

# Objects

CSE 114 INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING

1

## Announcements

Start of the second phase of the semester

Topics:

- Objects
- Object composition
- Memory representation of objects

Reading: follow the lecture notes closely and use textbook as a reference

2

## Why objects?

3

## Program structure for objects

See [program\\_structure\\_5.txt](#) (v. 5)

- [X.java](#) and [UseX.java](#)

See [UseRandom.java](#) that uses [java.util.Random.java](#)

4

## Two steps for creating objects

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1. Define a class X in a file named X.java
2. Create as many objects (also known as 'instances') as you like using the class (as the 'blueprint' for creating objects of the type X) in the main of UseX class in a file named UseX.java.

You can create objects in some methods in some other classes, but we will do it this way for now.

See [creating\\_objects.txt](#) also

5

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## Examples

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See [Account.java](#) and [UseAccount.java](#)

See [Point.java](#) and [UsePoint.java](#)

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6

## Objects and Object Composition

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What is an **object**?

- See [objects.txt](#)

What is **object composition**?

- See [object\\_composition.txt](#)

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7

## Memory representation of objects

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Will use [UseAccount3.java](#) to demonstrate it

8

8