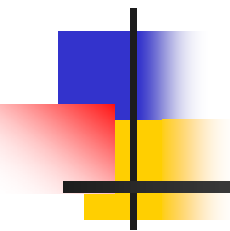
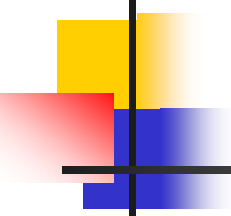


Lecture3

- Functions
- Strings
- Arrays
 - 2D and multi-dimensional arrays
- OOP concepts of Java
 - class and object



Functions

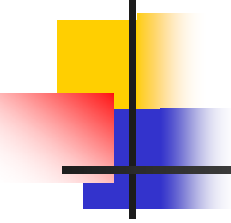


Java functions

- A group of statements
 - To perform a task
 - Possibly return a value
- Unlike C, functions are part of a class in Java

- Syntax

```
<return_type> fn_name (arguments)
{
    // function body
}
```



Java functions ... example

```
import java.io.*;
```

```
public class anyClass  
{
```

// Define a class first

```
    int square (int x)
```

// function to compute square

```
    {
```

```
        return (x * x);
```

```
    }
```

```
public static void main(String args[ ]) //Starting point of the program
```

```
{
```

```
    int i = 5;
```

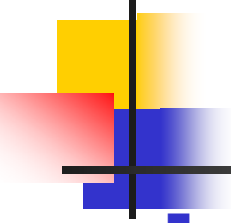
```
    anyClass ac = new anyClass(); // Create an object first
```

```
    int i_sq = ac.square (5); // Call its function
```

```
    System.out.println ("Square of 5 is: " + i_sq);
```

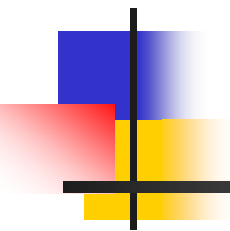
```
}
```

```
}
```

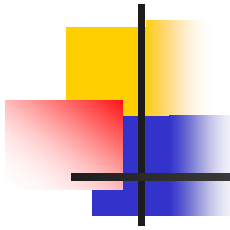


Useful Java functions

- **clone ()**
 - Create a copy of an existing object
- **equals ()**
 - Checks if two objects are the same
 - This is not quite the same as == operator
- **finalize ()**
 - Called to clean up object's resources.
- **getClass ()**
 - Returns a class object
- **hashCode ()**
 - Returns object's memory address in hexadecimal
- **toString ()**
 - Returns a string representation of the object.

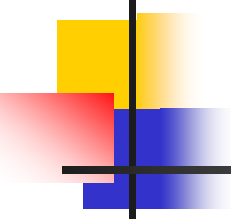


OOP - Class and objects



Class and objects

- **class** - the basic unit of OOP in Java
- A class typically corresponds to some meaningful entity.
- **class** has both **data** and **methods**.
- Attributes and methods are **members** of a class
- An instance of a class is an **object**.
- A class uses methods to interact with other classes/functions.



Class and objects ... contd.

- Classes may have both
 - Data attributes
 - Can be of basic or user defined data types.
 - Need to be initialized - typically done in a constructor
 - Methods, Functions
 - Functions that are part of classes
 - Typically interfaces to interact with other classes and functions.
 - Provide APIs to external world to access and manipulate data attributes.



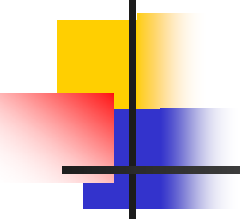
Constructor and destructor ... contd.

Constructor

- o A function with the same name as the class
- o Called when an object is created
- o A class can have more than one constructor

Destructor

- o There is **NO** destructor in Java, equivalent to C++ destructor
- o **In C++**
 - o Destructor: A function with the name **~classname()**
 - o Called when the object goes out of scope, or **deleted**.
- o **In Java**, closest equivalent is **finalize()** function
 - o Used to clean up system resources
 - o E.g. close open files, open sockets
 - o Clear screen for GUI/graphics objects.
 - o Called by system garbage collectors and other resource cleanup functions.



A simple "account" example

```
public class Account
{
    private int user_SSN;                // attribute (data)
    private int accountNumber;           // attribute (data)
    public void withdrawMoney (int amount) { .. };    // method
    public void depositMoney (int amount)  { .. };    // method
    public void computeInterest( )         { .. };    // method

    public Account() { }                  // Constructor
    public static void main (String args[ ])        // main function
    {
        Account a = new Account( );           // Create a new object
        System.out.println ("In account main");
    }
};
```



Account example ... contd.

```
import java.io.*;
```

```
public class Account  
{
```

```
    private int user_SSN;           // attribute (data)  
    private int accountNumber;     // attribute (data)  
    public MyClass m = null;
```

Class definition

```
// Account constructor
```

```
public Account( )
```

```
{  
    user_SSN = -1; accountNumber = -1; // default values  
}
```

Constructor

```
// Account finalize function
```

```
protected void finalize( )
```

```
{  
    System.out.println ("In Account finalize function");  
}
```

finalize function

```
// Account main function
```

```
public static void main (String args[ ])
```

```
{  
    Account a = new Account( );  
    System.runFinalizersOnExit(true); // deprecated  
}
```

main function

```
};
```

Calls finalize functions