

# **CSC 212**

# **PROGRAMMING WITH**

# **DATA STRUCTURES**

**SPRING 2016**

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**SMITH COLLEGE**

# **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**

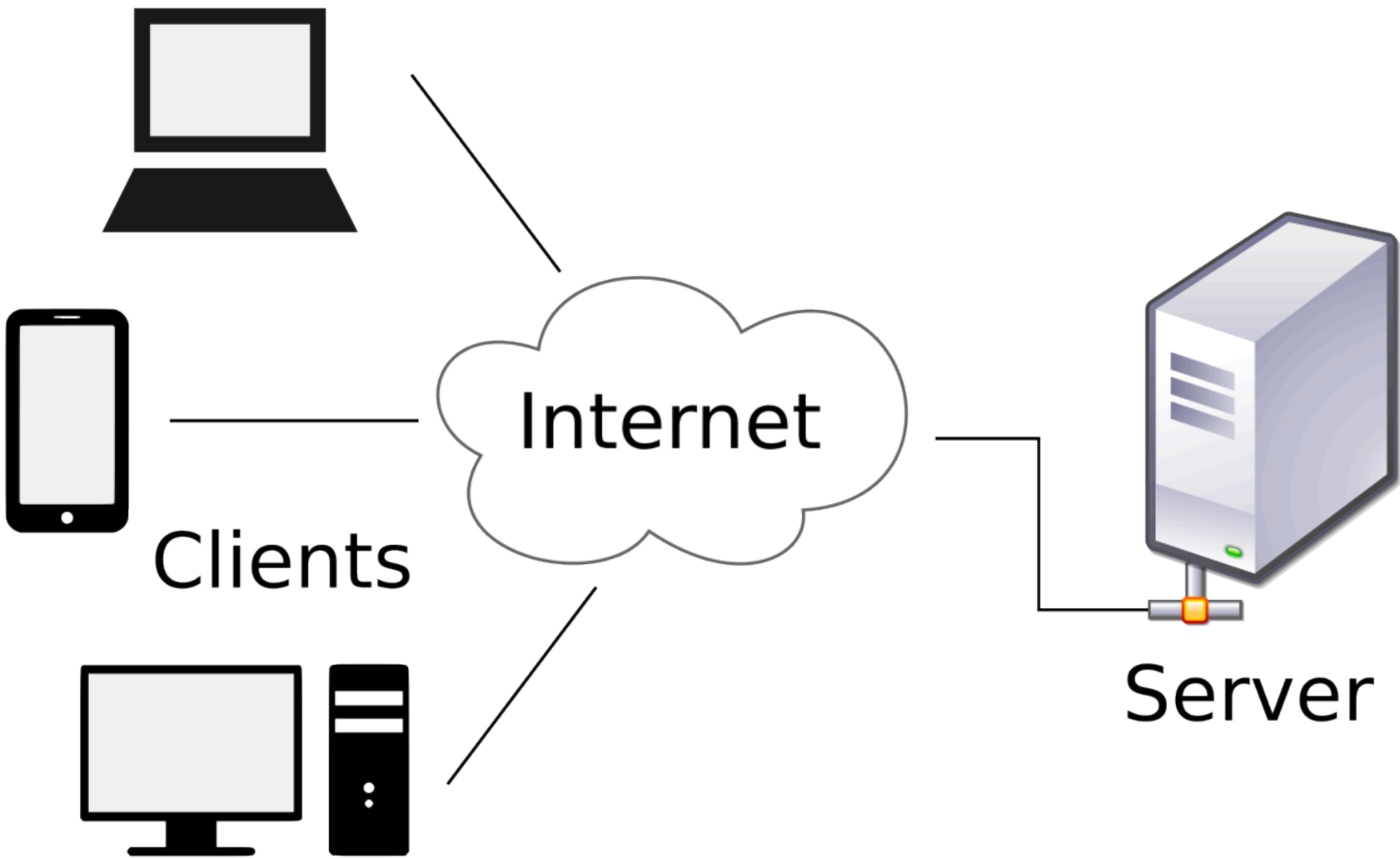
# ARRAYS

- **Handout 2: what does this code print?**
- **How could you modify the code to make it produce the expected behavior?**
- **Allocation via “new” keyword**

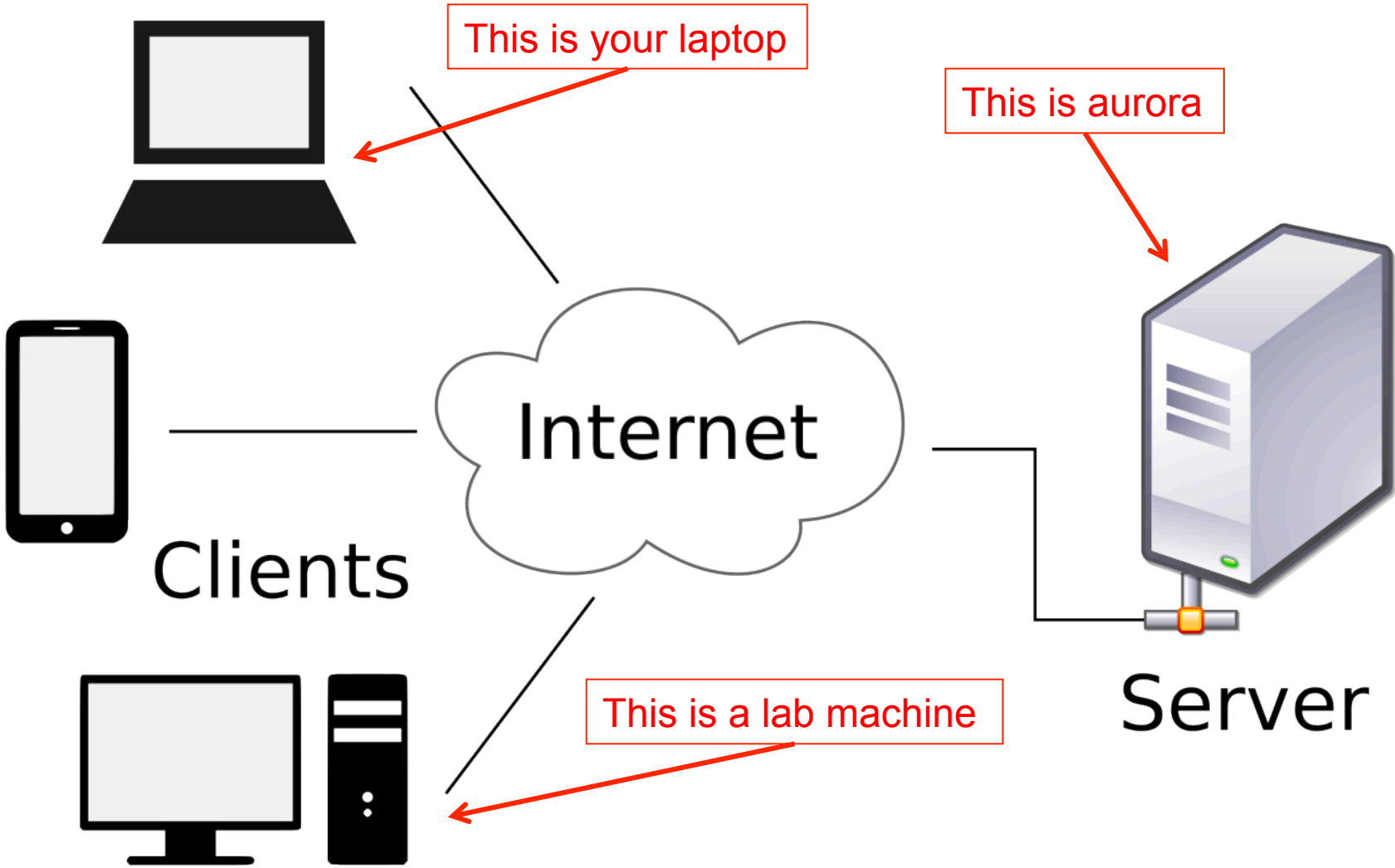
# WHAT TO SUBMIT

- **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

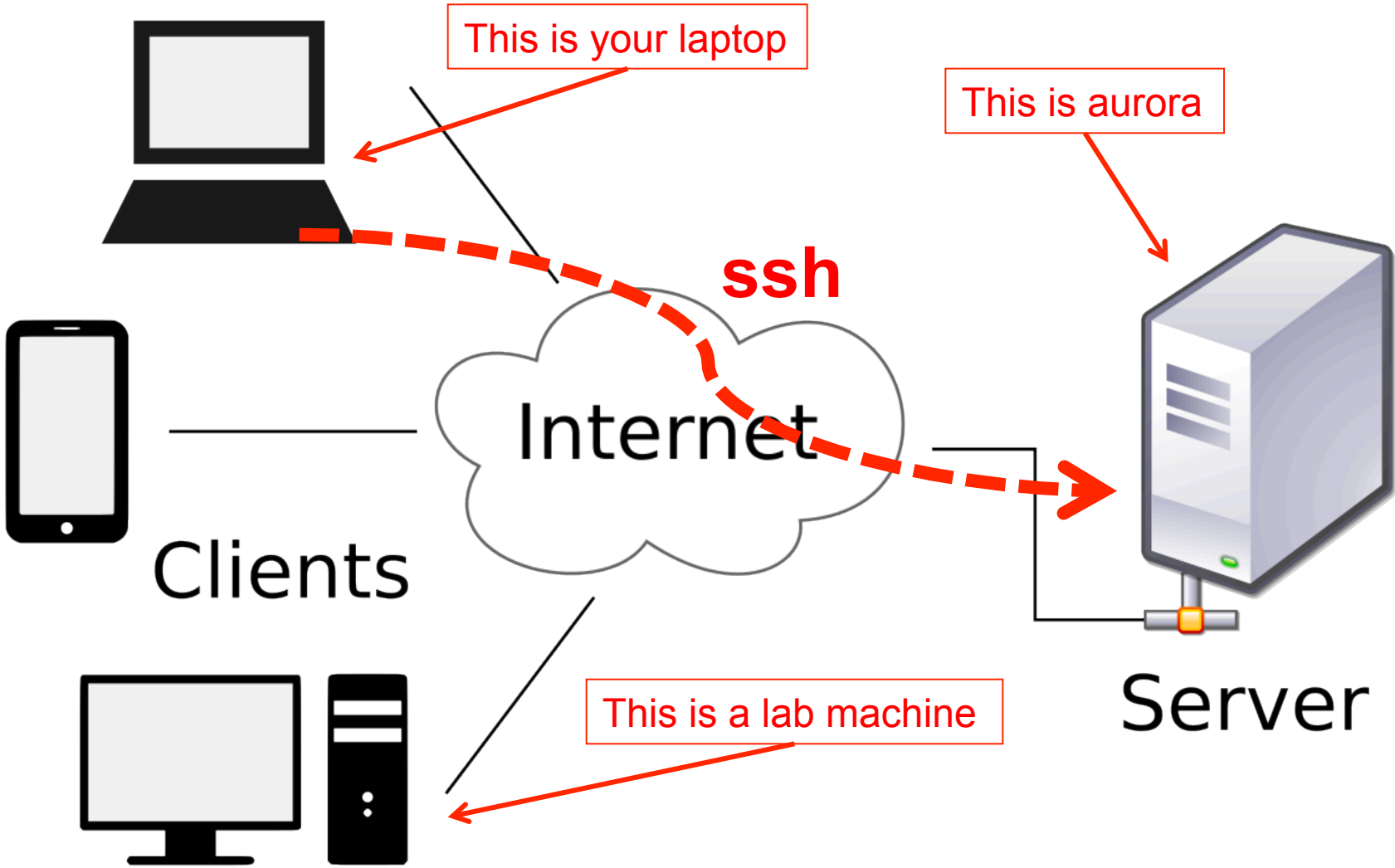
# CLIENT-SERVER MODEL



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# CLIENT-SERVER MODEL



# CLASSES

**Why do we need classes?**

**What is the definition of a class?**



# CLASSES

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