BEFORE WE START

Talk to your neighbors:

If you could eliminate one thing from your daily routine, what would it be & why?

Music: Hunter/Miya’s Playlist

Instructor
Hunter Schafer / Miya Natsuhara

TAs
Ajay
Andrew
Anson
Anthony
Audrey
Chloe
Colton
Connor
Elizabeth
Evelyn
Gaurav
Hilal
Hitesh
Jake
Jin
Joe
Joe
Karen
Kyler
Leon
Melissa
Noa
Parker
Poojitha
Samuel
Sara
Simon
Sravani
Tan
Vivek
Lecture Outline

• Announcements

• Constructors (cont.)

• Equals

• Bigger Example

• For next quarter...
Announcements

• Quiz 2 in your registered quiz section
  - You can take *either* Tuesday (11/8) *or* Thursday (11/10)
  - If you took it yesterday, **do not attend quiz section on Thursday**

• There will be some updates to Quiz Retake logistics
  - Stay tuned and watch your email!

• 11/11 University Holiday (Veterans’ Day)
  - No class
  - IPL is closed

• C2 will be released on Friday (11/11)

• Grades on Canvas probably sometime this week
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(PCM) Constructor Syntax

```java
public Point(int initialX, int initialY) {
    x = initialX;
    y = initialY;
}
```

If we write *any* constructors, Java no longer provides one for us.
The `this` keyword refers to the current object in a method or constructor.

You can use it to refer to an object’s fields:
- `this.x`, `this.y`.

You can use it to refer to an object’s instance methods:
- `this.setX(newX)`.

You can use it to call one constructor from another:
- `this(0, 0)`.
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(PCM) Equals

The `equals()` method returns `true` if the given parameter is considered equal to this object, and `false` otherwise. Used by lots of library methods! (contains, remove for specific elements, etc.)

Each class has one provided by Java, but it checks for reference equality.

If you want `equals` to check for value equality, you need to write this method yourself.
Object

By taking a parameter of type Object, the equals method can be passed *any type of object*.

More to come in CSE 123 on the Java mechanisms that make this work!

We can use the `instanceof` keyword in Java to determine if the parameter is *actually* a Point
(PCM) Point’s equals()

```java
public boolean equals(Object o) {
    if (this == o) {
        return true;
    } else if (o instanceof Point) {
        Point other = (Point) o;
        return other.x == this.x && other.y == this.y;
    } else {
        return false;
    }
}
```
Almost there...

This is actually still an imperfect implementation because we would also need to write a `hashCode()` method for our object to work with `HashSet`, `HashMap`, etc. but more to come on that in CSE 331 and beyond 😊
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Student class

Write a Student class that you can construct by saying new Student(1234567, "Miya") where the first parameter is their student number and the second parameter is their name. Your Student class should also implement the following methods:

• getName() returns the student's name
• getStudentNumber() returns the student's number
• setName(String newName) sets the student’s name to the given newName
• toString() returns a String representation of the student formatted as "name (studentNumber)"
• equals(Object other) that returns true if the given parameter is considered equal to this object
Student class

What if we added a field to the Student class:

private boolean isMale;

You are the designer now. Think carefully about what assumptions you are making!

Why shouldn’t we include a setStudentNumber method?
Course class

Write a Course class that represents a course at UW. Implement the following methods and constructors:

Constructors

• Write a constructor so that you can construct a Course by saying new Course(23213, "CSE 122", 4) where the first parameter is the course's SLN, the second parameter is the code for the course, and the third parameter is the number of credits.

• Write another constructor so that you can construct a Course by saying new Course(23239, "CSE 122", 4, enrollment) where the first parameter is the course's SLN, the second parameter is the code for the course, the third parameter is the number of credits, and the fourth parameter is a Student[] containing a Student for each student enrolled in the course.
Course class

Instance Methods

• `updateRoster(Student[] students)` replaces the current roster with the content of the given students

• `addStudent(Student s)` adds the given student to the roster if they are not already on it

• `dropStudent(Student s)` removes the given student from the roster if they are on it

• `checkStudentEnrolled(Student s)` returns true if the given student is on the current roster, and false otherwise

• `getSLN()` returns the course's SLN

• `getCourseCode()` returns the course's code

• `getCredits()` returns the number of credits for the course

• `getRoster()` returns a reference to the course's roster
Course class

Instance Methods

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• ...
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• For next quarter...
If you want to...

• Learn more about programming techniques
  - Recursion!
• Learn about even more fundamental data structures!
  - And implement your own data structures
• Gain a stronger understanding of efficiency
• Pursue a software-intensive major and/or career

Consider taking...

CSE 123

• CSE 123 offered 22wi (Wortzman/Champion), 22sp (Wortzman)
If you want to...

• Do something with data science
  - The world is run on decisions made from data. Data science requires processing large amounts of data collected to help people make decisions.

• Learn the programming concepts, libraries, and tools that make up the modern data science ecosystem.
  - Data programming = The programming that supports data science

Consider taking...

CSE 163 and other courses in the Data Science Minor & Option

• CSE 163 offered 22wi (Schafer), 22sp (Lin)
If you want to...

• Build a website or web app
  - Either the frontend (what visitors see in their browser) or the backend (what runs on the server to compute data)

• Learn the fundamentals of a number of web technologies that make it easier for you to learn more on your own

Consider taking...

CSE 154, INFO 343, or INFO 344

• CSE 154 offered 22sp (Wolman)