Announcements

• Read for next time Chap. 5.5, Chap 6
• Assignment 2 and 3 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;
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