BEFORE WE START

Talk to your neighbors:

What is your favorite cold summer drink? §

LEC 13

CSE 122

Advanced OOP

Questions during Class?

Raise hand or send here

sli.do #cse122



Instructor: Brett Wortzman and Adrian Salguero

TAs: Andrew
Anya
Brittan
Carson

Diya Elizabeth Ivory Jack

eth Mahima Medha Minh

Minh Nicole Samuel

Logan

Steven

Yang

Dalton Daniel

Colin

Christopher

Kyle

Ken

Jacob

Shivani

Leo

Sreshta

Announcements



- Constructors (cont.)
- Equals
- Bigger Example
- For next quarter...

Announcements

- Creative Project 2 (C2) releasing later tonight
 - Focused on OOP!
 - Due FRIDAY May 23rd
 - Go to Next Tuesday's Section!
 - Bookshelf Problem
- Resubmission Cycle 4 (R4) out; due Tuesday, May 20th by 11:59 PM
 - Eligible Assignments: C1, P1
- Quiz 2 on May 27th—coming up fast!
 - Topics: Nested Collections, Objects, Interfaces

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Constructor Syntax

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

All fields should be initialized in the constructor(s)!

If we write <u>any</u> constructors, Java no longer provides one for us.

Constructor Syntax

```
private int x;
private int y;
public Point(int x, int y) {
    X = X;
    y = y;
```

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this keyword

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)

Also, you can use it to call one constructor from another: this (0, 0)

- Announcements
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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! e.g. contains, remove for specific elements, etc.

Each class has one provided by Java, but it checks for reference equality. (Thanks?)

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 <u>any type of object</u>.

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 <u>actually</u> a Point

Point's equals()



Hunter Schafer 1 minute ago



I also think it would be good to highlight the fact that every Java programmer and their mother just copies (or has memorized) that equals method template and the "real work" is filling in the middle case





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

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Write a Student class that you can construct by saying:

```
new Student(1234567, "Cornbear")
```

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 isTraditionalStudent;

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

Also...

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

<u>Instance Methods</u>

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- 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 copy of the course's roster

Course class

Instance Methods

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• ...

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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 25sp (Brunelle), 25su (Yin)

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 25sp (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 likely offered 25su (???)