CSE 113 B

September 28 – October 2, 2009

2 Announcements

- No classes held on Monday, 9/28 until 6:00pm – university holiday.
- Lab 1 due 10/2
- Exam Review 10/5 in lecture – see posted review questions
- Exam 1 10/7

3 Instance Variables

- Sometimes, we need our objects to keep track of certain data
- Syntax for declaring an instance variable (this goes inside the class, but outside any method definitions)

private **type** **identifier**;

- **private** is a keyword that is needed – we'll discuss more about it later
- **type** is the type of the variable – what kind of information are we going to store?
- **identifier** is the name of the variable – programmer chooses the names of variables

4 Instance Variables

- When we have instance variables, we need to use the constructor to give those variables initial values.
- To assign a value to a variable, we need to use the assignment operator (which is the equals sign)
- It is important to remember that assignment statements work right to left – the right hand side of the statement is evaluated first and then that value is stored in the variable given on the left hand side

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IF-ELSE STATEMENTS

- In our first conditional statement:

if(condition)

{

}

- Execution worked in the following way, if the condition was true, the code in the **{ }** was executed. If it was false, nothing happened.

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IF-ELSE STATEMENTS

- We are going to add another clause to the if-statement, the "else" clause allows for a different kind of interaction – it allows for two possibilities – one to execute when the condition is true and one to execute when it is false.
- Syntax

if (condition)

{

}

else

{

}