CompSci 6
Programming Design and Analysis

January 22, 2008
Prof. Rodger
Announcements

• Read for next time Chap. 2.18, Chap 5
• 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

• PART 1: “Snarf” a project
  – Java project we have started for you
  – Run a Java program
  – Modify the Chicken class

• Part 2: APT: Laundry
  – Add as a class to your project

• Submit project (don’t forget README)

• Save your work on your Duke account