## Java Classes

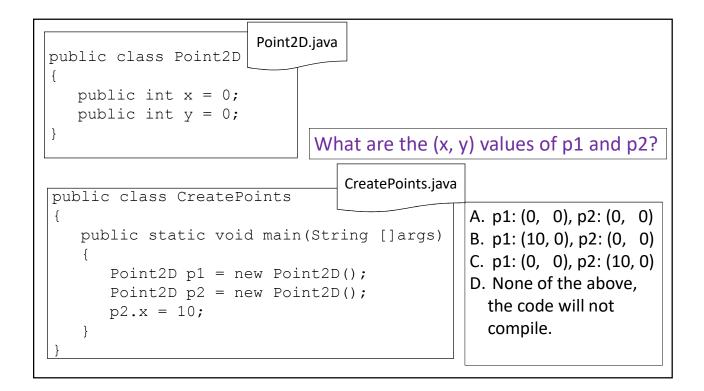
CSCI 2300

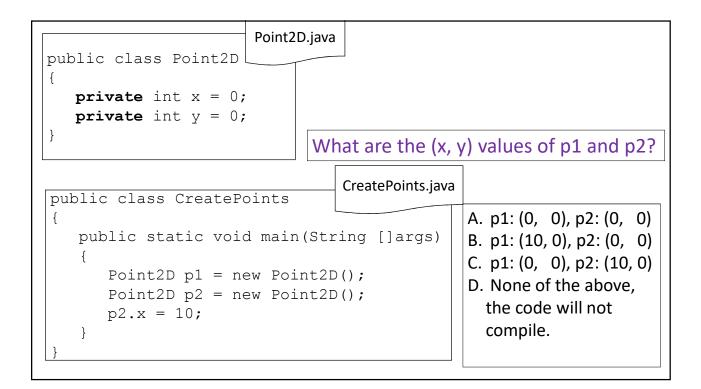
## In your assigned reading you learned about

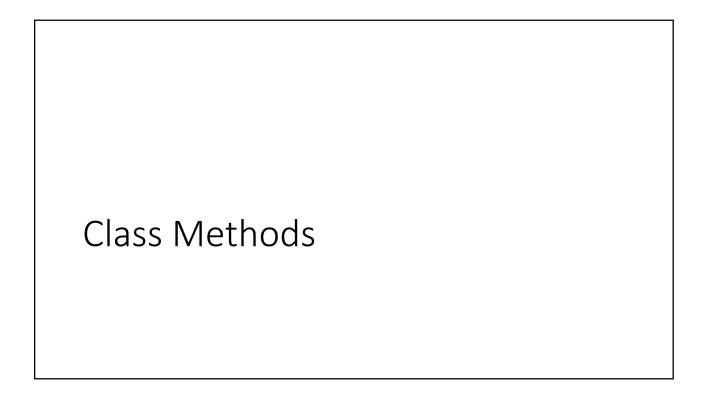
- Java Classes and Objects
- Java Class Attributes
- Java Class Methods
- Java Constructors
- Java Modifiers

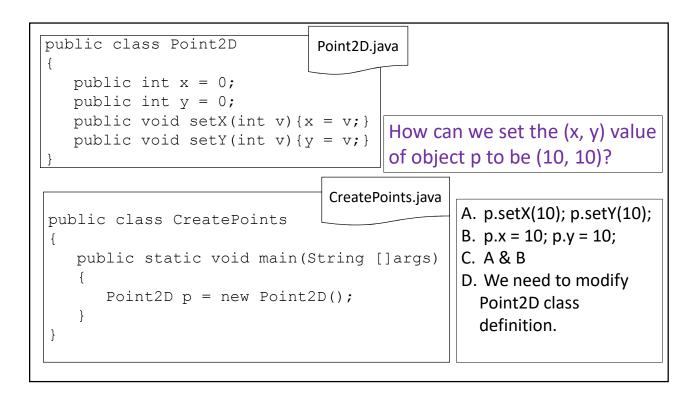
## •Any Questions?

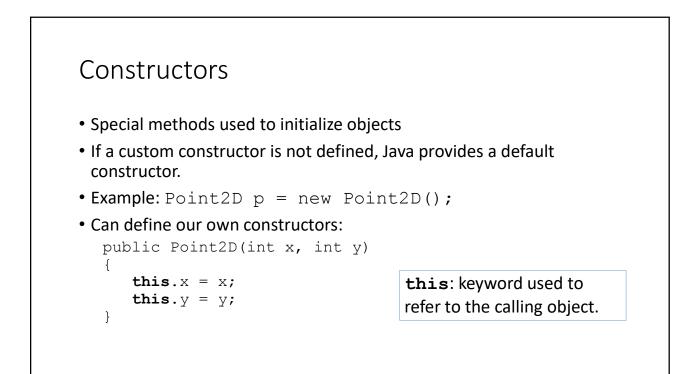


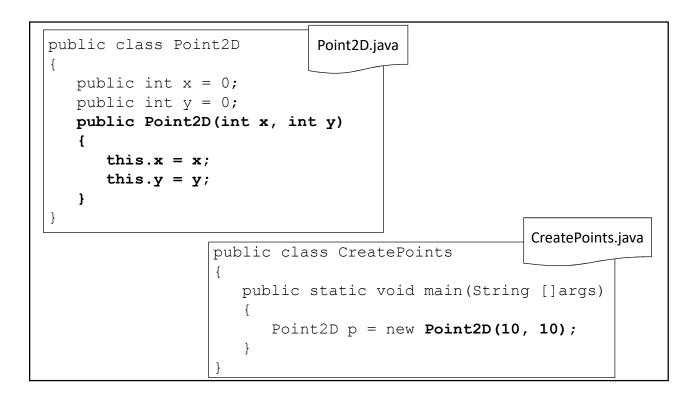


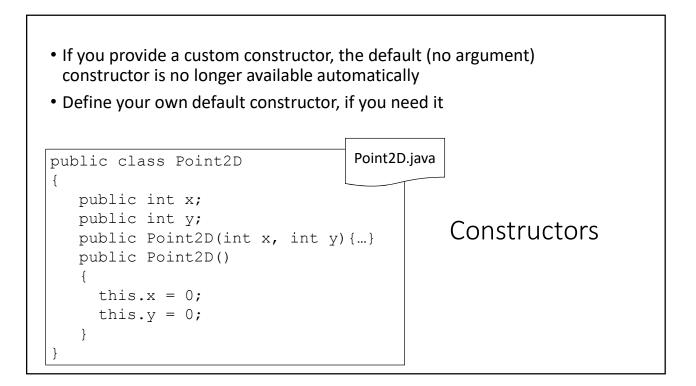




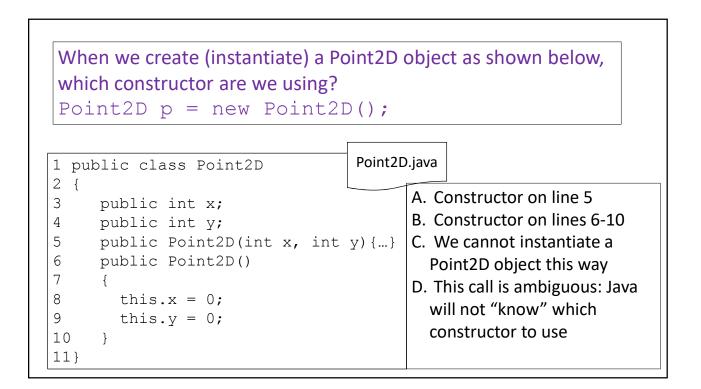




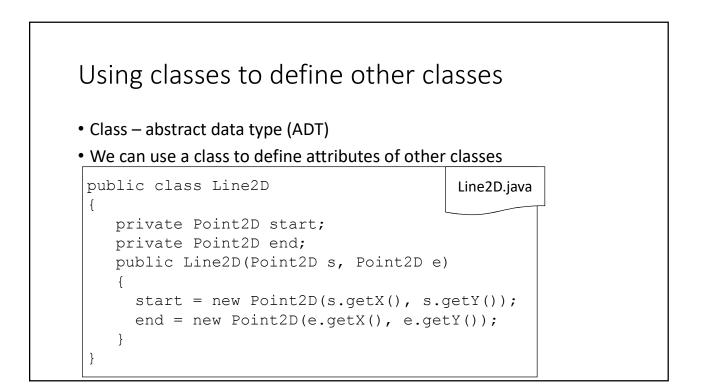


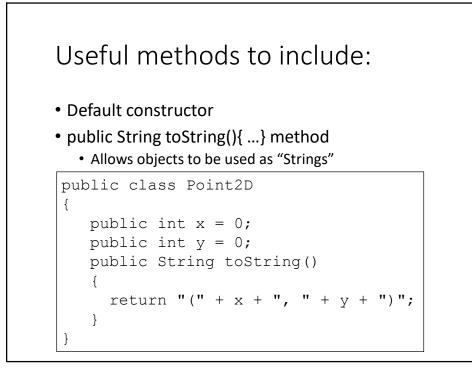


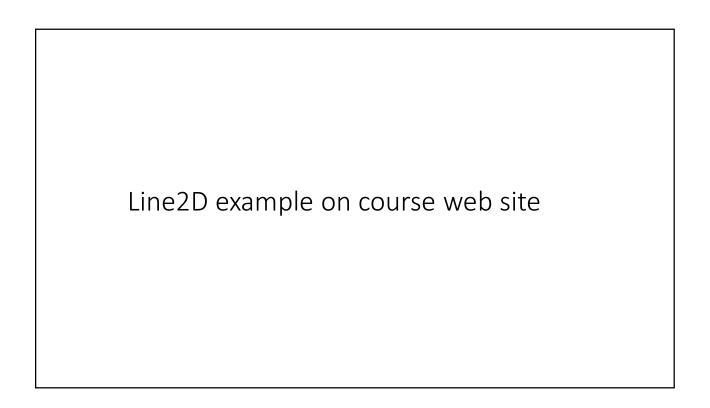
When we create (instantiate) a Point2D object as shown below, which constructor are we using? Point2D p = new Point2D(1, 2);Point2D.java 1 public class Point2D 2 { A. Constructor on line 5 3 public int x; B. Constructor on lines 6-10 public int y; 4 5 public Point2D(int x, int y) {...} C. We cannot instantiate a 6 public Point2D() Point2D object this way 7 { D. This call is ambiguous: Java 8 this.x = 0;will not "know" which 9 this.y = 0;constructor to use 10 } 11}



```
When we create (instantiate) a Point2D object as shown below,
which constructor are we using?
Point2D p = new Point2D(1);
                                   Point2D.java
1 public class Point2D
2 {
                                          A. Constructor on line 5
3
     public int x;
                                          B. Constructor on lines 6-10
     public int y;
4
5
     public Point2D(int x, int y) {...}
                                          C. We cannot instantiate a
6
     public Point2D()
                                            Point2D object this way
7
     {
                                          D. This call is ambiguous: Java
       this.x = 0;
8
                                            will not "know" which
9
      this.y = 0;
                                            constructor to use
10
     }
11}
```







## Lab Assignment 3 Create lab3 sub-directory in your csci2300 directory. Follow Line2D example to: Design and implement a Circle2D class. Consider the following questions: What are the attributes of a Circle in 2D? What methods (behaviors) are appropriate for a Circle in 2D? Write a "MakeCircle2D" class with the main method that: Creates two circles in 2D Outputs attribute values of the circles. Compile and run your code: javac \*.java java MakeCircle2D