Announcements

• Read for next time Chap. 5.5, Chap 6
• Homework/PreClass work will be posted
• 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;
In Class Today

- “Snarf” a project
  - Java project we have started for you
- Problem Solving – write soln in text file
- Run a Java program
- Modify the Chicken class
- Submit project
- Save your work on your Duke account