

## Script generated by TTT

Title: Lehmann: Uebung\_Einf\_HF (28.06.2013)

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Pages: 67

Introduction to Java Basics (page 63 of 164)

### 3 Classes, Objects, Inheritance

**Why do we need constructors?**

- Ensure **complete** and **consistent** initialization after object creation
- **Access (non-default) superclass constructors:**  
Construct object according to definition of superclass, then add specifics
- Provide **additional** constructors for varying use-cases

```
class Bicycle {
    int cadence;
    int speed;
    int gear;

    Bicycle(int c, int s, int g) {
        cadence = c;
        speed = s;
        gear = g;
    }

    Bicycle(int g) {
        cadence = 0;
        speed = 0;
        gear = g;
    }
}
```

```
class Tandem extends Bicycle {
    int numberOfDrivers;

    Tandem(int c, int s, int g, int n) {
        super(c, s, g);
        numberOfDrivers = n;
    }
}
```

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### 3 Classes, Objects, Inheritance

**Example:**

```
class Person {
    String firstName;
    String lastName;
    long taxIdent;           // must be unique!
}
```

```
// Manual initialization, easy to make a mistake (e.g. what about `taxIdent`?)
Person p1 = new Person();
p1.firstName = "Max";
p1.lastName = "Mustermann";
p1.taxIdent = 12345;

Person p2 = new Person();
p1.firstName = "Fabienne";
p1.lastName = "Fabelhaft";
p1.taxIdent = 12345;      // oops!
```

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### 3 Classes, Objects, Inheritance

**Example:**

```
class Person {
    String firstName;
    String lastName;
    long taxIdent;           // must be unique!

    Person(String fName, String lName, long tIdent) {
        firstName = fName;
        lastName = lName;

        // Use the given tax identifier `tIdent` only if we can make sure it is unique:
        if (isUniqueTaxIdentifier(tIdent)) {
            taxIdent = tIdent;
        } else {
            System.err.println("Not unique!");
        }
    }
}
```

```
// Complete and consistent.
Person p1 = new Person("Max", "Mustermann", 12345);
Person p2 = new Person("Fabienne", "Fabelhaft", 67890);
```

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### 3 Classes, Objects, Inheritance

**Example:**

```

class Person {
    String firstName;
    String lastName;
    long taxIdent; // must be unique!

    Person(String fName, String lName, long tIdent) {
        firstName = fName;
        lastName = lName;

        // Use the given tax identifier `tIdent` only if we can make sure it is unique:
        if (isUniqueTaxIdentifier(tIdent)) {
            taxIdent = tIdent;
        } else {
            System.err.println("Not unique!");
        }
    }

    Person(String fName, String lName) {
        firstName = fName;
        lastName = lName;

        // A unique tax identifier is created as a side-effect of this constructor:
        taxIdent = createUniqueTaxIdentifier();
    }
}

// Complete, consistent, convenient ☺
Person p1 = new Person("Max", "Mustermann", 12345); // first constructor is called
Person p2 = new Person("Fabienne", "Fabelhaft"); // second constructor is called

```

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### 3 Classes, Objects, Inheritance

**Example:**

```

class Person {
    String firstName;
    String lastName;
    long taxIdent; // must be unique!

    Person(String fName, String lName, long tIdent) {
        firstName = fName;
        lastName = lName;

        // Use the given tax identifier `tIdent` only if we can make sure it is unique:
        if (isUniqueTaxIdentifier(tIdent)) {
            taxIdent = tIdent;
        } else {
            System.err.println("Not unique!");
        }
    }

    Person(String fName, String lName) {
        firstName = fName;
        lastName = lName;

        // A unique tax identifier is created as a side-effect of this constructor:
        taxIdent = createUniqueTaxIdentifier();
    }
}

// Complete, consistent, convenient ☺
Person p1 = new Person("Max", "Mustermann", 12345); // first constructor is called
Person p2 = new Person("Fabienne", "Fabelhaft"); // second constructor is called

```

Which constructor gets called is determined by the number and type of parameters

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### 3 Classes, Objects, Inheritance

#### Parameters

- parameter list:** Passing parameters to **methods** or constructors

```

int doSomething(int primitiveParameter1,
                double primitiveParameter2,
                SomeClass referenceParameter)
{
    int someInt = 17 + 9;
    primitiveParameter1 = 0;
    referenceParameter = null;
    return someInt;
}

```

} body

- Passing **primitive type** parameters: **Call By Value**  
Changes to parameter have no effect outside of method or constructor

```

int x = 1;
SomeClass someObject = new SomeClass();
int y = doSomething(x, 2.345, someObject);
// At this point, x still has value 1.

```

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### 3 Classes, Objects, Inheritance

#### Parameters

- parameter list:** Passing parameters to **methods** or constructors

```

int doSomething(int primitiveParameter1,
                double primitiveParameter2,
                SomeClass referenceParameter)
{
    int someInt = 17 + 9;
    primitiveParameter1 = 0;
    referenceParameter = null;
    return someInt;
}

```

} body

- Passing **reference type** parameters: **ALSO Call By Value (!!)**  
Changes to parameter have no effect outside of method or constructor

```

int x = 1;
SomeClass someObject = new SomeClass();
int y = doSomething(x, 2.345, someObject);
// At this point, someObject still references
// the same object (someObject != null).

```

### 3 Classes, Objects, Inheritance

#### Parameters

- However, passing **reference type parameters** can be used to modify objects or arrays with a lasting effect:

```
void doSomethingElse(int[] refParameter) {
    for (int i=0; i<refParameter.length; i++) {
        refParameter[i] = 47;
    }
}

// Somewhere else...
int[] someArray = { 1, 2, 3, 4, 5 };
doSomethingElse(someArray);
for (int i=0; i<someArray.length; i++) {
    System.out.print("#" + i + ": " + someArray[i]);
}
```

⇒ output will be: #0: 47 #1: 47 #2: 47 #3: 47 #4: 47

### 3 Classes, Objects, Inheritance

#### Why is this so?

- Remember:** Reference type variables **point to an object** of the reference type
- Call By Value means:** When method or constructor is called, **copies of corresponding variables' values** are passed
- Once method returns: **Copies are destroyed**
- Reference type variables may be used to manipulate something **OUTSIDE** the method (or constructor).

→ "side-effect"

memory (simplified model)		
cell nr	cell name	cell content
...	...	...
1149	someArray	<1150>
1150		0
1151		0
1152		7
...	...	...
1327	refParameter	<1150>
...	...	...

### 3 Classes, Objects, Inheritance

#### Why is this so?

- Remember:** Reference type variables **point to an object** of the reference type
- Call By Value means:** When method or constructor is called, **copies of corresponding variables' values** are passed
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→ "side-effect"

memory (simplified model)		
cell nr	cell name	cell content
...	...	...
1149	someArray	<1150>
1150		0
1151		0
1152		7
...	...	...
1327	refParameter	<1150>
...	...	...

### 3 Classes, Objects, Inheritance

#### The special value **null** :

- null** points to "nothing"

```
Bicycle bike1 = new Bicycle();
Bicycle sameBike = bike1;
```

memory (simplified model)		
cell nr	cell name	cell content
...	...	...
1149	bike1	<1150>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	1
...	...	...
1327	sameBike	<1150>
...	...	...

3 Classes, Objects, Inheritance

The special value **null** :

- null points to "nothing"

```
Bicycle bikel = new Bicycle();
Bicycle sameBike = bikel;
sameBike = null;
// Has no effect on bikel.
```

memory (simplified model)		
cell nr	cell name	cell content
...	...	...
1149	bikel	<1150>
1150	bikel.cadence	0
1151	bikel.speed	0
1152	bikel.gear	1
...	...	...
1327	sameBike	null
...	...	...

Diagram: An arrow points from the `sameBike` variable in the code to the `sameBike` cell in the memory table. Another arrow points from the `bikel` cell to the `bikel.cadence` cell. A cloud labeled "Poof!" is positioned below the `sameBike` cell, with an arrow pointing to it from the `null` content.

3 Classes, Objects, Inheritance

Returning values

- Methods may **return** a value (corresponding to declared **return type**, which may also be **void**) :

```
long faculty(int n) {
    long result = 1;
    for (int i = 2; i <= n; i++) {
        result = result * i;
    }
    return result;
}

// Somewhere else...
long x = faculty(5);
System.out.println("Faculty of 5 is " + x + ".");
```

- General form: **return expression;**  
Returns the **value** of *expression*

3 Classes, Objects, Inheritance

Returning values

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3 Classes, Objects, Inheritance

Returning values

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    long result = 1;
    for (int i = 2; i <= n; i++) {
        result = result * i;
    }
    return result;
}

// Somewhere else...
long x = faculty(5);
System.out.println("Faculty of 5 is " + x + ".");
```

- General form: **return expression;**  
Returns the **value** of *expression*

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### 3 Classes, Objects, Inheritance

#### Returning values

- Aside from primitive types, **references** can be returned as well:

```
Bicycle goGetABike() {
    if (checkForSufficientFunds()) {
        return new Bicycle();
    } else {
        return null;
    }
}

// Call the method from somewhere else...
Bicycle bike = goGetABike();
```

- Corresponding objects/arrays are not "destroyed" (**Remember:** Reference type variables hold references to the objects, not the objects themselves!)

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### 3 Classes, Objects, Inheritance

#### Returning values

- Aside from primitive types, **references** can be returned as well:

```
double[] iWantRandomNumbers(int howMany) {
    double[] result = new double[howMany];
    for (int i = 0; i < result.length; i++) {
        result[i] = Math.random();
    }
    return result;
}

// Call the method from somewhere else...
double[] myShinyNewArray = iWantRandomNumbers(10);
```

- Corresponding objects/arrays are not "destroyed" (**Remember:** Reference type variables hold references to the objects, not the objects themselves!)

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### 3 Classes, Objects, Inheritance

#### Calling methods

- Methods can be called from **inside** and **outside** a class:

```
public class Bicycle {
    public int cadence = 0;

    public void changeCadence(int newCadence) {
        cadence = newCadence; // also: this.cadence
    }

    public void someOtherMethod() {
        changeCadence(5); // also: this.changeCadence
    }
}

public static void main(String[] args) {
    Bicycle bike = new Bicycle();

    bike.changeCadence(10);
    // bike.cadence == 10;

    bike.someOtherMethod();
    // bike.cadence == 5;
}
```

- If needed, objects may refer to themselves as **this**

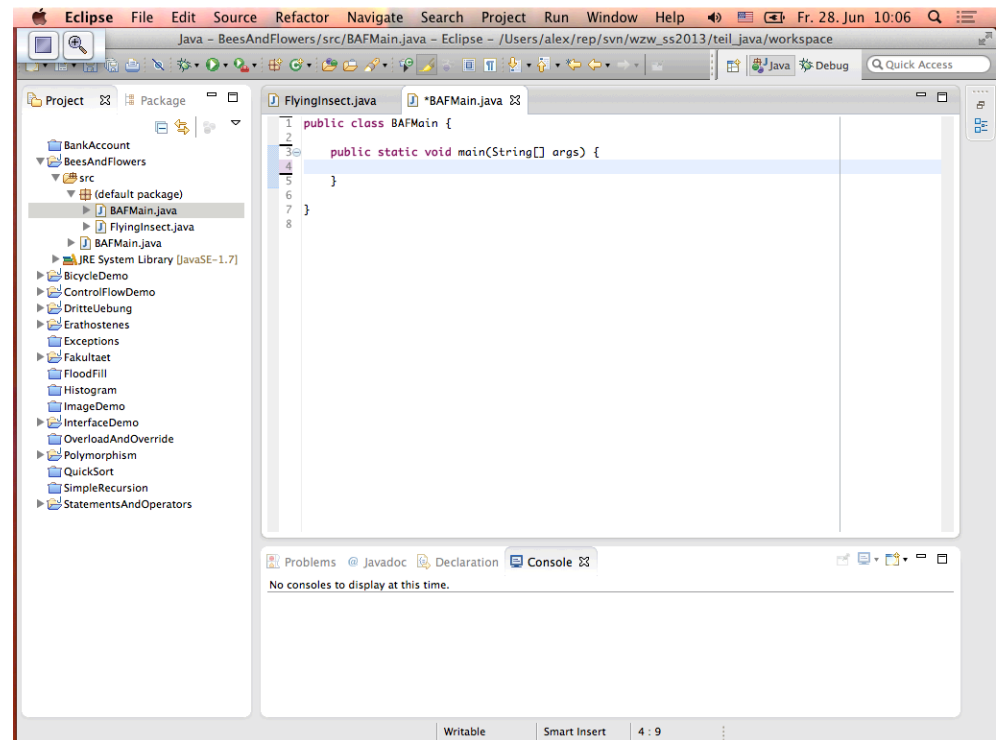
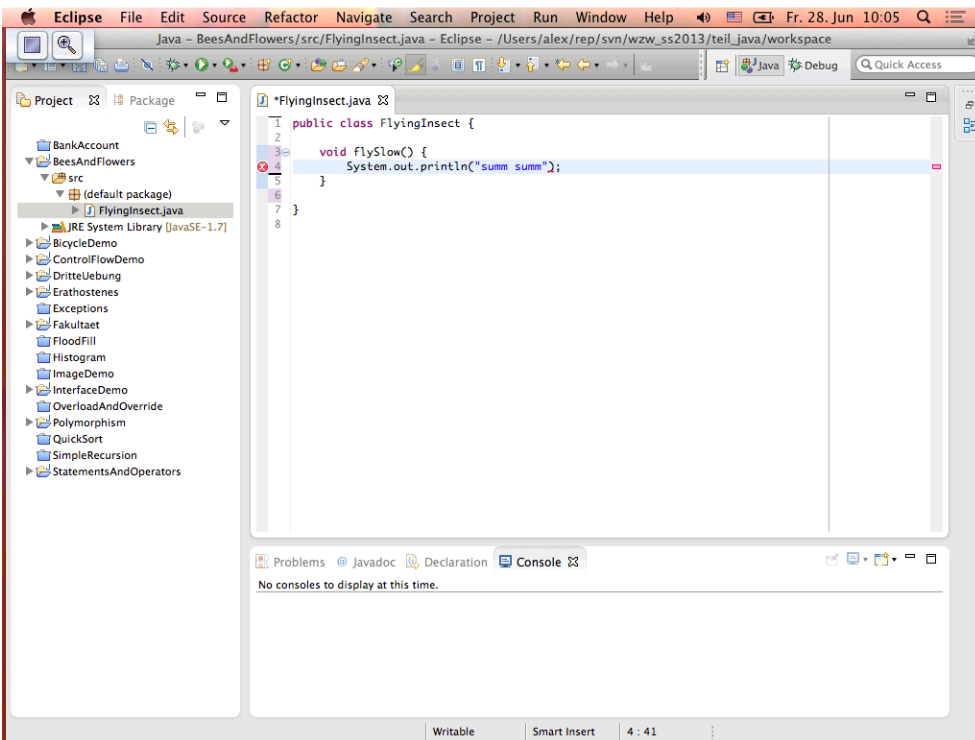
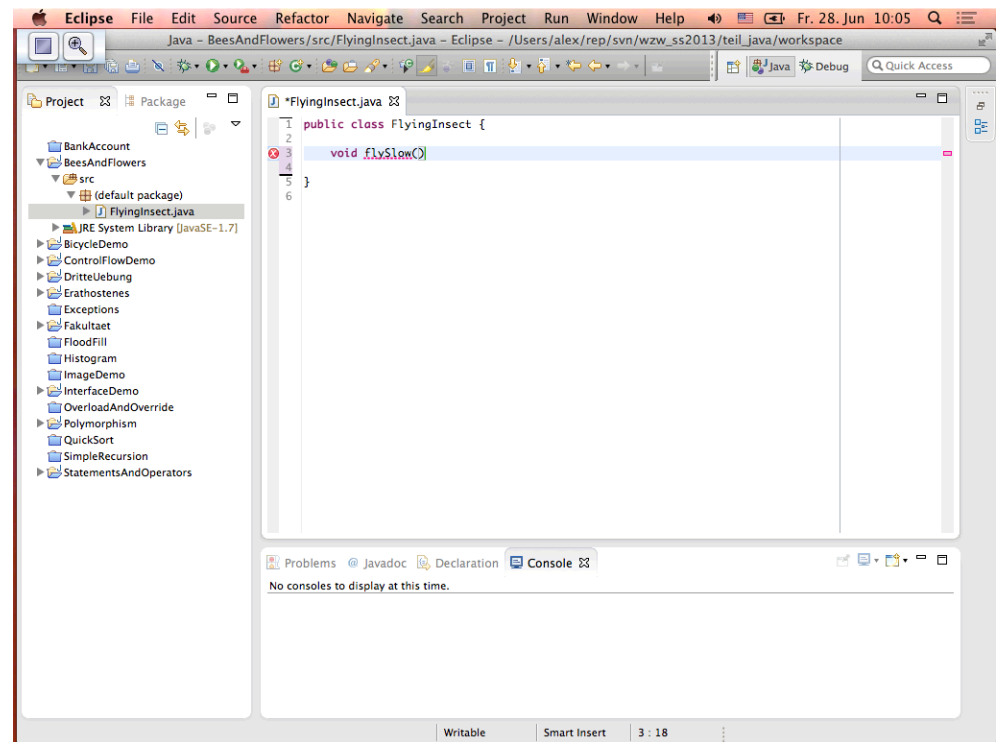
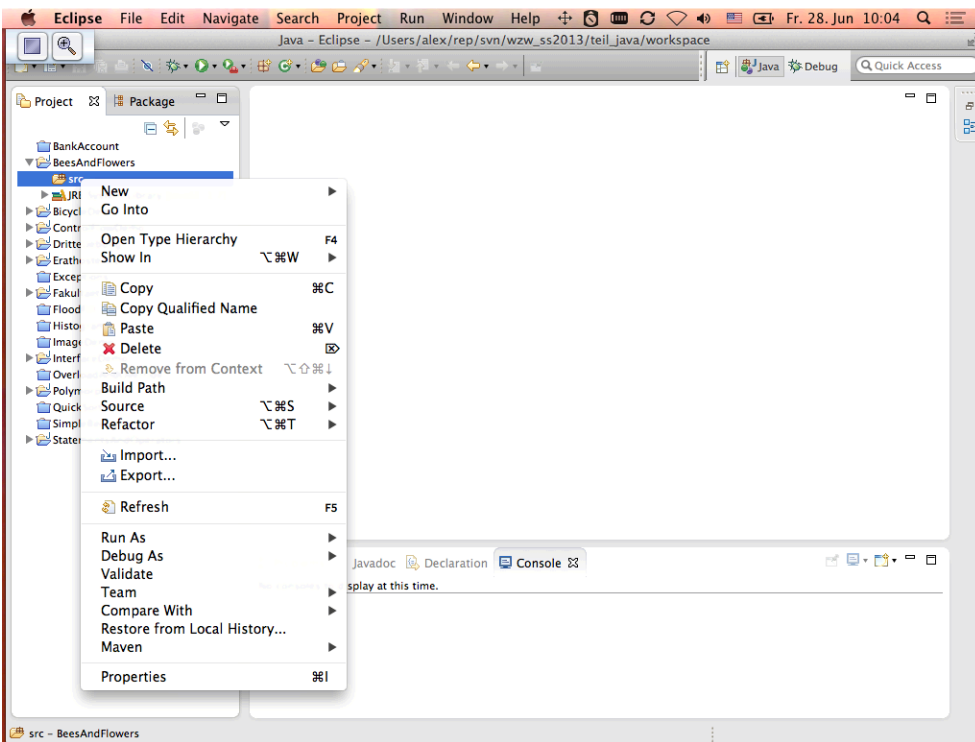
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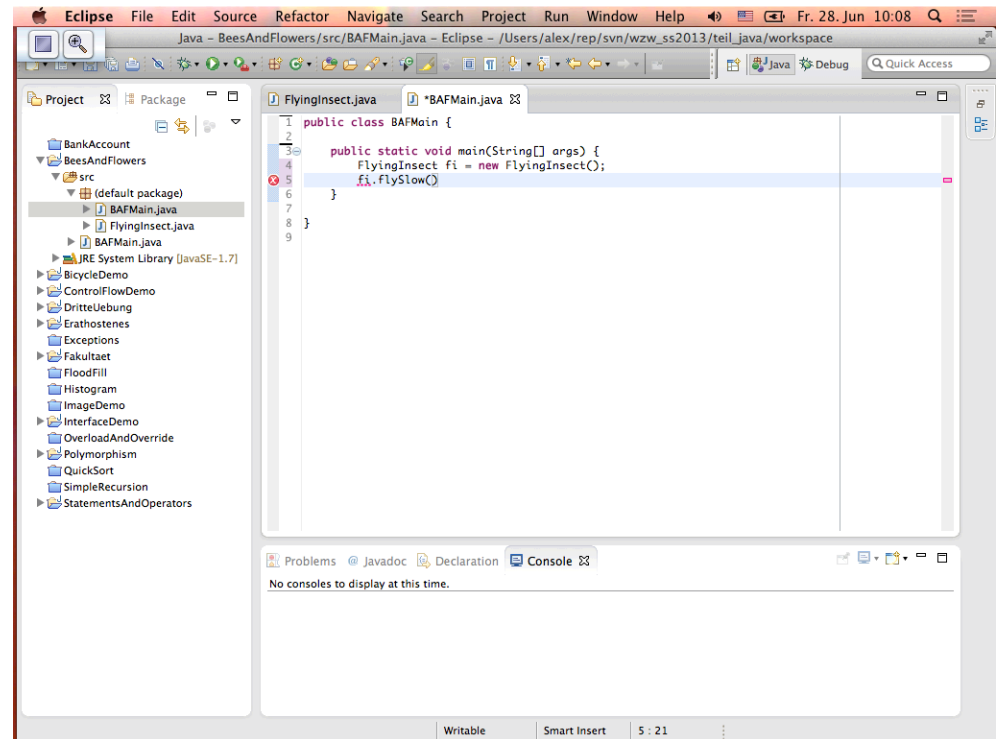
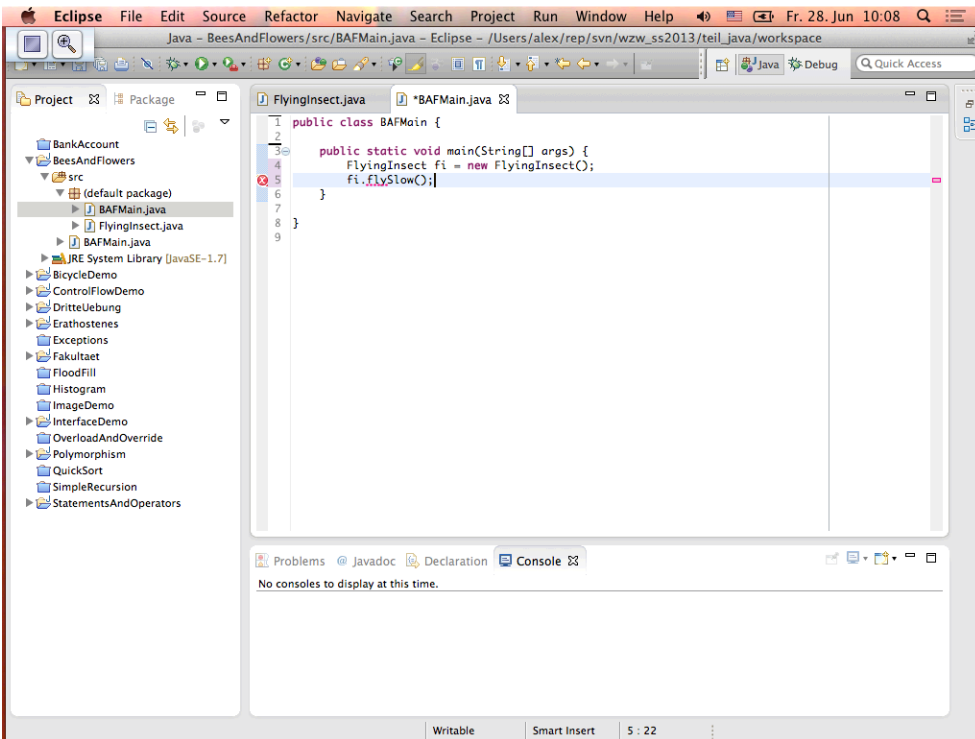
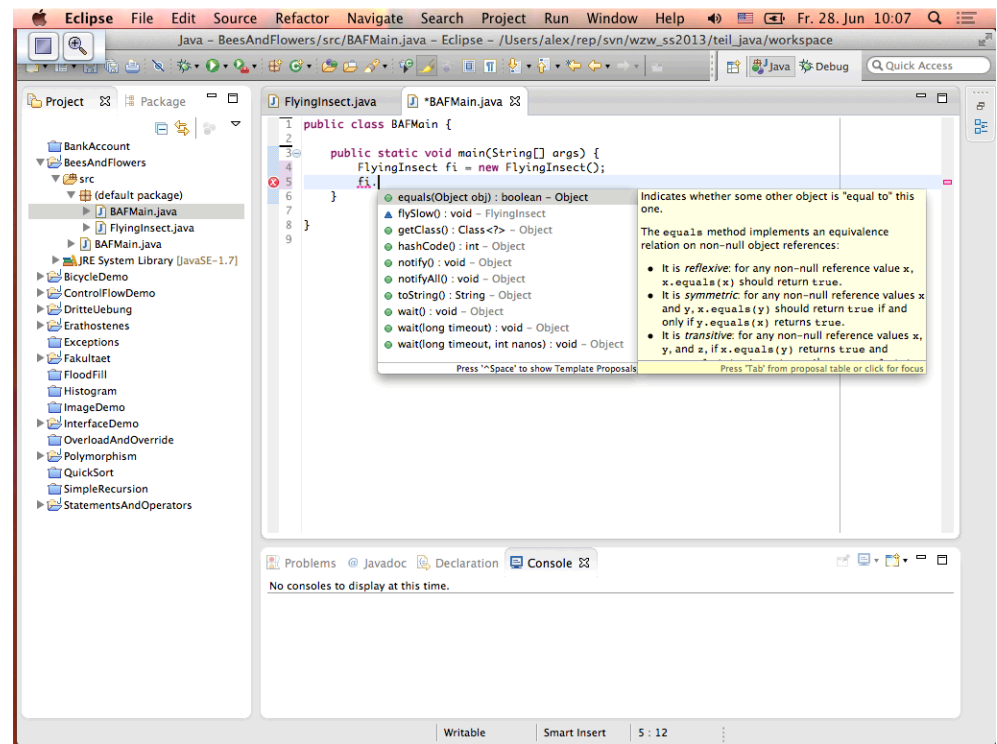
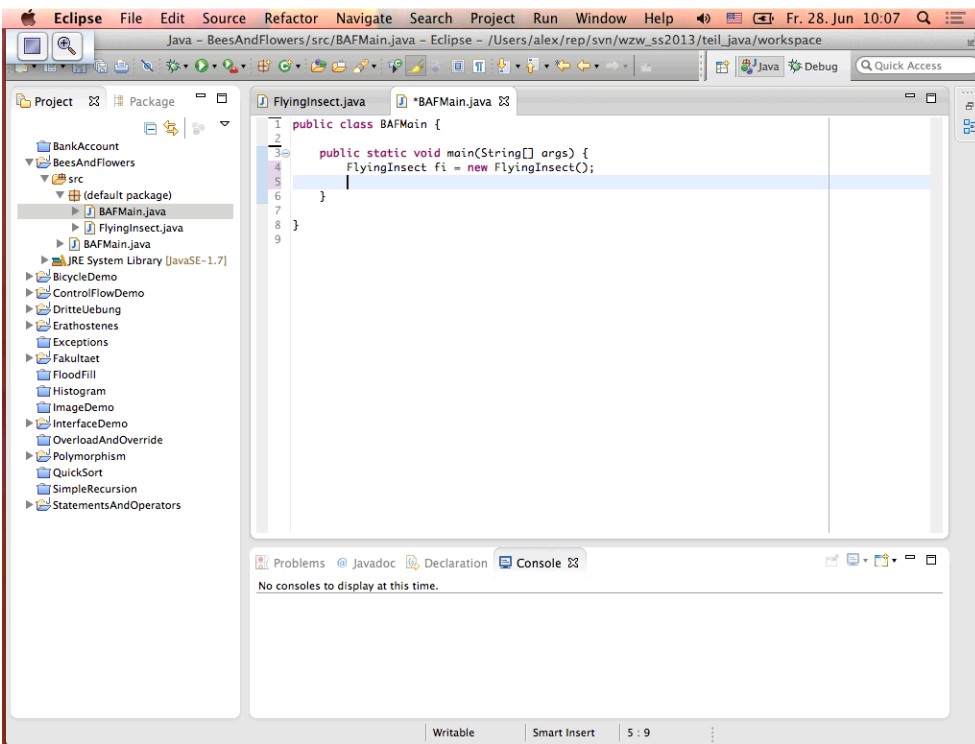
### 3 Classes, Objects, Inheritance

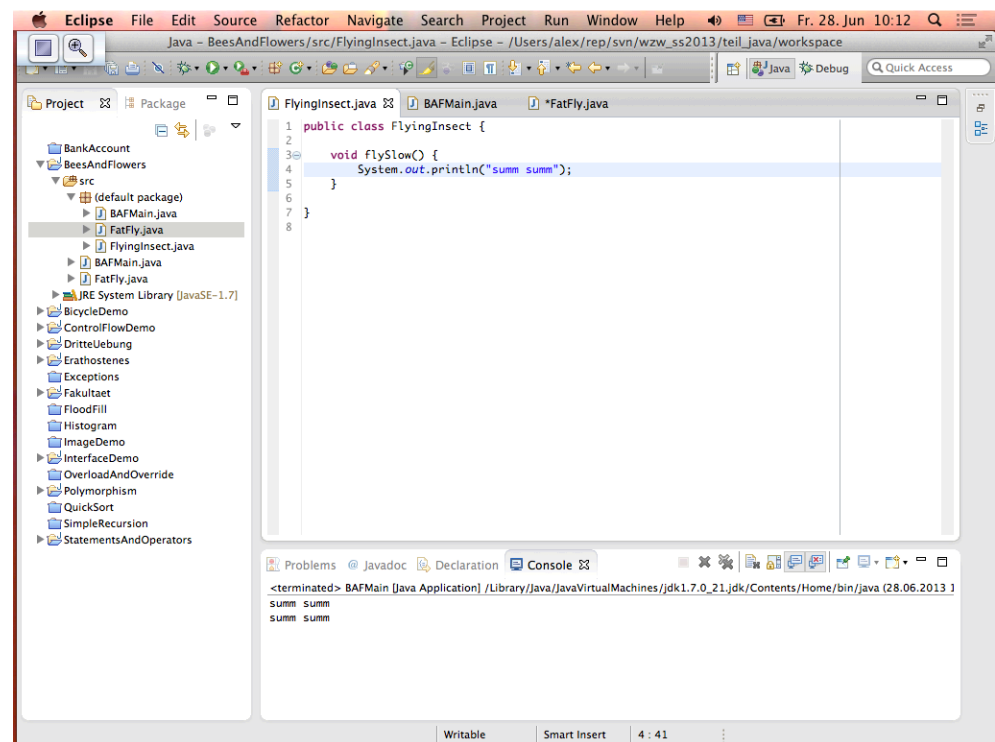
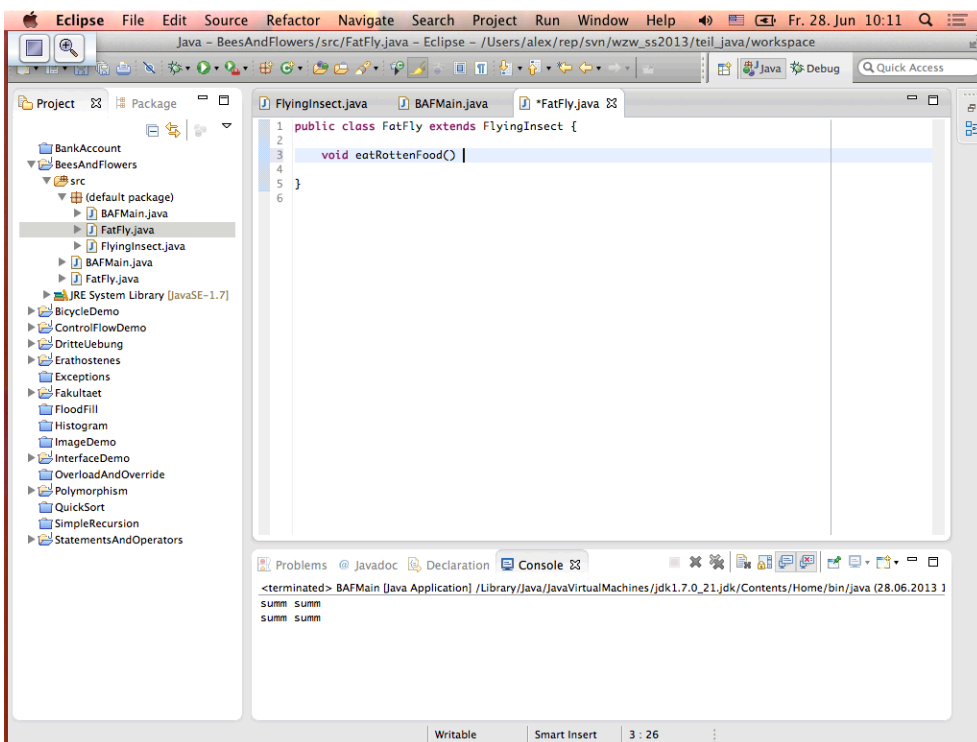
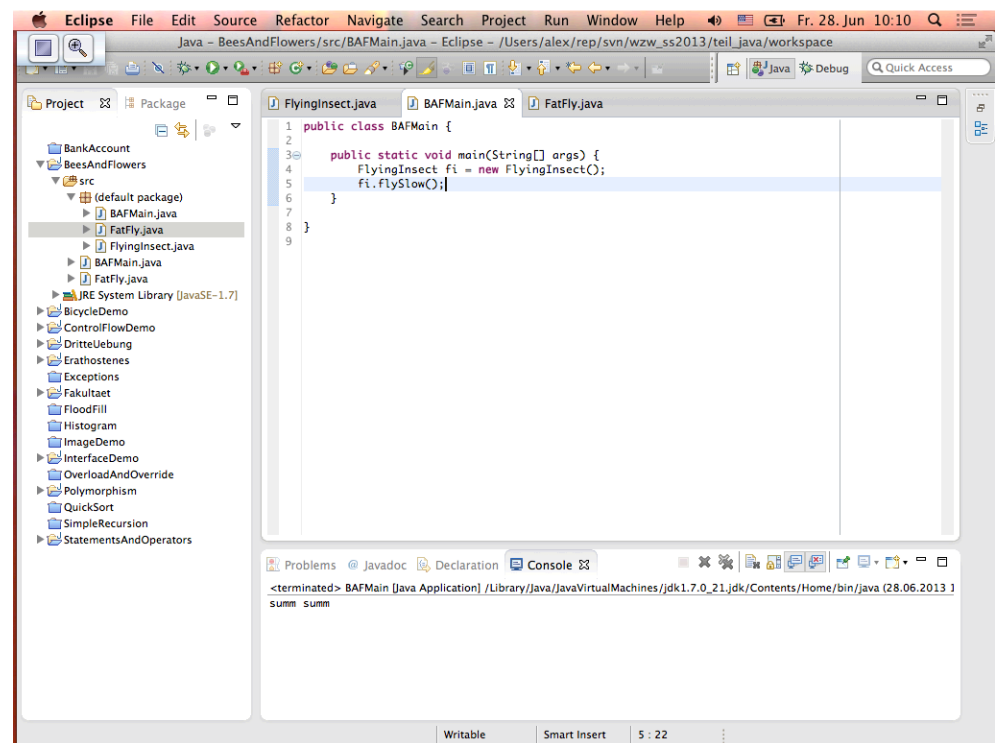
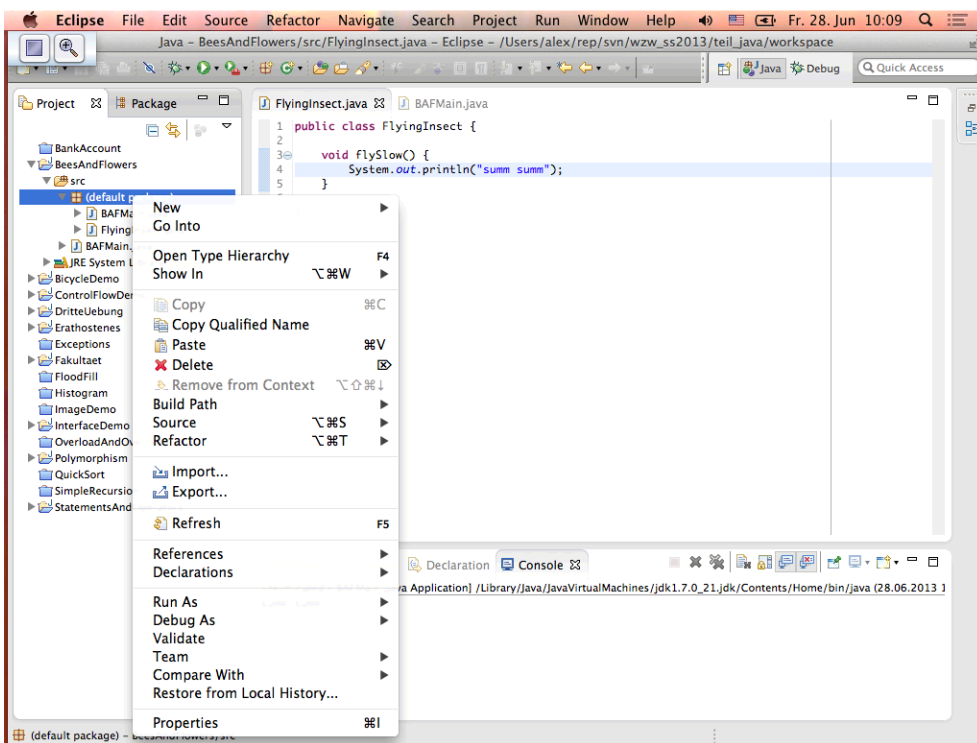
#### Access Modifiers & Packages

- Access modifiers:**
  - public:** Can be accessed / invoked by anybody
  - private:** Can only be accessed / invoked from within same class
  - protected:** Can only be accessed / invoked from within same class and its subclasses
  - <no modifier>:** Can be accessed / invoked from within same **package**

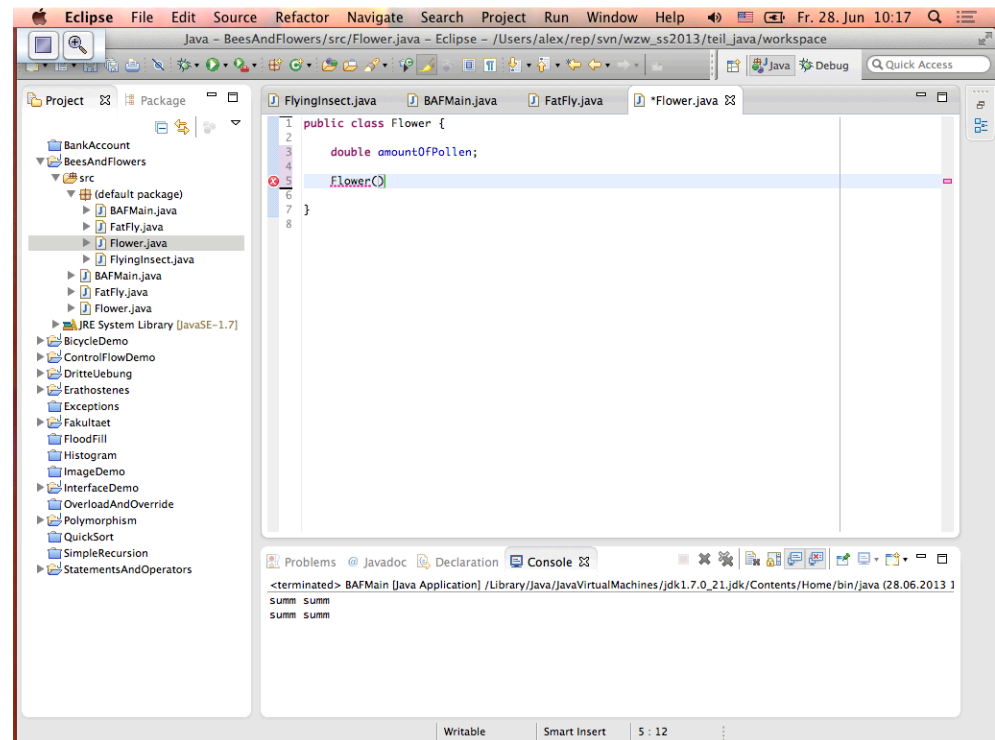
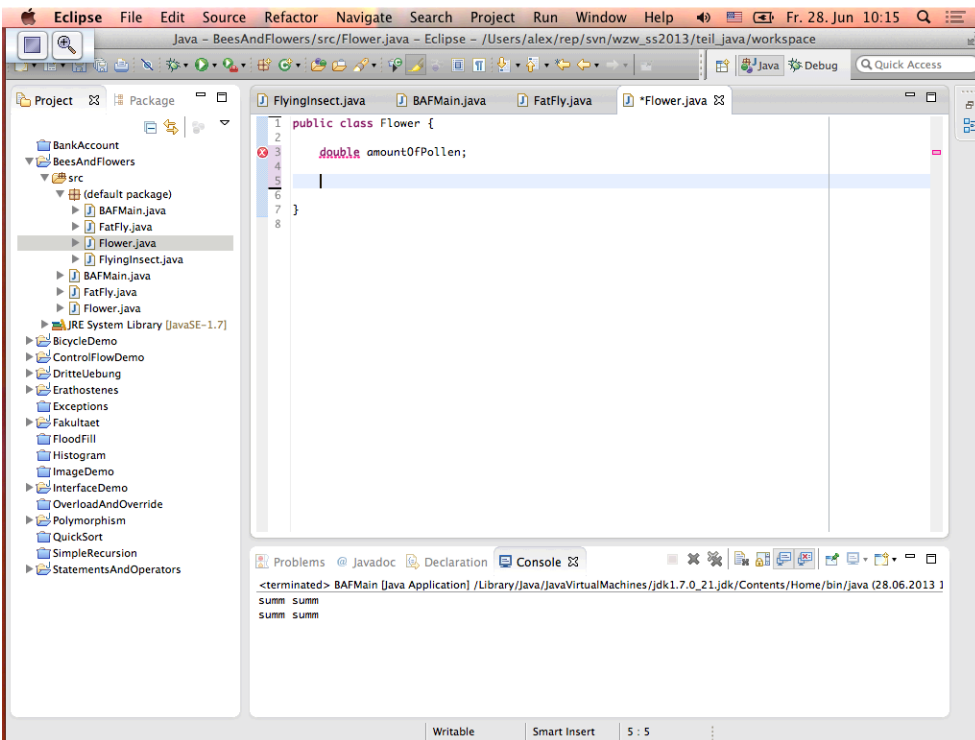
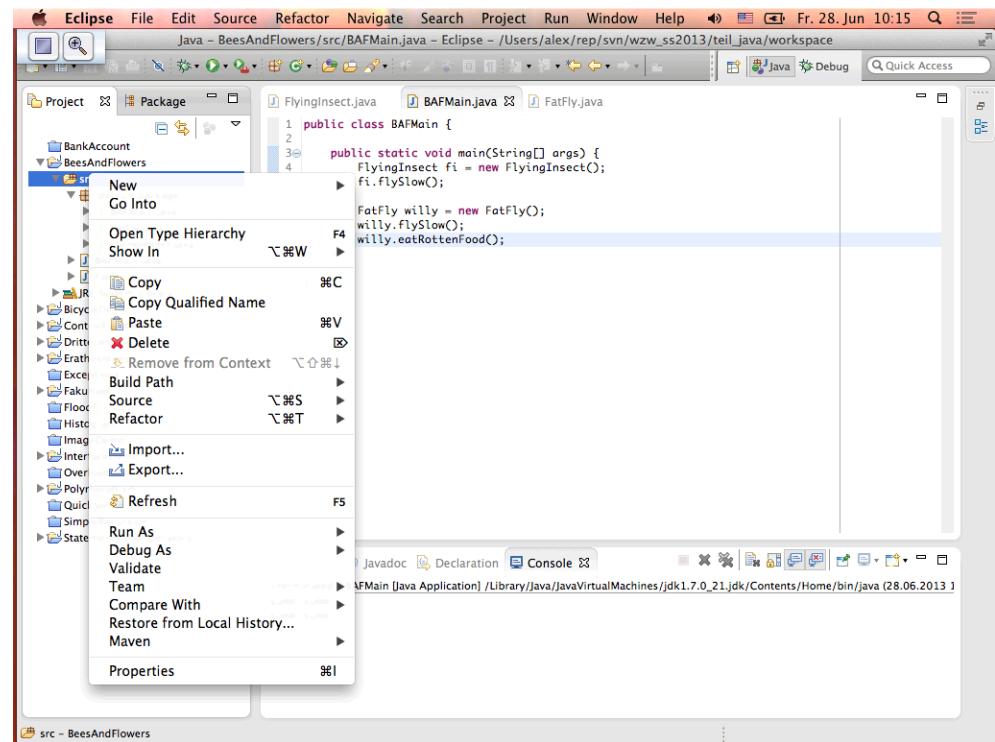
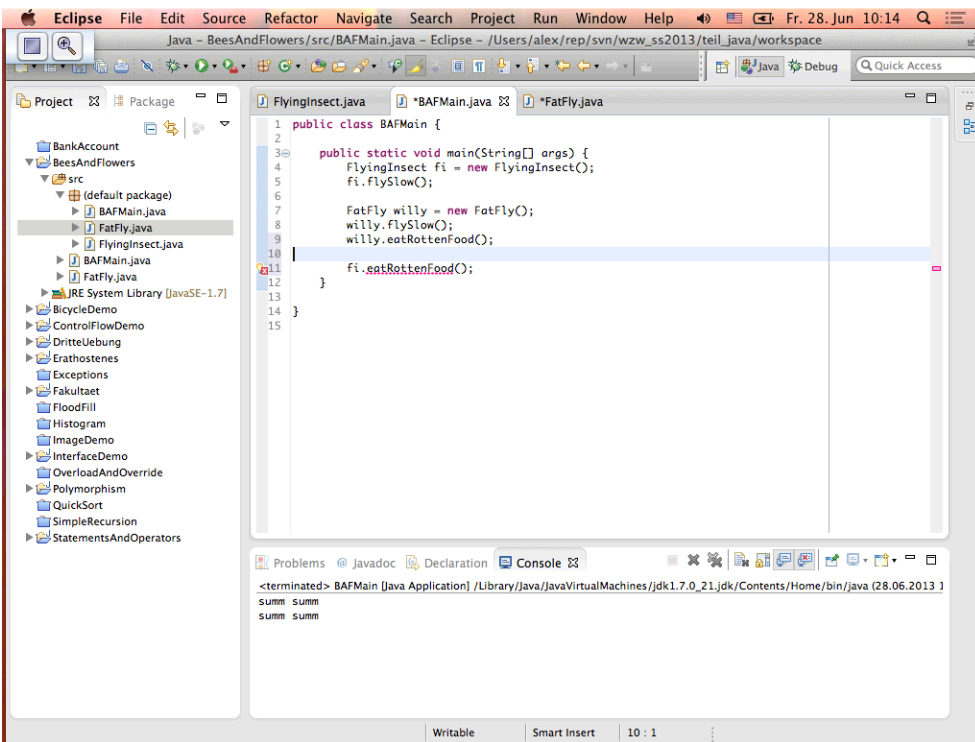
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public	✓	✓	✓	✓
protected	✓	✓	✓	
no modifier	✓	✓		
private	✓			

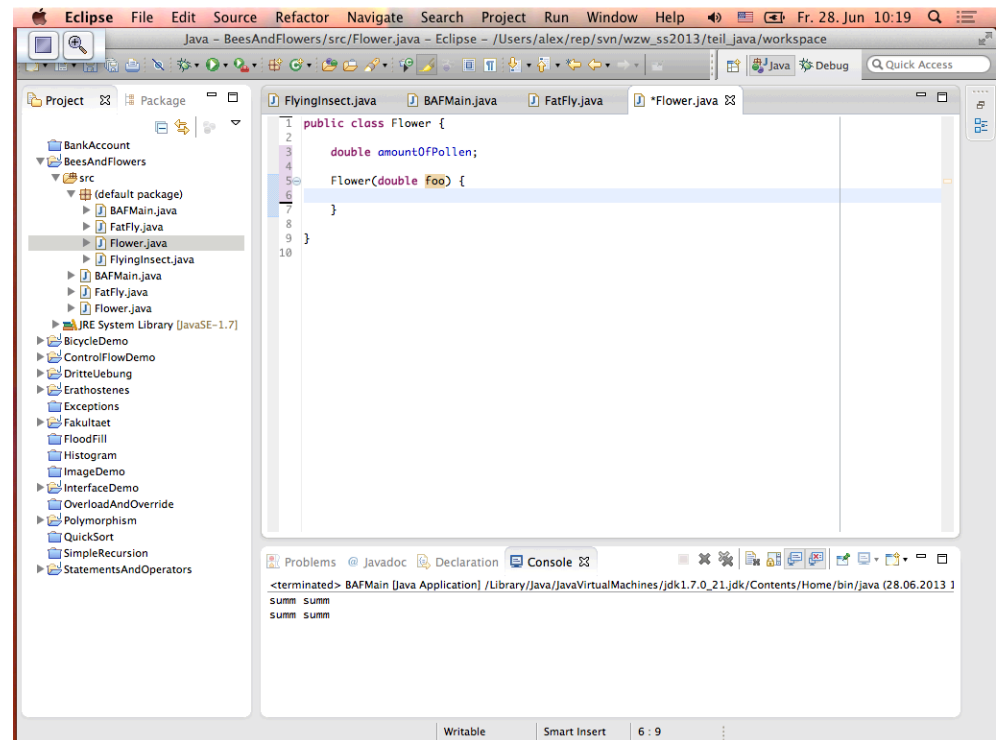
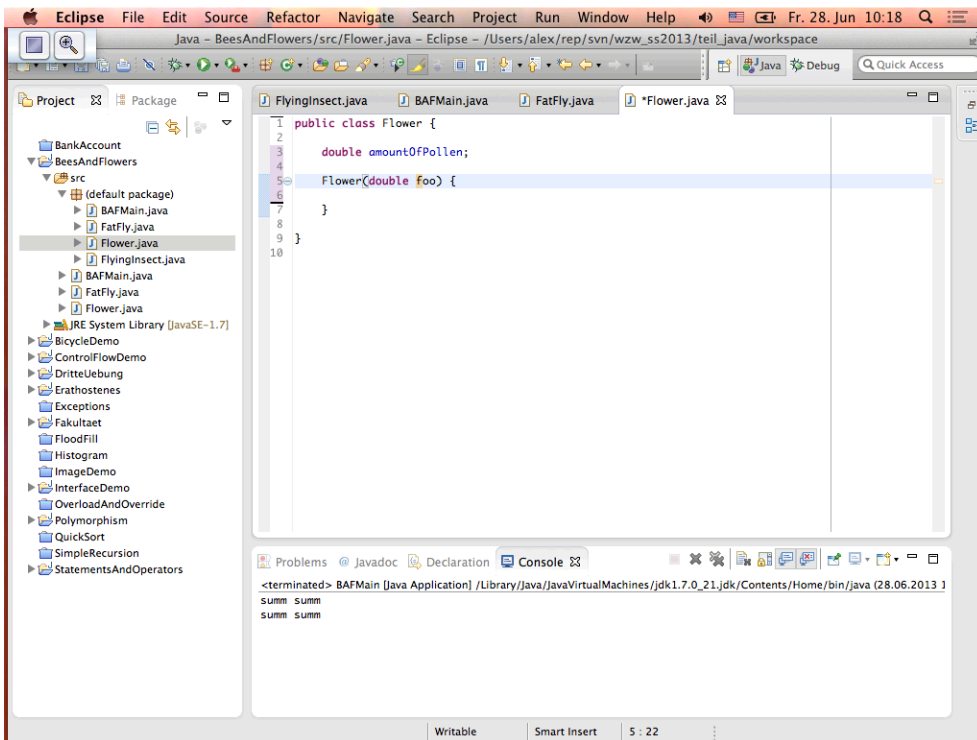
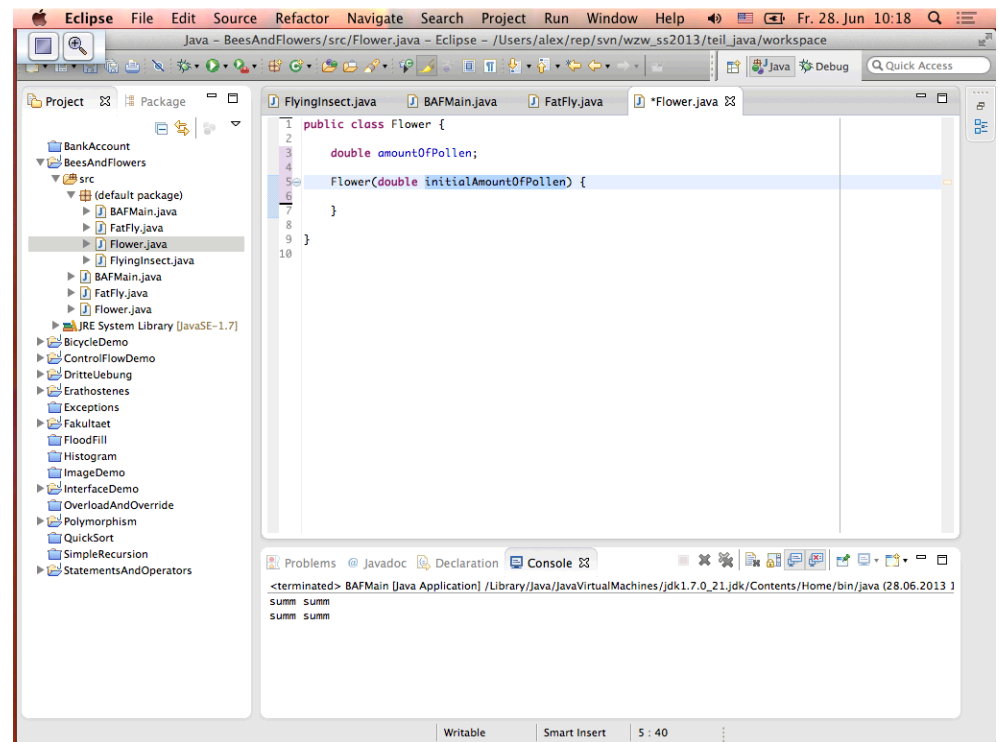
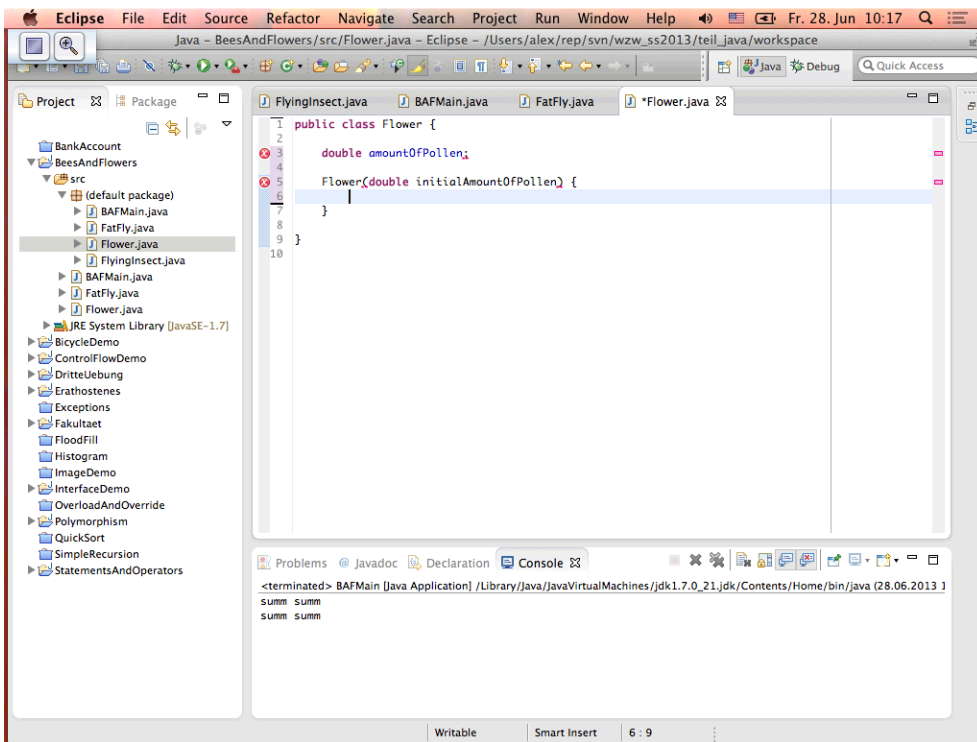


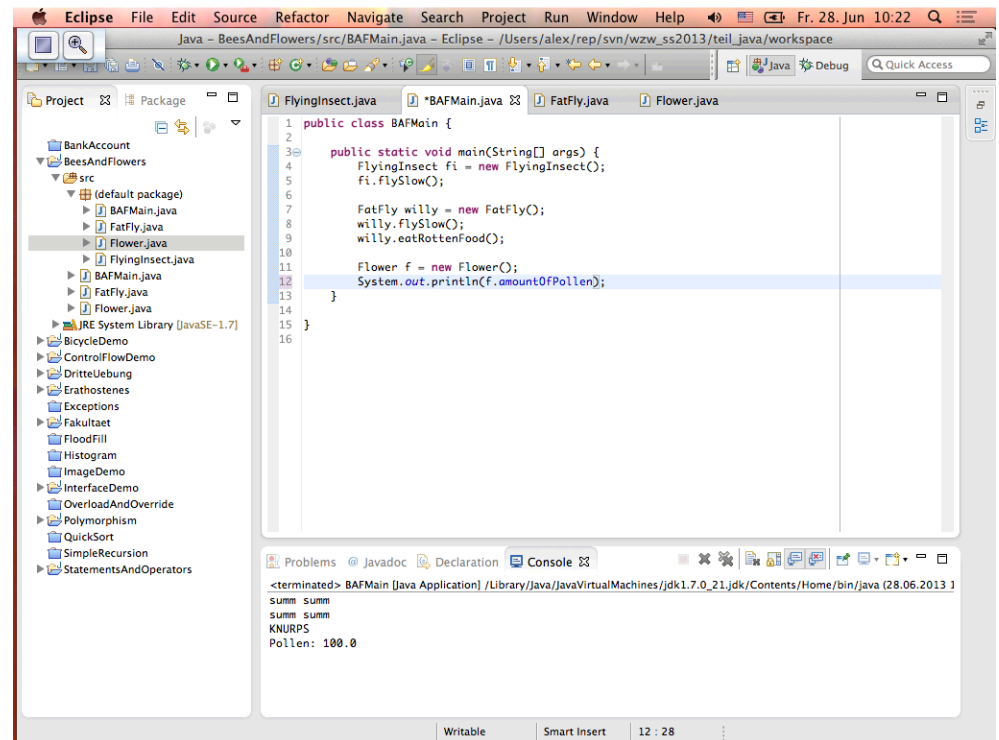
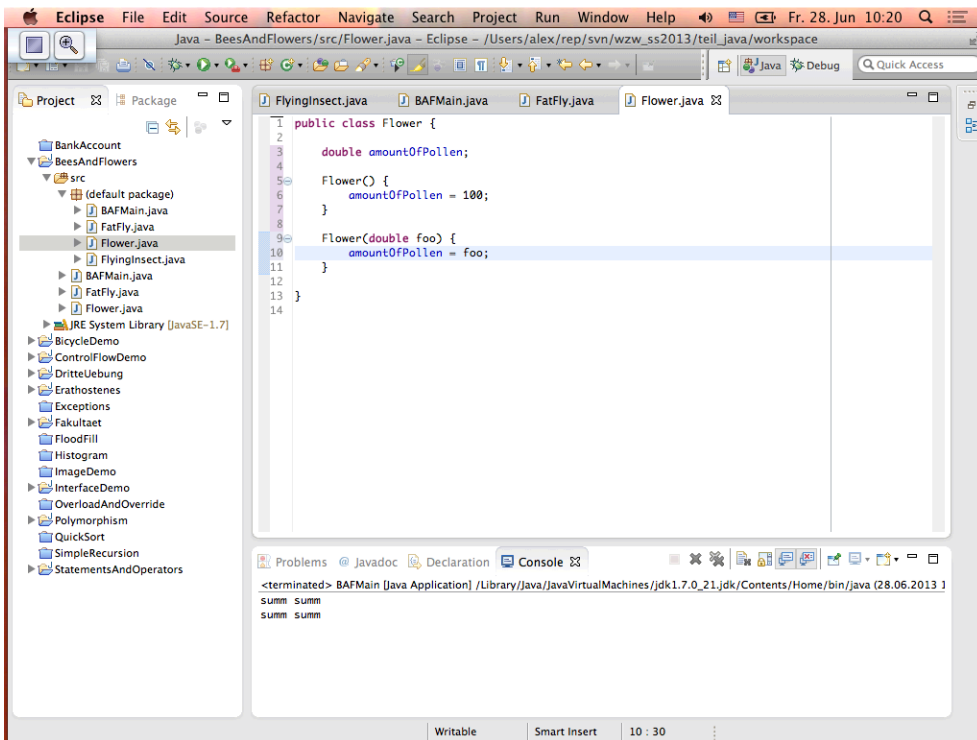
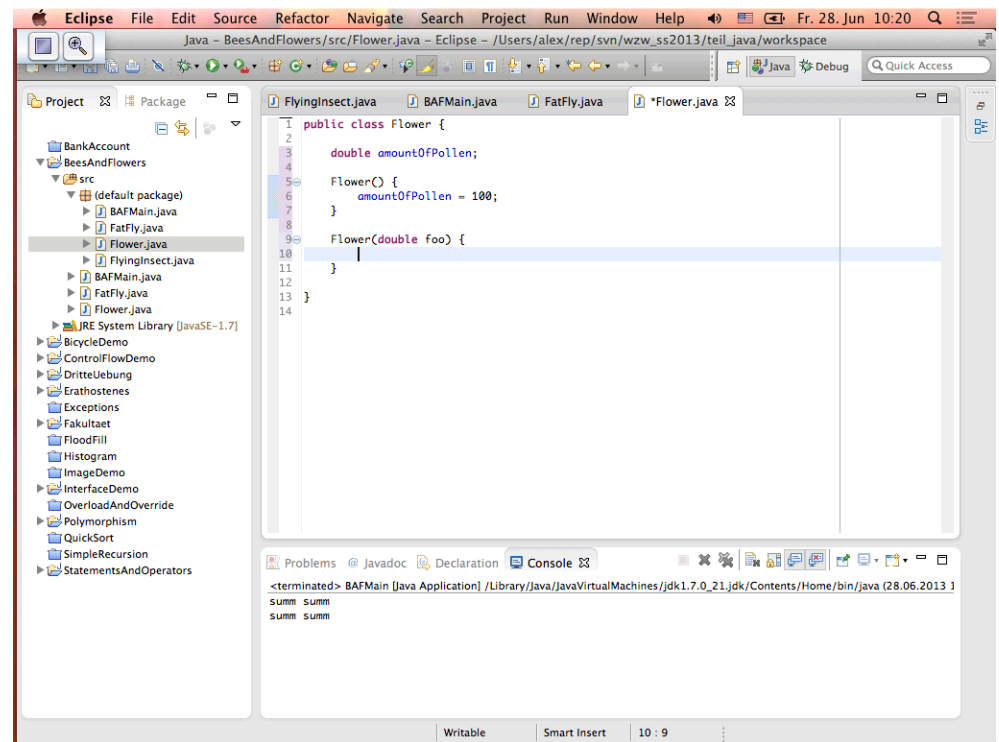
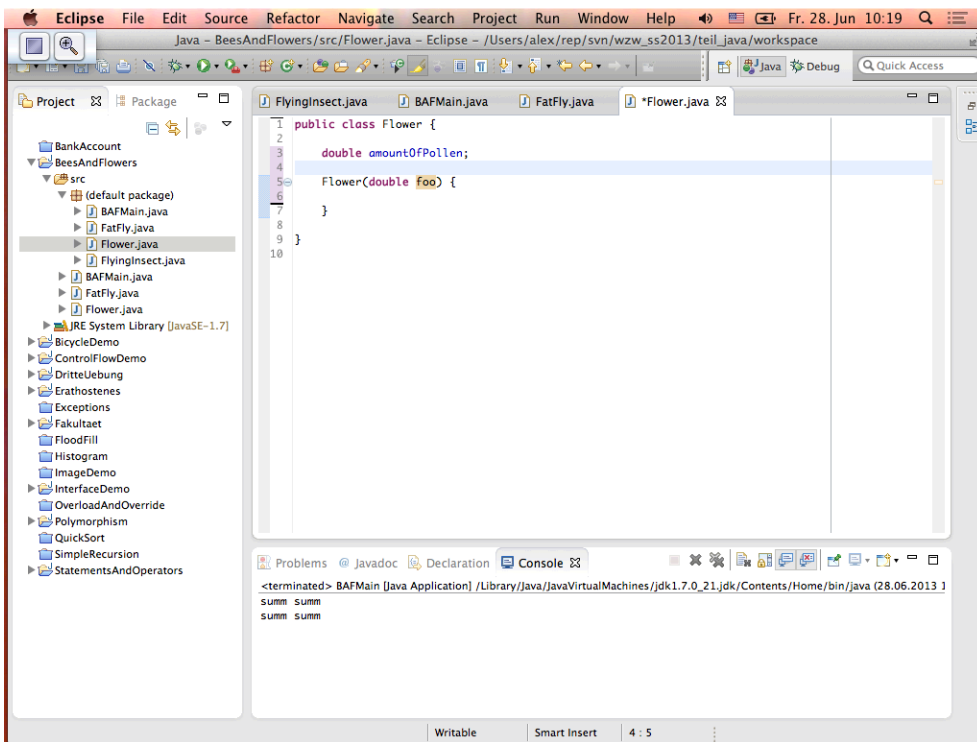












### 3 Classes, Objects, Inheritance

#### Calling methods

- Methods can be called from **inside** and **outside** a class:

```

public class Bicycle {
    public int cadence = 0;

    public void changeCadence(int newCadence) {
        cadence = newCadence;           // also: this.cadence
    }

    public void someOtherMethod() {
        changeCadence(5);               // also: this.changeCadence
    }

    public static void main(String[] args) {
        Bicycle bike = new Bicycle();

        bike.changeCadence(10);
        // bike.cadence == 10;

        bike.someOtherMethod();
        // bike.cadence == 5;
    }
}

```

- If needed, objects may refer to themselves as **this**

```

public class BAFMain {
    public static void main(String[] args) {
        FlyingInsect fi = new FlyingInsect();
        fi.flySlow();

        FatFly willy = new FatFly();
        willy.flySlow();
        willy.eatRottenFood();

        Flower f = new Flower();
        System.out.println(f.amountOfPollen);
    }
}

```

```

<terminated> BAFMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (28.06.2013 )
summ summ
summ summ
KNURPS
Pollen: 100.0

```

```

public class Flower {
    double amountOfPollen;

    Flower() {
        amountOfPollen = 100;
    }

    Flower(double foo) {
        amountOfPollen = foo;
    }
}

```

```

<terminated> BAFMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (28.06.2013 )
summ summ
summ summ
KNURPS
Pollen: 100.0

```

```

public class BAFMain {
    public static void main(String[] args) {
        FlyingInsect fi = new FlyingInsect();
        fi.flySlow();

        FatFly willy = new FatFly();
        willy.flySlow();
        willy.eatRottenFood();

        Flower f = new Flower(42);
        System.out.println(f.amountOfPollen);
    }
}

```

```

<terminated> BAFMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (28.06.2013 )
summ summ
summ summ
KNURPS
Pollen: 100.0

```

Eclipse IDE screenshot showing the source code of `Flower.java`. The code defines a `Flower` class with a `amountOfPollen` attribute and a constructor that initializes it to 100. A `main` method in `BAFMain.java` is shown in the background, which creates a `Flower` object and prints its pollen amount.

```

1 public class Flower {
2
3     double amountOfPollen;
4
5     Flower() {
6         amountOfPollen = 100;
7     }
8
9     Flower(double foo) {
10        amountOfPollen = foo;
11    }
12
13 }
14

```

The console output shows the execution of the program:

```

<terminated> BAFMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (28.06.2013 )
summ summ
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KNURPS
Pollen: 100.0

```

Eclipse IDE screenshot showing the source code of `BAFMain.java`. The code defines a `main` method that creates a `FlyingInsect` object, a `FatFly` object, and a `Flower` object, and prints the pollen amount of the `Flower` object.

```

1 public class BAFMain {
2
3     public static void main(String[] args) {
4         FlyingInsect fi = new FlyingInsect();
5         fi.flySlow();
6
7         FatFly willy = new FatFly();
8         willy.flySlow();
9         willy.eatRottenFood();
10
11        Flower f = new Flower(42);
12        System.out.println(f.amountOfPollen);
13    }
14
15 }
16

```

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<terminated> BAFMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (28.06.2013 )
summ summ
summ summ
KNURPS
Pollen: 100.0

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3     public static void main(String[] args) {
4         FlyingInsect fi = new FlyingInsect();
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9         willy.eatRottenFood();
10
11        Flower f = new Flower(42);
12        System.out.println(f.amountOfPollen);
13    }
14
15 }
16

```

The console output shows the execution of the program:

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<terminated> BAFMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (28.06.2013 )
summ summ
summ summ
KNURPS
Pollen: 100.0

```

Eclipse IDE screenshot showing the debug view of the `Flower` class. The `Variables` window shows the state of the `Flower` object, including the `amountOfPollen` attribute.

Name	Value
this	Flower (id=34)
foo	42.0

The `Outline` window shows the class structure:

```

Flower
├── amountOfPollen : double
├── Flower()
├── Flower(double)
└── Flower(double)

```

The console output shows the execution of the program:

```

BAFMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (28.06.2013 10:26:59)
summ summ
summ summ
summ summ
KNURPS

```

