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

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Top 10 list for surviving in CompSci 6

1. Start programming assignments early!
2. Seek help when stuck (1 hour rule!)
3. Read the CompSci 6 Bulletin Board
4. Visit your professor, TA and/or UTA
5. Do the reading quizzes
6. Keep working until it is correct
7. Ask questions
8. Learn how to spell Rodger
9. Keep Randy’s Pizza number handy
10. Read the Book
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