CompSci 6
Programming Design and Analysis

January 26, 2010
Prof. Rodger
Announcements

• Read for next time Chap. 4.4-4.5, Chap 5
• Assignment 2 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;
Classwork 4 Today

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

- Part 2: APT: CountAppearances
  - Add as a class to your project, run on APT page

- Submit project (don’t forget README)
- Save your work on your Duke account