COMP 249: Object Oriented Programming II

Tutorial 1:

Review of COMP248 and Javadoc

Question 1

Assume a rectangle class with two attributes, a and b representing the size of the rectangle. What is the output of this code,

```
public void myMethod(Rectangle rect) {
    rect.a = 15;
    rect.b = 15;
}

public static void main(String[] args) {
    Rectangle r = new Rectangle(10, 10);
    MyClass c = new MyClass();

    c.myMethod(r);
    System.out.println(r.toString()); // Rectangle size
}
```

Question 2

What is the output of this code, assuming previous rectangle class:

```
public void myMethod(Rectangle rect1, Rectangle rect2) {
    rect1 = rect2;
}

public static void main(String[] args) {
    Rectangle r1 = new Rectangle(10, 10);
    Rectangle r2 = new Rectangle(15, 15);
    MyClass c = new MyClass();

    c.myMethod(r1, r2);
    System.out.println(r1.toString()); // Rectangle size
    System.out.println(r2.toString()); // Rectangle size
}
```

Question 3: Consider these two classes

```
public class House {
public class Animal {
                                                              private String address;
   private int age;
   private String name, color;
                                                              private Animal animal;
   public Animal(int age, String name, String color) {
                                                              public House(String address, Animal animal) {
       this.age = age;
                                                                  this.address = address;
       this.color = color;
       this.name = name;
                                                                  this.animal = animal;
   public String toString()
                                                              public String toString() {
       return "Animal: Name: " + this.name + ", Age: " +
                                                                  return "House: Address: " + this.address
              this.age + ", Color: " + this.color;
                                                                           + ", Contains: " + this.animal;
   public void setAge(int age) {
       this.age = age;
                                                              public String getAddress() {
                                                                  return this.address;
   public void setName(String name) {
       this.name = name;
                                                              public Animal getAnimal() {
   public void setColor(String color) {
                                                                  return this.animal;
       this.color = color;
```

Question 3:

What would be the output of:

```
class driver {
   public static void main(String[] arg) {
        Animal a = new Animal(2, "Emma", "Red");
        House h1 = new House("Montreal", a);
        a.setAge(3);
        a.setName("Liam");
        a.setColor("White");
        House h2 = new House("Toronto", a);
        System.out.println(h1 + "\n" + h2);
    }
}
```

Question 4: Coding exercise

Write a Student class which keeps track of grades and generates a final mark.

You should store:

- ▶ 3 quiz scores, an array of int between 0 and 20;
- ▶ 1 midterm score, an int between 0 and 50;
- ▶ 1 final score, an int between 0 and 100;
- ▶ the overallScore (double) and letter grade (char).

also create the appropriate accessor and mutator methods.

Question 5: Coding exercise (cont'd)

Student should also include the methods:

```
public void calculateOverallScore() { ... }
  Quizzes are worth 15% of the grade,
  Midterm is worth 35% of the grade,
  the Final is worth 50% of the grade.
public void finalLetterGrade() { ... }
  100 ~ 90: A 70 ~ 80: C 0 ~ 60: F
  90 ~ 80: B 60 ~ 70: D
```

Comments in Java

3 types of comments in Java:

```
// single line comments
```

```
/* Multiple lines comment.
Useful to "erase" a block
of code from compilation */
```

```
/**
  * JavaDoc comments
  * Can be used to generate html documentation
  */
```

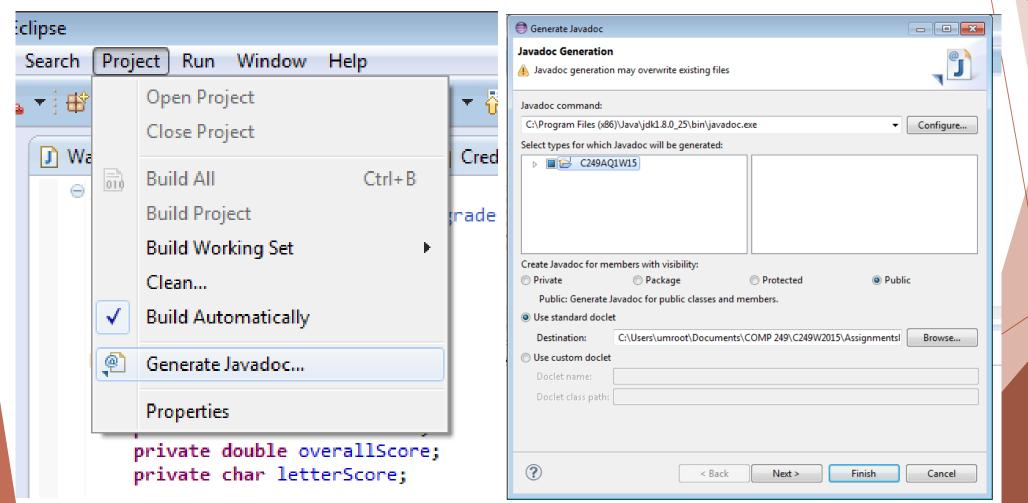
Javadoc: what is it?

- ► A standard for documenting Java programs
- ► A system which allows to attach descriptions to classes, constructors, fields, interfaces, and methods, in a generated HTML document.
- ► This is done by placing appropriate comments directly before the declaration of the item they describe:

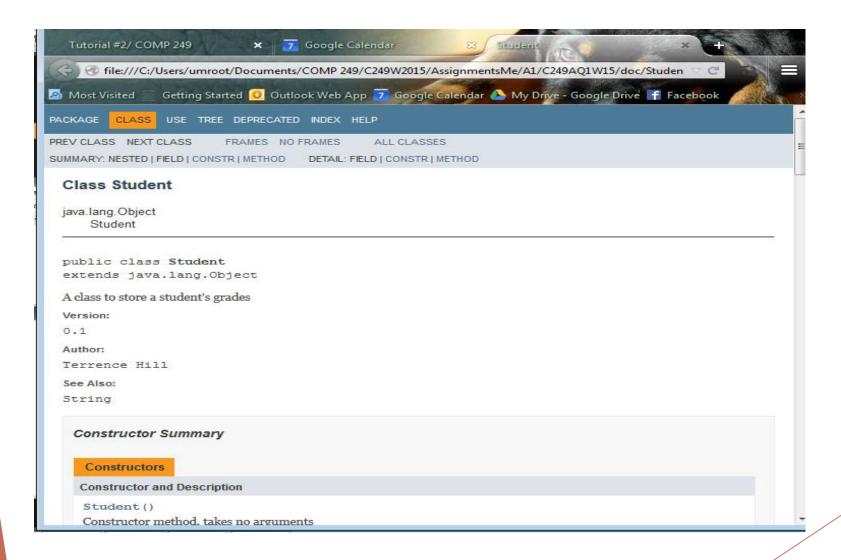
```
/**
  * The Student class implements methods to
  * calculate a student's grades
  */
public class Student { ... }
```

JavaDoc: generating documentation

► In Eclipse



JavaDoc: generated documentation



JavaDoc: general form

```
/ * *
* One sentence ending with a period describing the
purpose.
* Additional lines giving
* more details (html tags can be included)
*
* javadoc tags to specify more specific information,
* such as parameters and return values for a method
 @Tag Description ...
 @Tag Description ...
```

Javadoc: Some tags

Tags are used to specify specific information in the HTML documentation. Some common tags:

- ► For files, classes, and interfaces:
 - @author name
 - @version number
- ► For methods:
 - @param name description
 - @return description
 - @exception exceptionClass description
 - @deprecated description
- ► For everything:
 - @see relatedReference (ex. other class name)

Javadoc: Simple example

Here's a simple JavaDoc comment describing a class:

```
/ * *
* The Foobar class does things.
* Amazing things, in fact.
*
 @author Bob
* @version 1.1
* @see String
public class Foobar { ... }
```

Javadoc: Simple example

Here's a simple JavaDoc comment describing a **method**:

```
/**
* Takes two integers and uses them to make the
* calculations.
*
* @param firstValue an integer value
* @param secondValue another integer value
* @return a double calculated from the two values provided
*/
public double makeCalculations(int firstValue, int secondValue) { ... }
```

Question 6: Javadoc

Go back to your Student class and add Javadoc comments for each of your classes and methods, compile the documentation and take a look at the result.