
class OutC {  
    private int a = 111;  
  
    class InC {  
        void func() {  
            System.out.println("private a = " + a);  
        }  
    }  
  
    InC ii;  
    void fnew () {  
        ii = new InC();  
    }  
}
```

```
public class TestInner {  
    public static void main(String[] args) {  
        OutC o = new OutC();  
        OutC.InC i = o.new InC();  
  
        i.func();  
  
        OutC.InC j = new OutC().new InC();  
  
        j.func();  
  
        o.fnew();  
        o.ii.func();  
    }  
}
```

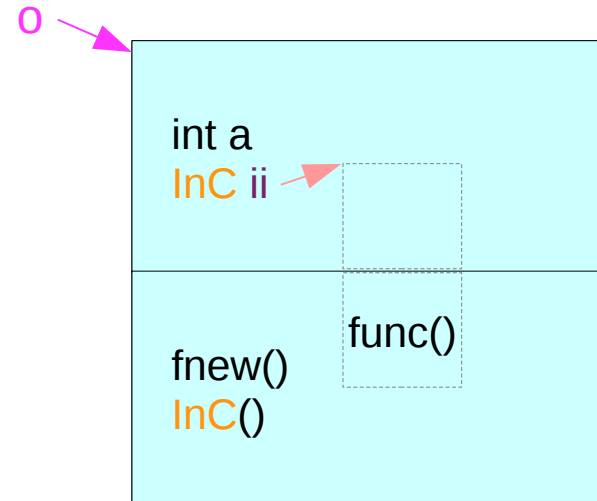
Creating Inner Class Object (1)

```
OutC o = new OutC();
```



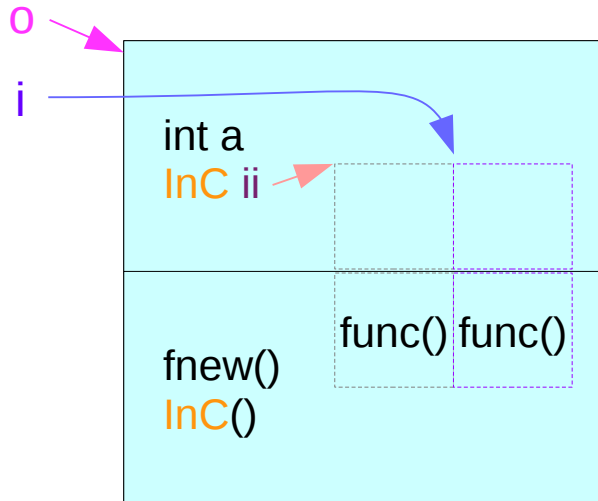
```
void fnew() {  
    ii = new InC();  
}
```

```
o.fnew();
```

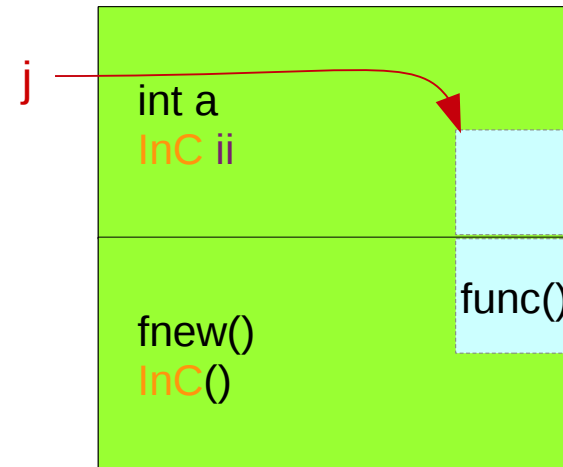


Creating Inner Class Object (2)

```
OutC.InC i = o.new InC();
```



```
OutC.InC j = new OutC().new InC();
```



Private Constructor

```
public class XX {  
    public XX ();  
    private XX(boolean) { ... }  
    public XX(int) { this(true); ... }  
}
```

```
public class XX {  
    private XX ();  
    private XX(boolean) { ... }  
    public XX(int) { this(true); ... }  
}
```

cannot use the default constructor

References

- [1] Java in a nutshell, 4th ed, David Flanagan
- [2] An Introduction to Object-Oriented Programming with Java, C. Thomas, Wu
- [3] Power Java, I. K. Chun (in Korean)