

## CS100J 11 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 (continued)**

### **Quote for the day:**

**There is no reason anyone would want a computer in their home.**

--Ken Olson, president, chairman and founder of Digital Equipment Corp., 1977

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**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.)

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**QUIZ on Tuesday.**

**See “Key Concepts” at end of Section 1.4.6**

Class

Instance or object or manilla folder

Component: field and method

Procedure, function, constructor

New-expression

Class as a type

**null**

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## Answers to previous.

A **type** is a set of values together with operations on them.

A **variable** is a name with associated value or

A **variable** is a named box, with a value in the box

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**These answers are WRONG**

**type** is the type of a variable that it is, e.g. int, double. Each type is different and good for certain purposes. Tells computer how variable is stored.

**Variable:** something that is stored in the computers memory. It can be changed. e.g. int x= 5. x is a variable.

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**These answers are WRONG**

**type** is the type of a data ?, such as float or int, and it carries different amounts of info.

**Variable:** a value stored in the computer that can be changed.

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**These answers are WRONG**

**type** The kind or form of a variable. For example, “Hello” is a String and 5.0 is type double.

**Variable:** Something (usually a letter or word) that holds information or provides access to an internal name the computer gives to an object.

# CS100J

**Reading for this lecture:** Section 1.5 and 1.6.

**Read all the “style notes”, too.**

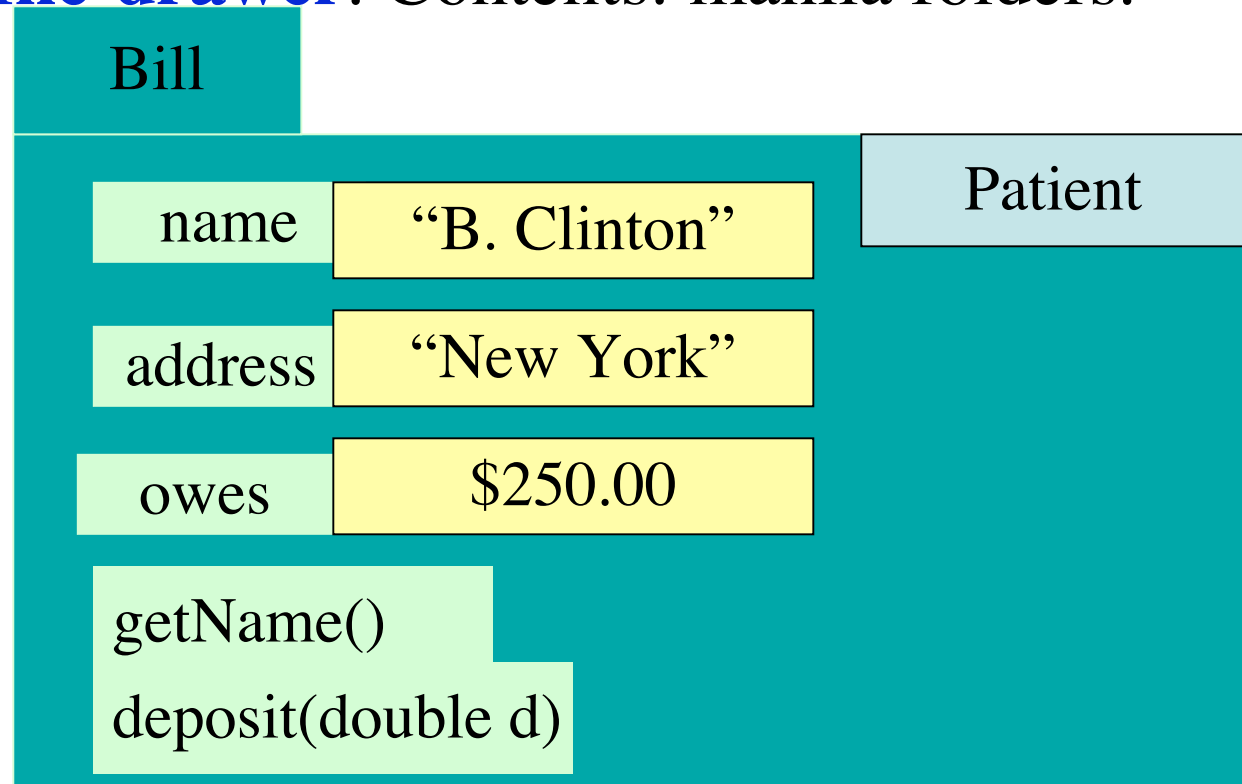
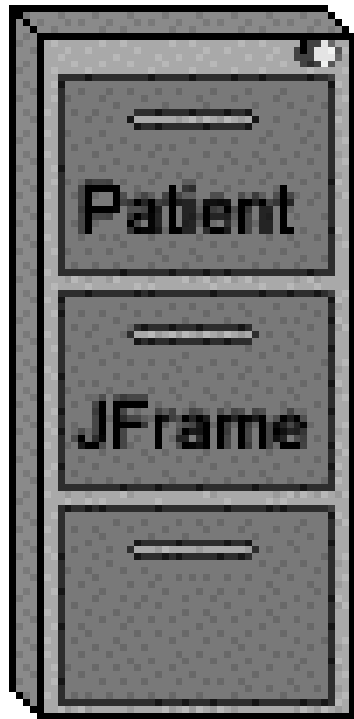
**Summary of lectures:** On course home page, click on “Handouts” and then “Outline of lectures held so far”.

**Today:** Add a field to a class definition.

Introduce the value **null**.



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



- (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

`/** description of what the class is for */`

`public class subclass-name extends superclass-name {`

`declarations of methods`

`}`

**a0**

super-class-name

methods and fields inherited from  
superclass-name

folder belongs in  
file drawer for  
class

subclass-name

methods and fields declared in  
subclass-name

subclass-name