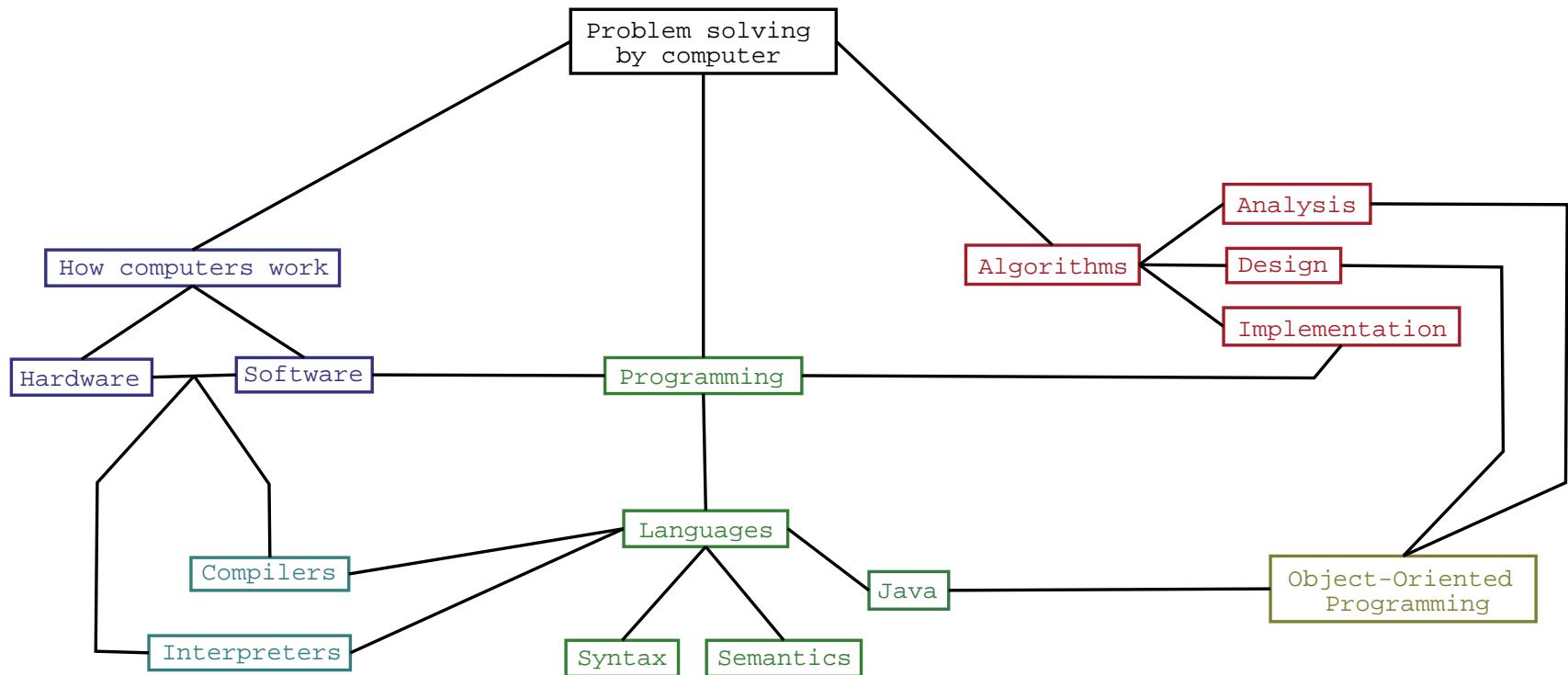


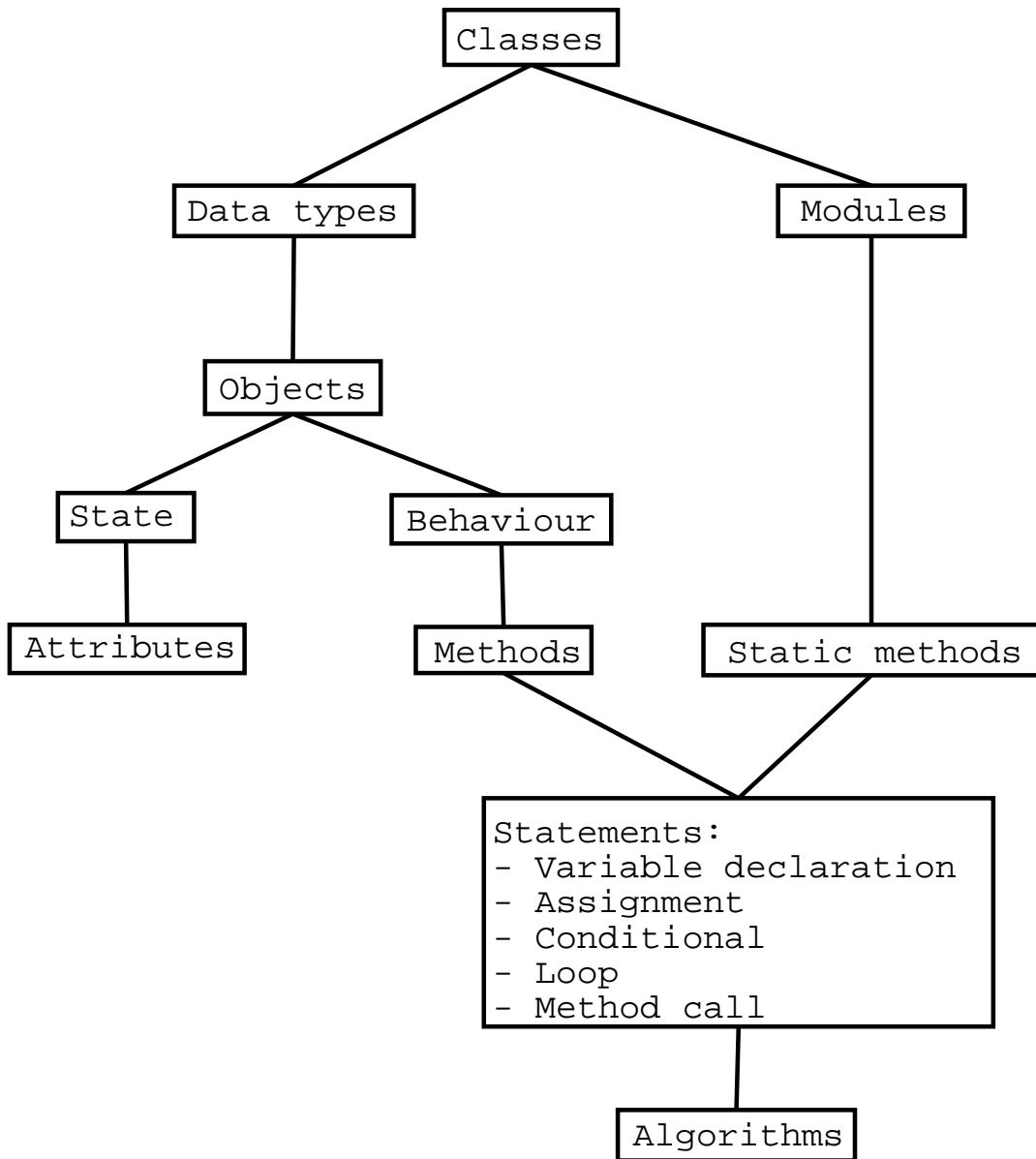
---

# The big picture



---

# Object-Oriented Programming



---

# Statements

- Variable declaration

```
type variable1, variable2, . . . , variablen;
```

```
int x;  
boolean sunny, rainy, cloudy;  
String s;  
Student p;
```

- Assignment

```
variable = expression;
```

```
x = 2;  
x = x * 3;  
sunny = !rainy && !cloudy;  
s = "hello";  
p = new Student();
```

---

## Statements (contd.)

- Conditional

```
if (boolean_expression) {  
    statements;  
}
```

or

```
if (boolean_expression) {  
    statements1;  
}  
else {  
    statements2;  
}
```

---

## Statements (contd.)

- Loops

```
while (boolean_expression) {  
    statements;  
}
```

or

```
do {  
    statements;  
} while (boolean_expression);
```

or

```
for (init; boolean_expression; step) {  
    statements;  
}
```

---

## Statements (contd.)

- Method calls

```
variable.method_name(arg1, arg2, . . . , argn);
```

```
int n = s.length();
char c = s.charAt(3);
p.compute_gpa();
```

- Static method calls

```
class_name.method_name(arg1, arg2, . . . , argn);
```

```
int n = Keyboard.readInt();
double d = Math.pow(n, 3);
Student.m();
```

---

# Classes

- Class definition

```
public class Class_name {  
    Attribute_declarations;  
  
    Method_declarations;  
}
```

- Attribute declaration:

```
[modifier] [static] type variable_name;
```

```
String title;  
private int age;  
public static Person director;
```

---

## Classes (contd.)

- Method declaration:

```
[modifier] [static] type method_name(type1 p1,  
                                     type2 p2,  
                                     . . . ,  
                                     typen pn)  
{  
    statements;  
}
```

---

## Examples

```
public class Movie {  
    private String title;  
    private String director;  
    private static int counter = 0;  
    public Movie(String t, String d)  
    {  
        title = t;  
        director = d;  
        counter++;  
    }  
    public void change_title(String t)  
    {  
        title = t;  
    }  
    public String get_director() {  
        return director;  
    }  
    public static int how_many()  
    {  
        return counter;  
    }  
}
```

---

## Examples (contd.)

```
public class MovieApp {  
    public static void main(String[] args)  
{  
    String title = “Pirates of the Caribbean”;  
    String dir = “Jerry Bruckheimer”;  
    Movie m;  
    m = new Movie(title, dir);  
    m.change_title(“The curse of the  
                    black pearl”);  
    int n = Movie.how_many();  
}  
}
```

---

## Examples (contd.)

```
public class Person
{
    public String name;
    private int age;
    public Person(String name, int age)
    {
        this.name = name;
        this.age = age;
    }
    public void grow_up()
    {
        age++;
    }
}
```

---

## Examples (contd.)

```
public class Movie {  
    private String title;  
    private Person director;  
    private static int counter = 0;  
    public Movie(String t, Person d)  
    {  
        title = t;  
        director = d;  
        counter++;  
    }  
    public void change_title(String t)  
    {  
        title = t;  
    }  
    public Person get_director() {  
        return director;  
    }  
    public static int how_many()  
    {  
        return counter;  
    }  
}
```

---

---

## Examples (contd.)

```
public class MovieApp {  
    public static void main(String[] args)  
    {  
        String title = "Pirates of the Caribbean";  
        String dir = "Jerry Bruckheimer";  
        Movie m;  
  
        Person p = new Person(dir, 157);  
  
        m = new Movie(title, p);  
  
        m.change_title("The curse of the  
                        black pearl");  
        int n = Movie.how_many();  
  
        Person q = m.get_director();  
        q.grow_up();  
        System.out.println(q.name);  
    }  
}
```

---

---

## Examples (contd.)

```
public class Movie {  
    private String title;  
    private static Person director;  
    private static int counter = 0;  
    public Movie(String t, Person d)  
    {  
        title = t;  
        director = d;  
        counter++;  
    }  
    public void change_title(String t)  
    {  
        title = t;  
    }  
    public Person get_director() {  
        return director;  
    }  
    public static int how_many()  
    {  
        return counter;  
    }  
}
```

---

---

## Examples (contd.)

```
public class MovieApp {  
    public static void main(String[] args)  
{  
        String title1 = "Pirates of the Caribbean";  
        String dir = "Jerry Bruckheimer";  
        Person p = new Person(dir, 157);  
        Movie m1 = new Movie(title, p);  
  
        String title2 = "Indiana Jones";  
        Person q = new Person("Steven Spielberg", 201)  
        Movie m2 = new Movie(title2, q);  
  
        Person r = m1.get_director();  
        System.out.println(r.name);  
    }  
}
```