CSC 212
PROGRAMMING WITH DATA STRUCTURES

SPRING 2016
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CLASS 3: FEB 2
OUTLINE

• Finish arrays with demo
• Revisit commandline + demo typescript
• Classes in Java
• Intro to inheritance with VoteCounter
• Inheritance demo: CandyHeart
• Self-reflections and note cards
ARRAYS

• Handout 2: what does this code print?

• How could you modify the code to make it produce the expected behavior?

• Allocation via “new” keyword
WHAT TO SUBMIT

• Conversation.java
  • Source code

• typescript
  • This shows what your program produces (demo)

• readme.txt
  • Self-reflection (what you learned, what you found challenging)
  • Share some of your reflections with the class later on
CLIENT-SERVER MODEL

This is your laptop

This is aurora

This is a lab machine

Internet

ssh

Crests

Server

https://en.wikipedia.org/wiki/Client-server_model
CLASSES

Why do we need classes?

What is the definition of a class?
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Why do we need classes?

* Reuse and encapsulation

What is the definition of a class?

* Group of objects with the same behavior
* An *object* is an *instance* of a class
* Usually given names that are nouns