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