CS100J 09 September 2003

- **Course Management System for CS100J** is now populated with students who were pre-registered. Look at course web page to see how to get to it and what to do if you are not in it.
- **Consider changing your section to a less crowded one!** Some sections are overly crowded. Others are 1/3 full. Tuesday 10:10 section is canceled.
- **Today's topic**: **Customizing a class**

Quote for the day:

I have traveled the length and breadth of this country and talked with the best people, and I can assure you that data processing is a fad that won't last out the year.

--Editor in charge of business books for Prentice Hall, 1957

CS100J 09 September 2003

ABOUT THE COURSE TEXT

If you cannot find the course material for CS100J on the Text Shelves in the Cornell bookstore,

Order a Reprint at the Book Information Desk.

It will be printed within 2 business days, and you will be emailed as soon as it is available. (Some are returned daily.)

CS100J

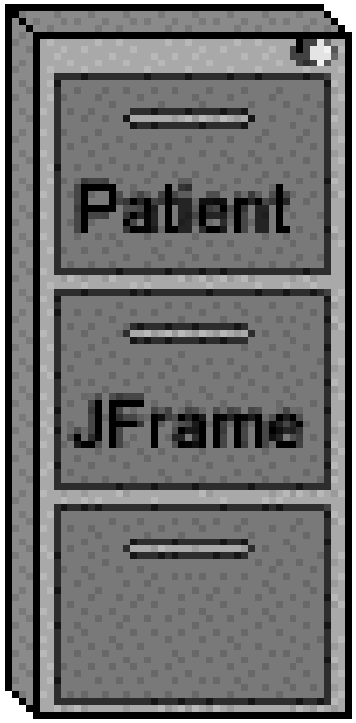
Reading for this lecture: Section 1.5

Read all the "style notes", too.

Summary of lectures: On course home page, click on "Handouts" and then "Outline of lectures held so far".

Today: Show you your first class definition and and method declaration. You'll see how to "customize" class JFrame to suit your needs.

A class is a file-drawer. Contents: manila folders.



Bill

Patient

name "B. Clinton"

address "New York"

owes $250.00

getName()

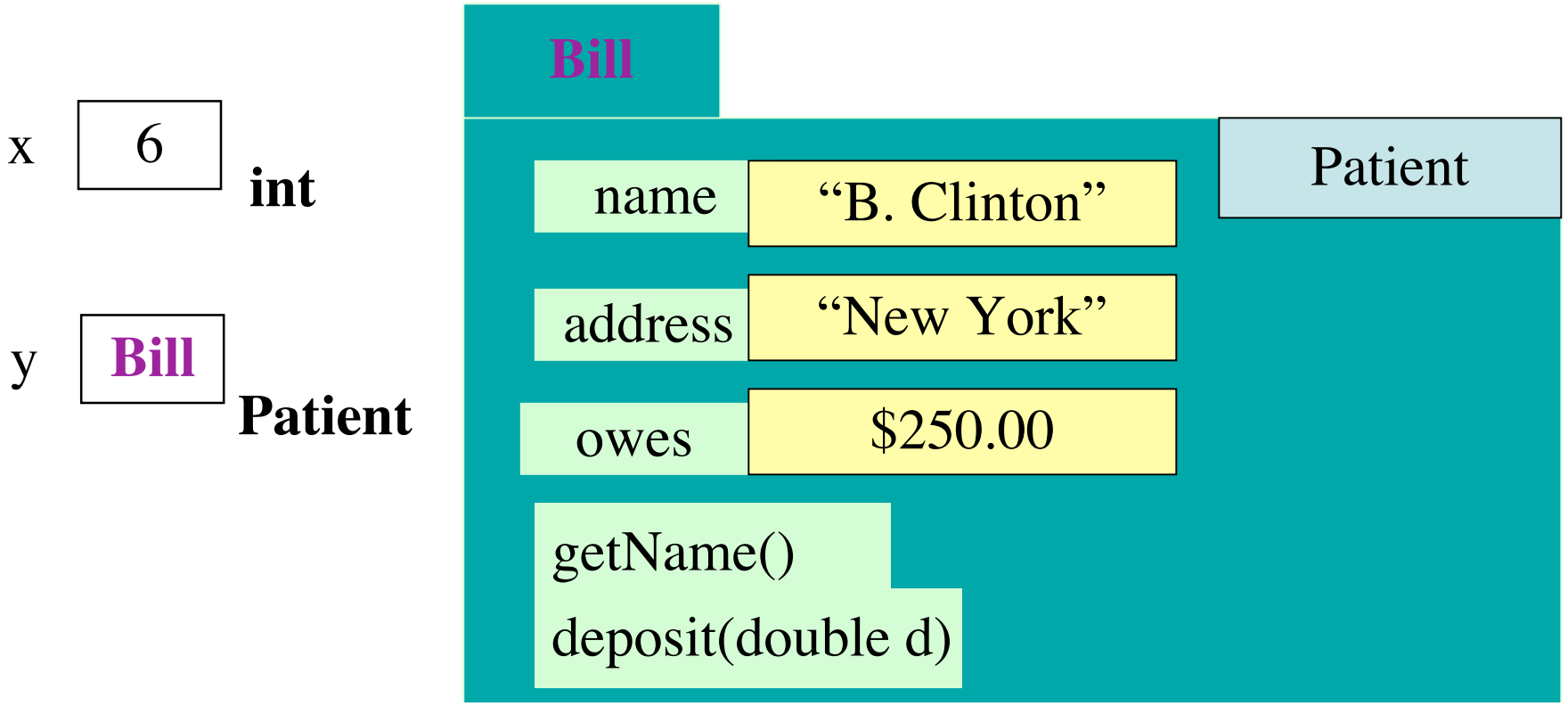
deposit(double d)

(1) unique name on tab of manila folder.

(2) manila folder, instance, object of the class

(3) fields (they are variables)

(4) methods (procedures and functions): instructions to do tasks



x has value 6 y has value **Bill**

y.getName() has the value "B.Clinton"

y.deposit(250) ; will change the value of field owes to 0.

package: A collection of classes that are placed in the same directory on your hard drive. Think of it as a room that contains file cabinets with one drawer for each class.

package **java.io** classes having to do with input/output

package **java.net** classes having to do with the internet

package **java.awt** classes having to do with making GUIs

package **javax.swing** newer classes having to do with GUIs

To reference class JFrame in package javax.swing, use:

javax.swing.JFrame

Instead: import javax.swing.*;

Then use simply JFrame