

COMP 110-001

More About Classes

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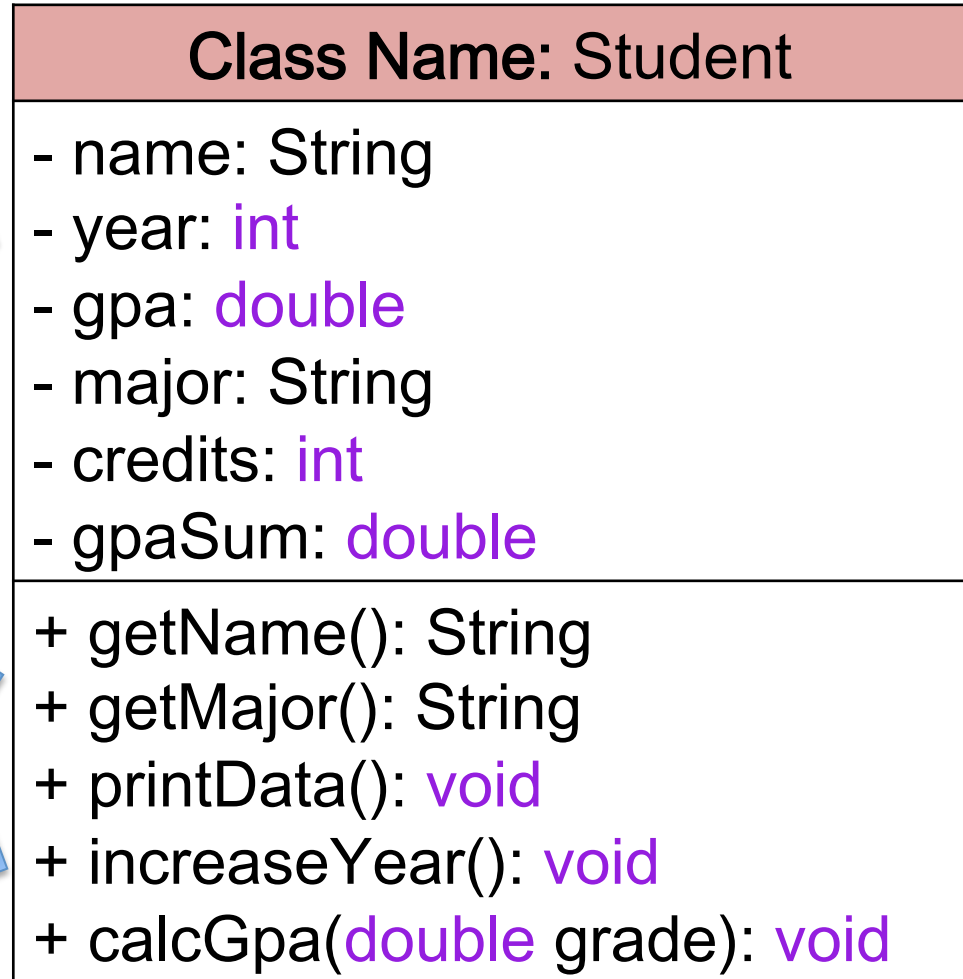
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Review

```
public class Student
{
    public String name;
    public int classYear;
    public double gpa;
    public String major;
    // ...

    public String getMajor()
    {
        return major;
    }

    public void increaseYear()
    {
        classYear++;
    }
    // ...
}
```



Today

- Methods
- Code block and variable scope

Classes, Objects, and Methods

- Class: a definition of a kind of object
- Object: an instance of a class
 - Contains instance variables (data) and methods
- Methods
 - Performs actions defined by a set of statements

Methods

- Two kinds of methods
 - Methods that return a value
 - Examples: String's *substring()* method, String's *indexOf()* method, etc.
 - Methods that return nothing
 - Perform some action other than returning an item
 - Example: `System.out.println()`

Methods

```
public String getMajor()  
{  
    return major;  
}
```

returns a String

return type

```
public void increaseYear()  
{  
    classYear++;  
}
```

returns nothing

Defining Methods That Return Nothing

```
public void increaseYear()  
{  
    classYear++;  
}
```

- Method heading:
 - **public**: no restriction on how to use the method (more details later)
 - **void**: a void method that returns nothing
 - **Method name**
 - Method parameters (no parameters in this example)
- Method body: statements executed when the method is called (invoked)
 - **Must be inside a pair of braces {}**

Example: Method printData

- As usual, inside a block (defined by braces), you can have multiple statements

```
public void printData()  
{  
    System.out.println("Name: " + name);  
    System.out.println("Major: " + major);  
    System.out.println("GPA: " + gpa);  
}
```


Example of Method with Parameters

```
public void increaseYear(int increment)
{
    classYear += increment;
}
```

Data type Name of parameter

```
public void increaseYear(int increment, boolean check)
{
    if (check && classYear + increment <= MaxYear ) {
        classYear += increment;
    }
}
```

- Parameters are used to hold the values that you pass to the method
- Multiple parameters are separated by comma

Calling Methods That Return Nothing

- Object, followed by dot, then method name, then ()
 - Order, type, and number of arguments must match parameters specified in method heading
- Use them as Java statements

```
Student jack = new Student();
```

```
jack.classYear = 1;
```

```
jack.increaseYear();
```

```
System.out.println("Jack's class year is " + jack.classYear);
```

Defining Methods That Return a Value

```
public String getMajor()
{
    return major;
}
```

- Method heading:
 - **public**: no restriction on how to use the method (more details later)
 - **Type**: the data type of value that the method returns
 - Method name & parameters
- Method body: statements executed
 - **Must be inside a pair of braces {}**
 - **Must have a return statement**

return Statement

- A method that returns a value must have *at least one* **return** statement
- Terminates the method's execution, and provides a value returned by the method. More statements follow the **return** statement will not be executed
- Syntax:
 - **return** **Expression**;
- **Expression** can be any expression that produces a value of the type specified in the heading of the method

Methods That Return a Value

- Example:

```
public String getClassYear()
{
    if (classYear == 1)
        return "Freshman";
    else if (classYear == 2)
        return "Sophomore";
    else if ...
}
```

- A better one:

```
public String getClassYear()
{
    String str = "";
    if (classYear == 1)
        str = "Freshman";
    else if (classYear == 2)
        str = "Sophomore";
    else if ...
    return str;
}
```

Calling Methods That Return a Value

- Object, followed by dot, then method name, then () (the same as before)
- Use them as a *value* of the type specified by the method's return type

```
Student jack = new Student();
```

```
jack.major = "Computer Science";
```

```
String major = jack.getMajor();
```

```
System.out.println("Jack's full name is " + jack.getName());
```

```
System.out.println("Jack's major is " + major);
```

return Statement

- Can also be used in methods that return nothing
- Terminates the method
- Syntax:
 - Return;

```
public void increaseYear()  
{  
    if (classYear >= 4)  
        return;  
    classYear++;  
}
```

Summary of Method Definitions

■ Syntax

```
public Return_Type Method_Name(Parameters)
{
    Statements
}
```

• Return_Type

- **void** (don't need a return statement, but it can have one if you want to end the method invocation before the physical end of the code: **return**;)
- a **data type** (Statements must contain at least one return statement of the form: **return** Expression;)

Calling Methods from Methods

- In a method's body, we can call another method
 - `receiving_object.method();`
- If calling a method in the same class, we do not need `receiving_object`:
 - `method();`
- Alternatively, use the **this** keyword
 - `this.method();`

this

- Within a class definition, this is a name for the receiving object
- The object is understood to be there, but its name usually is omitted
 - `this.name`
 - `this.major`
 - `this.getMajor()`
- See textbook p.282 for details

Code Block

- A section of code enclosed by { ... }
- For grouping purpose

```
if ( x < 0 )
```

```
{
```

```
    isPositive = false;
```

```
    x = -x;
```

```
}
```

```
for(int i = 0; i<10; i++)
```

```
{
```

```
    System.out.println("*");
```

```
}
```

Code Block

- Code blocks can be nested

```
public class Hello
{
    public static void main(String arg[])
    {
        System.out.println("Hello.");           Outer block
    }
}
```

```
public class Hello{
    public static void main(String arg[])
    {
        System.out.println("Hello.");           Inner block
    }
}
```

Another Example of Code Block

```
for(int i = 0; i<100; i++)  
{  
    if ( i % 2 ==0 )  
    {  
        System.out.println(i + " is even");    Outer block  
    }  
}
```

```
for(int i = 0; i<100; i++)  
{  
    if ( i % 2 ==0 )  
    {  
        System.out.println(i + " is even");    Inner block  
    }  
}
```

Variable Scope

- The scope of a variable is the part of the program over which the variable name can be referenced
- Variables here include local / instance variables, and method parameters
- Two rules:
 - You cannot refer to a variable before its declaration
 - Variables defined in a block are only accessible within the block

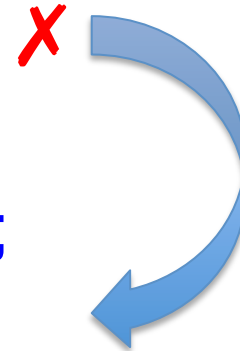
Variable Scope

- Rule 1: (Use after definition)

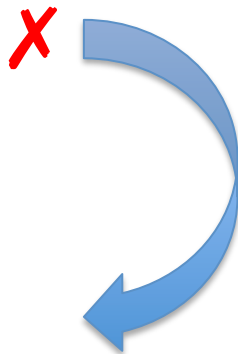
```
s.nextInt();
```

```
.....
```

```
Scanner s = new Scanner(System.in);
```



```
i = 6;
```



```
.....
```

```
int i;
```

Variable Scope

- Rule 1: (Use after definition)
 - Method parameters (ready for use in the method body)

```
public Color getColorFromString( String input ) {  
    // input is available for using in the whole method body  
    ...  
}
```


Variable Scope

- Rule 2: Variables defined in a block are only accessible within the block


```
int outer = 1;
```

```
{  
    int inner = 2;  
    System.out.println("inner = " + inner);  
    System.out.println("outer = " + outer);  
}
```

```
System.out.println("inner = " + inner);
```

```
System.out.println("outer = " + outer);
```

Cannot reference
inner here



X

Variable Scope

- Rule 2: Variables defined in a block are only accessible from within the block

```
int outer = 1;
```

```
{  
    int inner = 2;  
    System.out.println("inner = " + inner);  
    System.out.println("outer = " + outer);  
}
```

```
inner = 2  
outer = 1  
inner = 3  
outer = 1
```

```
int inner = 3; // why I can define inner again?  
System.out.println("inner = " + inner);  
System.out.println("outer = " + outer);
```

Variable Scope

- What is the scope of instance variables?

Scope

```
public class Student
{
    public String name;
    public int classYear;
    public double GPA;
    public String major;
    // ...

    public String getMajor()
    {
        return major;
    }

    public void increaseYear()
    {
        classYear++;
    }
}
```

Revisit Local and Instance Variables

```
public class Student
{
    public String name;
    public int classYear;
    public String major;

    public void printInfo()
    {
        String info = name + ":" + major + ":" + classYear ;
        System.out.println(info);
    }

    public void increaseYear(int inc)
    {
        classYear += inc;
        String info = "classYear updated";
        System.out.println(info);
    }
}
```

Next Class

- **No Class** next Monday (Memorial Day)
- We will have Lab 4 & 5 next Tuesday
- Homework 2 due next Tuesday