

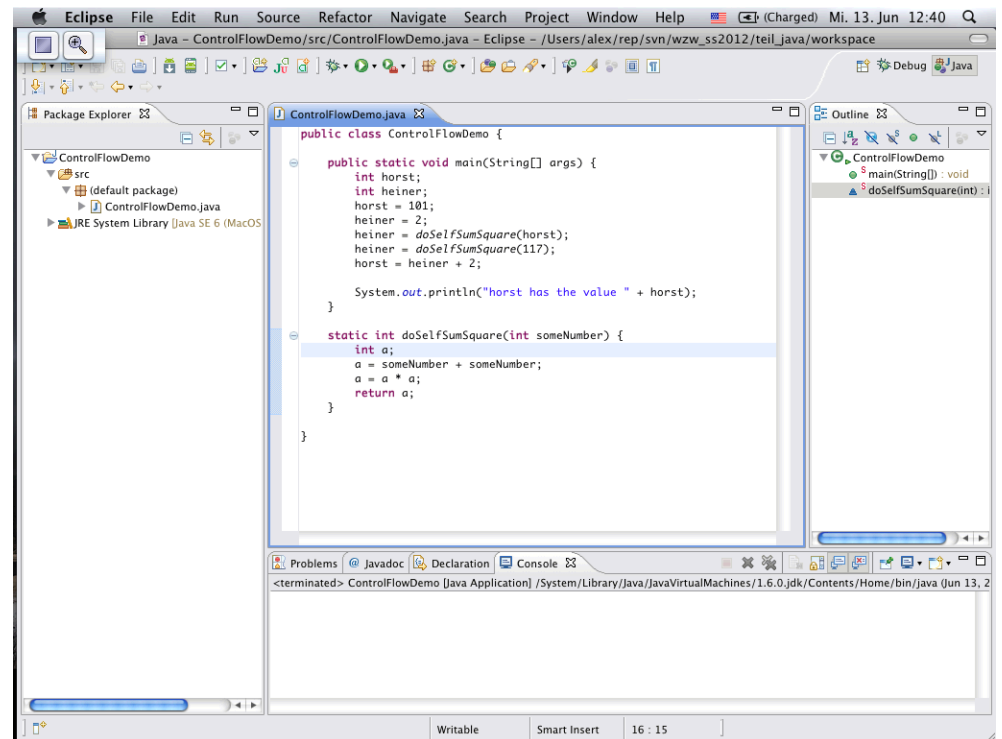
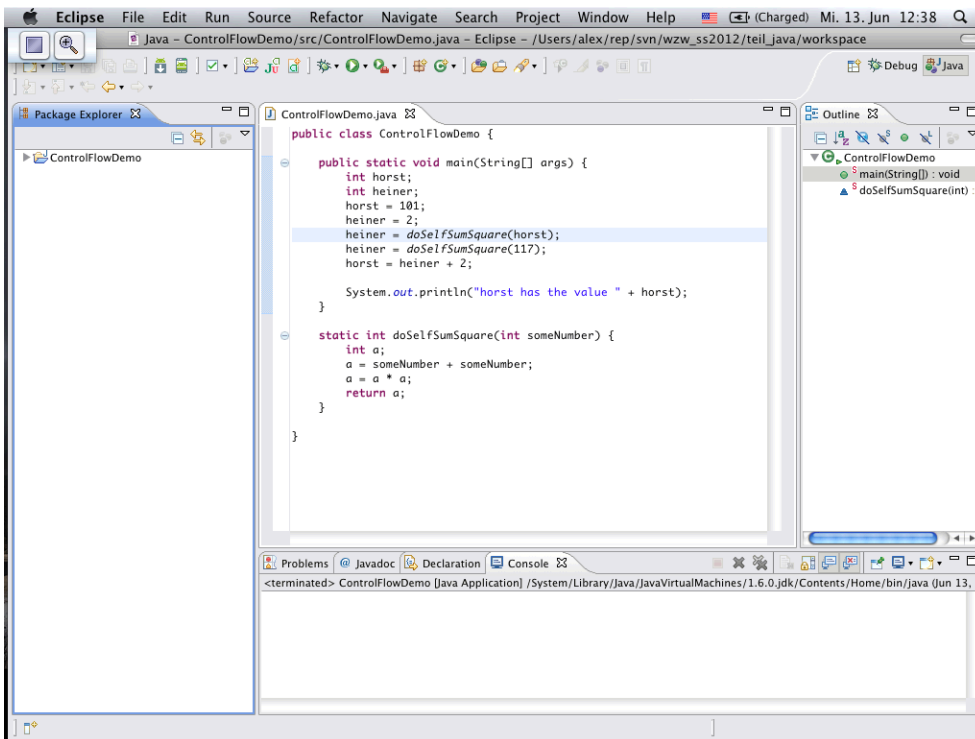
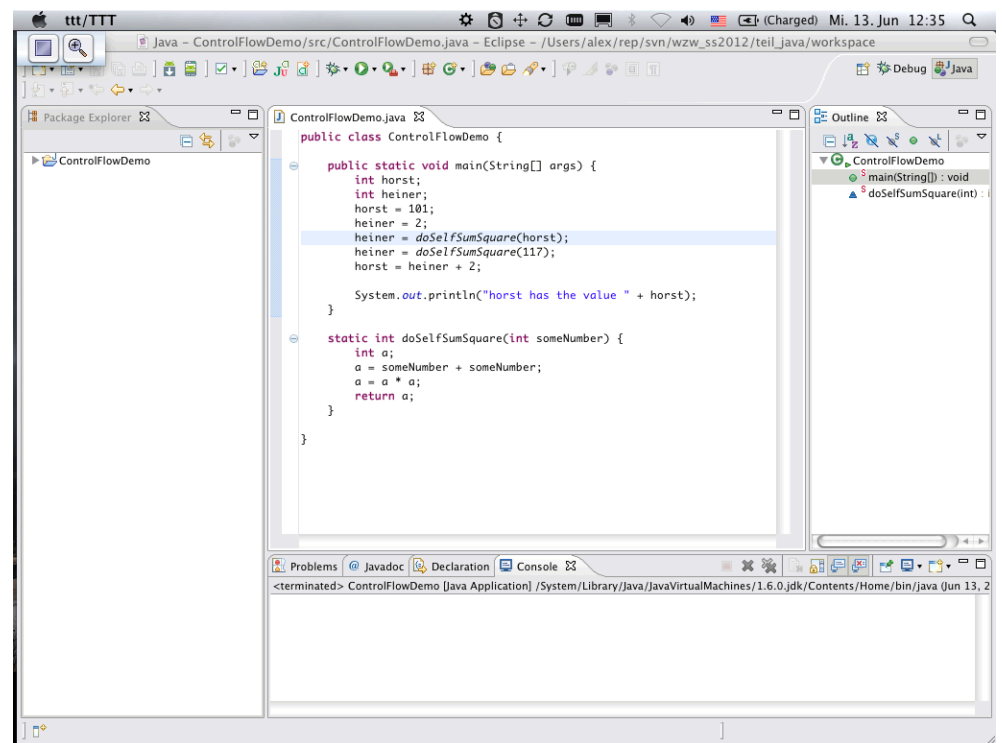
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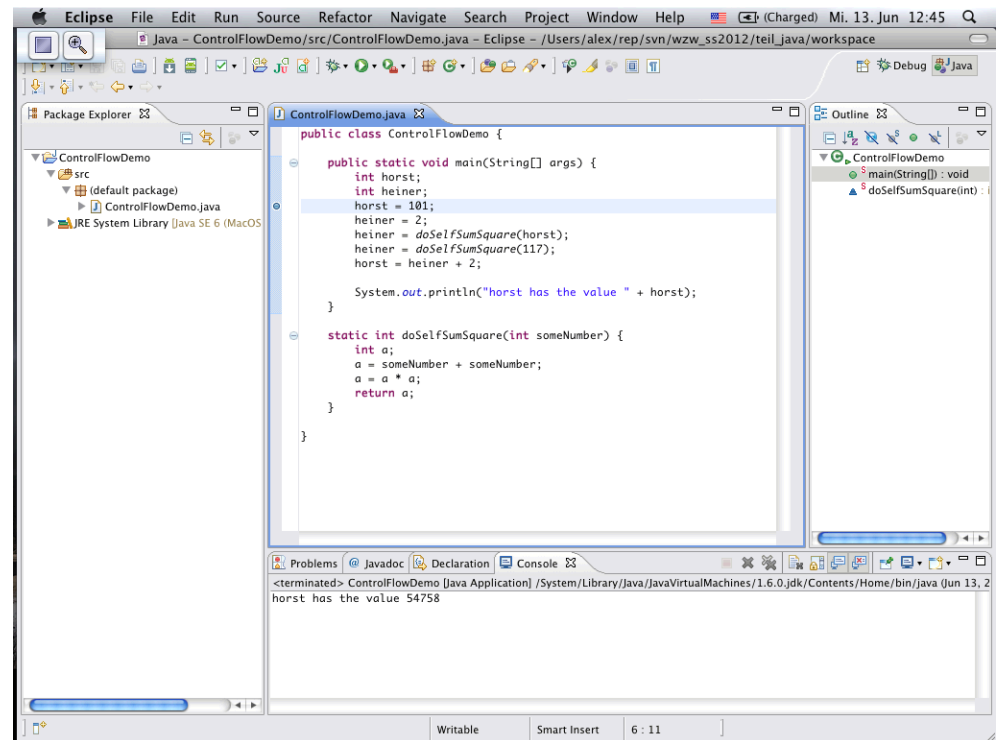
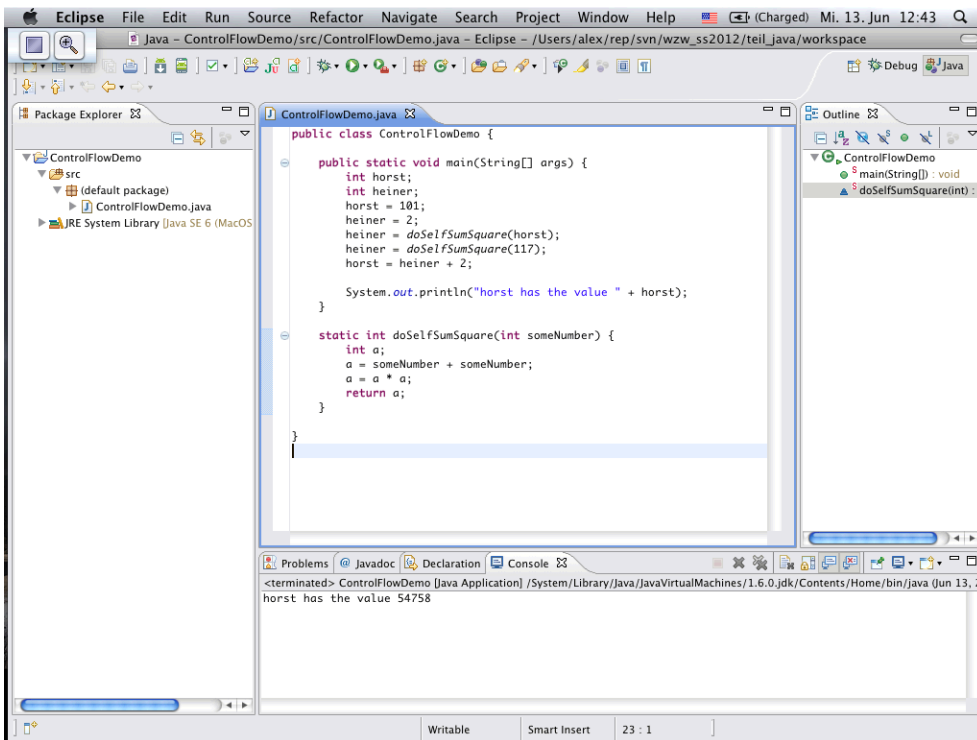
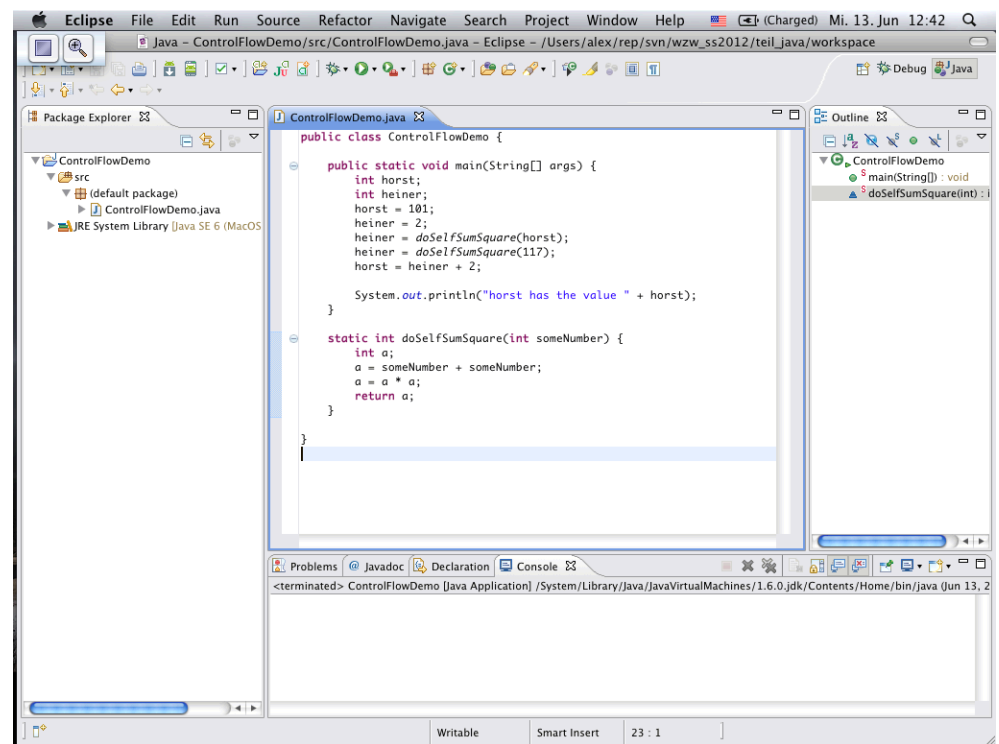
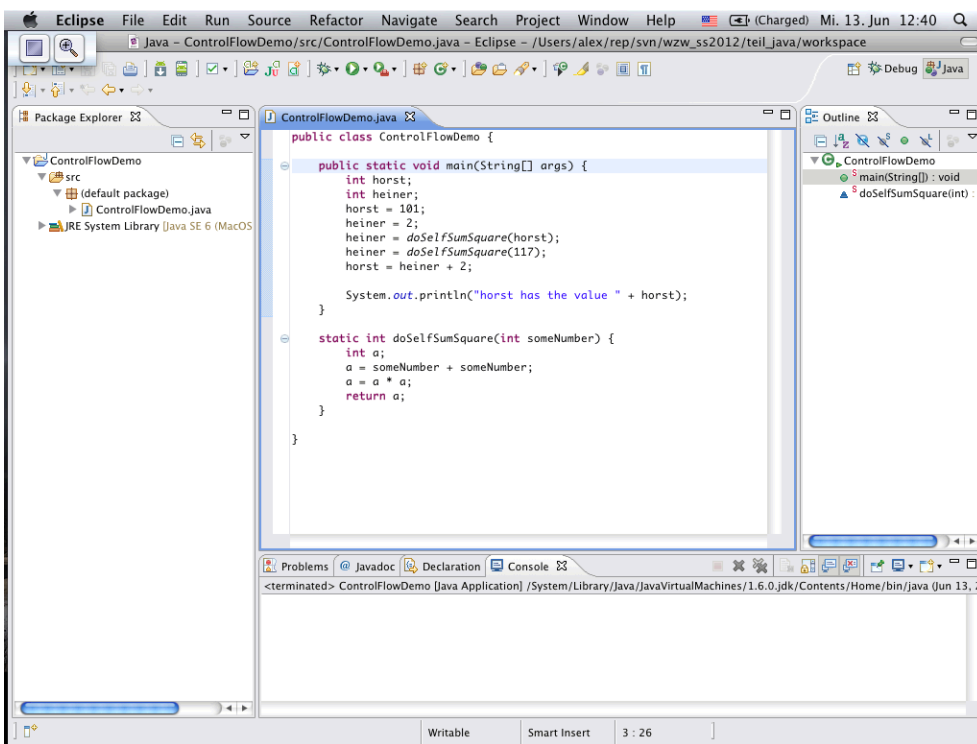
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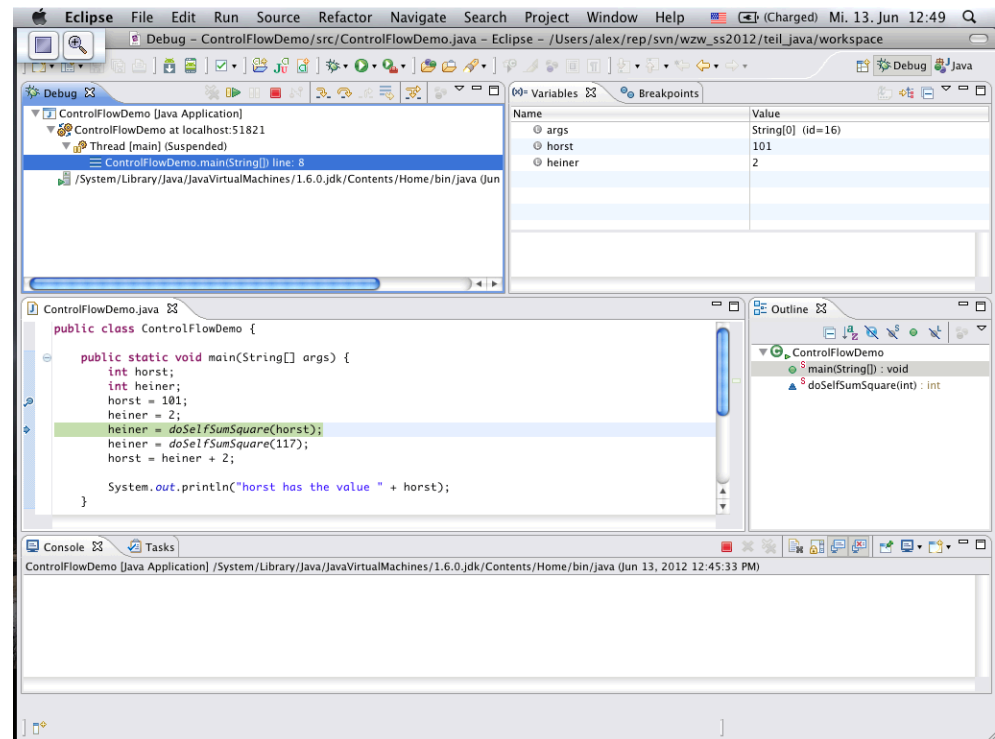
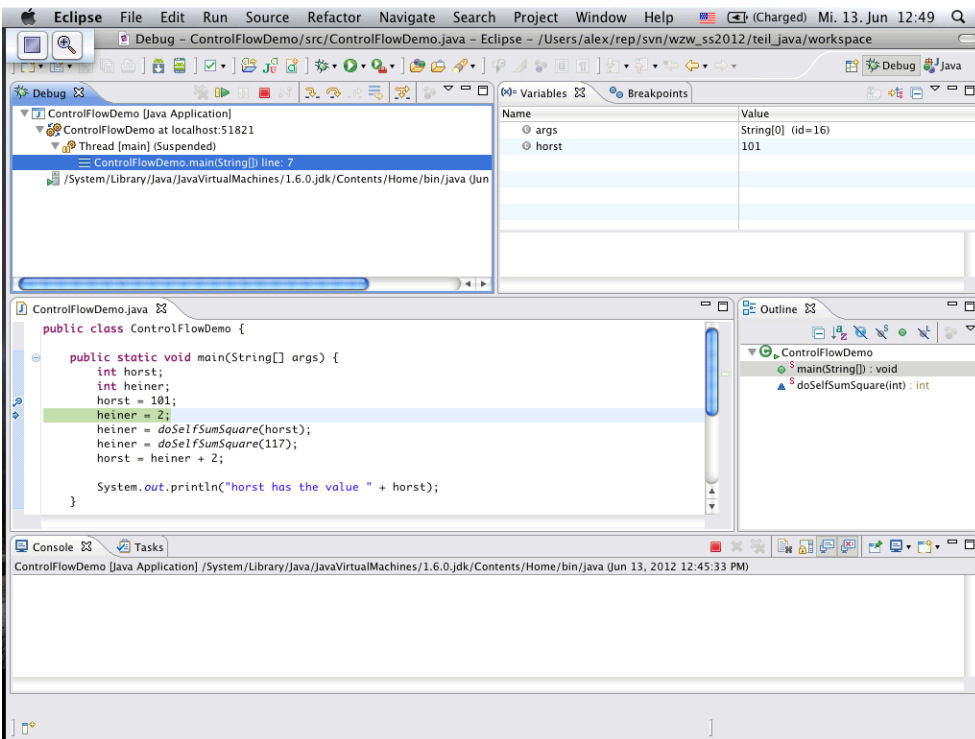
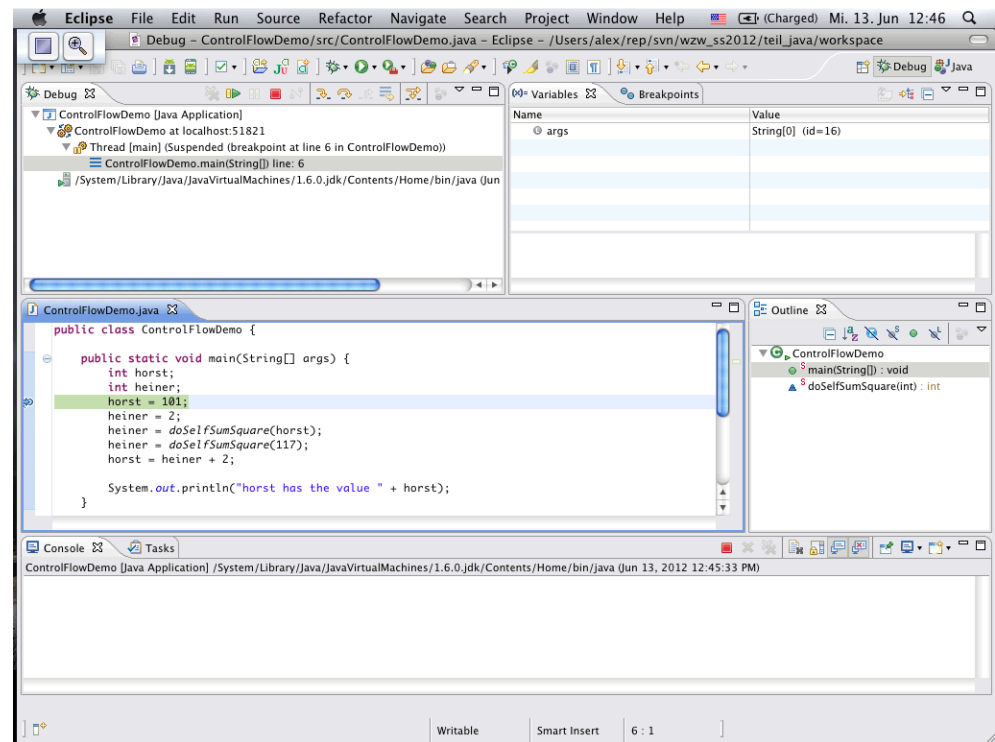
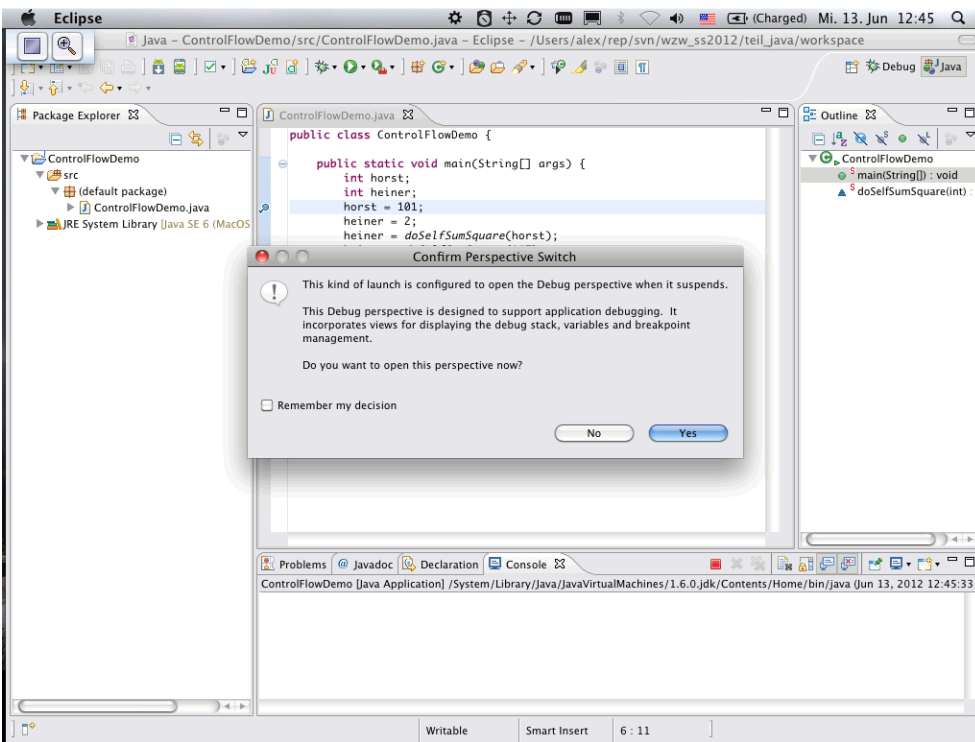
Date: Wed Jun 13 12:35:29 CEST 2012

Duration: 45:52 min

Pages: 28







Eclipse IDE screenshot showing the initial state of the debug session. The application is paused at line 9 of `main(String[] args)`. The console shows the output: `ControlFlowDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012 12:45:33 PM)`.

Name	Value
args	String[] (id=16)
horst	101
heiner	40804

```

public class ControlFlowDemo {
    public static void main(String[] args) {
        int horst;
        int heiner;
        horst = 101;
        heiner = 2;
        heiner = doSelfSumSquare(horst);
        heiner = doSelfSumSquare(117);
        horst = heiner + 2;

        System.out.println("horst has the value " + horst);
    }
}

```

Eclipse IDE screenshot showing the application paused at line 17 of `doSelfSumSquare(int)`. The console shows the output: `ControlFlowDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012 12:45:33 PM)`.

Name	Value
args	String[] (id=16)
horst	101
heiner	40804

```

static int doSelfSumSquare(int someNumber) {
    int a;
    a = someNumber + someNumber;
    a = a * a;
    return a;
}

```

Eclipse IDE screenshot showing the application paused at line 17 of `doSelfSumSquare(int)`. The console shows the output: `ControlFlowDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012 12:45:33 PM)`.

Name	Value
someNumber	117

```

static int doSelfSumSquare(int someNumber) {
    int a;
    a = someNumber + someNumber;
    a = a * a;
    return a;
}

```

Eclipse IDE screenshot showing the application paused at line 10 of `main(String[] args)`. The console shows the output: `ControlFlowDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012 12:45:33 PM)`.

Name	Value
args	String[] (id=16)
horst	101
heiner	54756

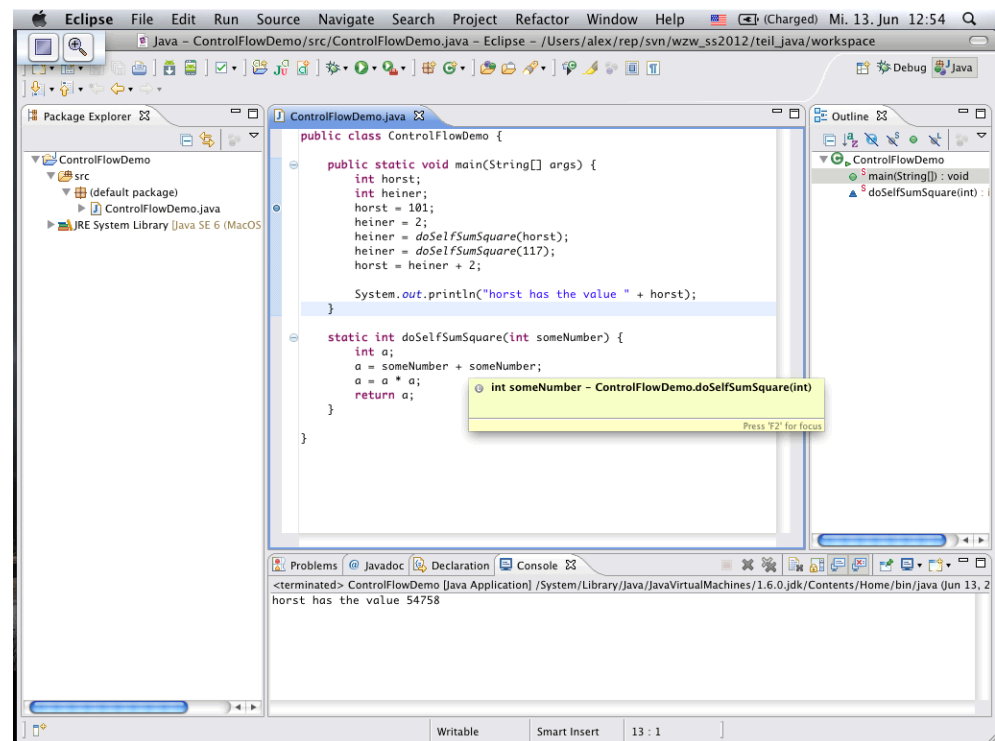
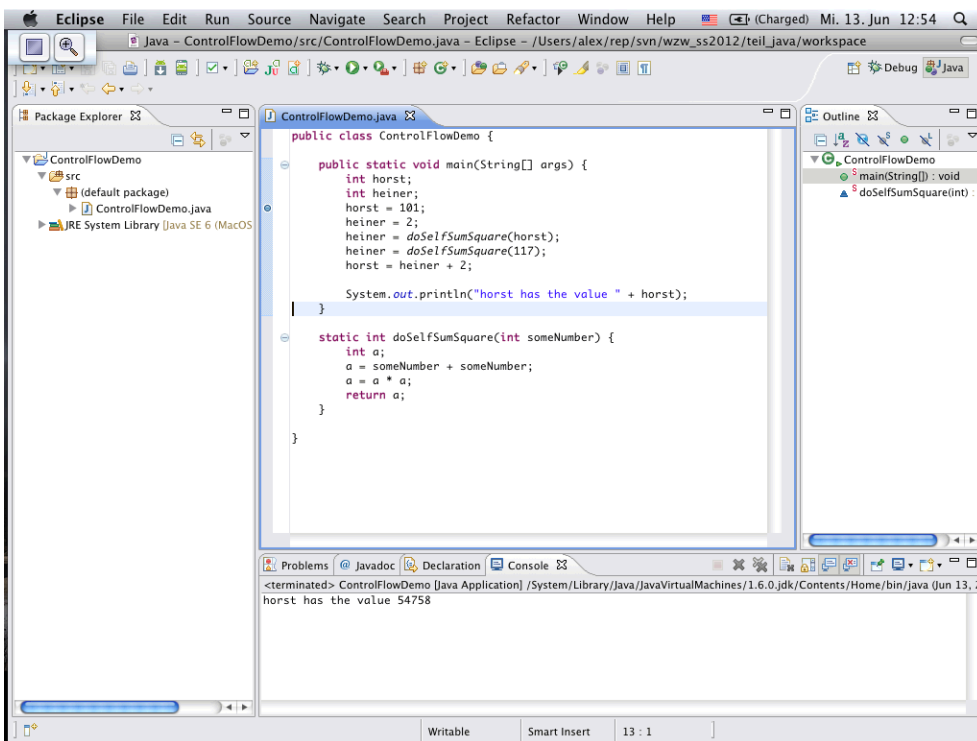
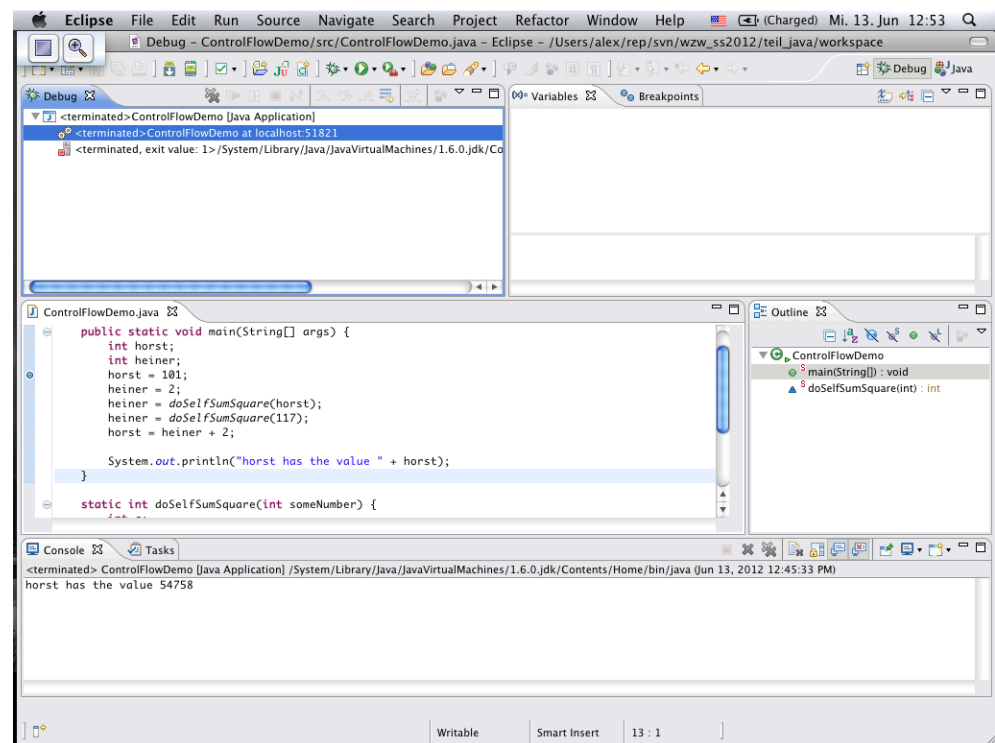
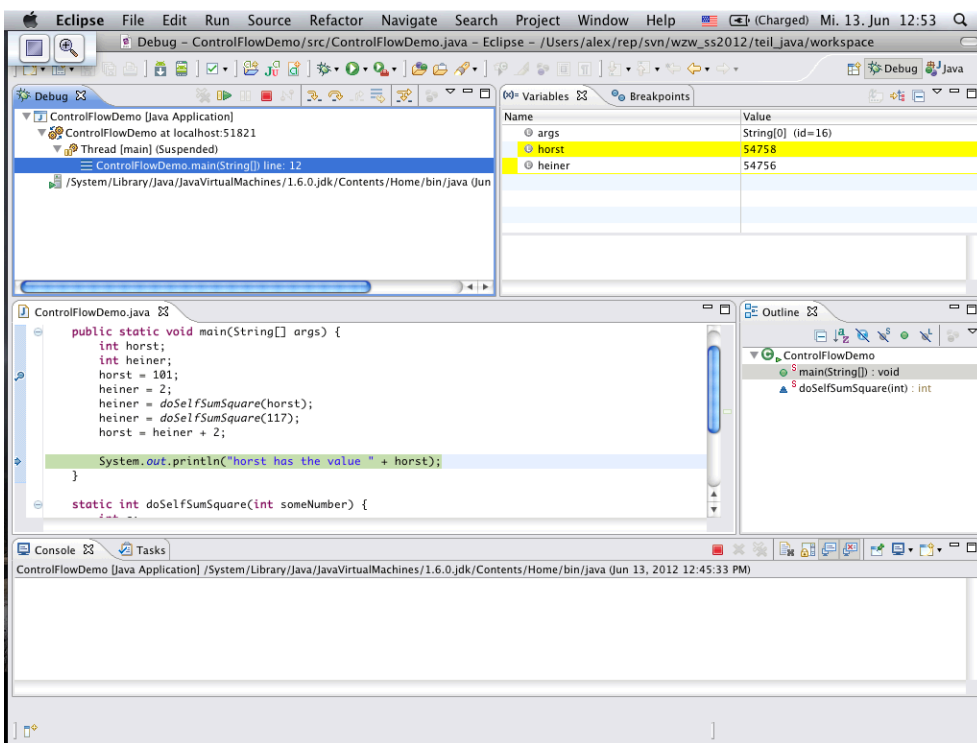
```

public static void main(String[] args) {
    int horst;
    int heiner;
    horst = 101;
    heiner = 2;
    heiner = doSelfSumSquare(horst);
    heiner = doSelfSumSquare(117);
    horst = heiner + 2;

    System.out.println("horst has the value " + horst);
}

static int doSelfSumSquare(int someNumber) {
    int a;
    a = someNumber + someNumber;
    a = a * a;
    return a;
}

```



Object-oriented Programming

- Object-oriented programming:

Group **data and procedures** into **objects** \leftrightarrow
 Models of **state and behaviour** of **real world objects**
 state „fields“ ; behaviour „methods“

- Methods should mainly act on an object's fields
- Classes:** Blueprints for objects \rightarrow **Objects:** Instances of classes
- Advantages**
 - Intuitive models
 - Information hiding
 - Increased modularity, locality etc.
 - Increased code re-use
 - etc.

```
class Bicycle {
    int cadence = 0;
    int speed = 0;
    int gear = 1;

    void changeCadence(int newValue) {
        cadence = newValue;
    }

    void changeGear(int newValue) {
        gear = newValue;
    }

    void speedUp(int increment) {
        speed = speed + increment;
    }

    void applyBrakes(int decrement) {
        speed = speed - decrement;
    }
}
```

} fields (state)
} methods (behaviour)
} class

Source: [JTutorial]

```
class BicycleDemo {
    public static void main(String[] args) {
        // Create two different Bicycle objects
        Bicycle bike1 = new Bicycle();
        Bicycle bike2 = new Bicycle();

        // Invoke methods on these objects
        bike1.changeCadence(50);
        bike1.speedUp(10);
        bike1.changeGear(2);

        bike2.changeCadence(50);
        bike2.speedUp(10);
        bike2.changeGear(2);
        bike2.changeCadence(40);
        bike2.speedUp(10);
        bike2.changeGear(3);
    }
}
```

```
class Bicycle {
    int cadence = 0;
    int speed = 0;
    int gear = 1;

    void changeCadence(int newValue) {
        cadence = newValue;
    }

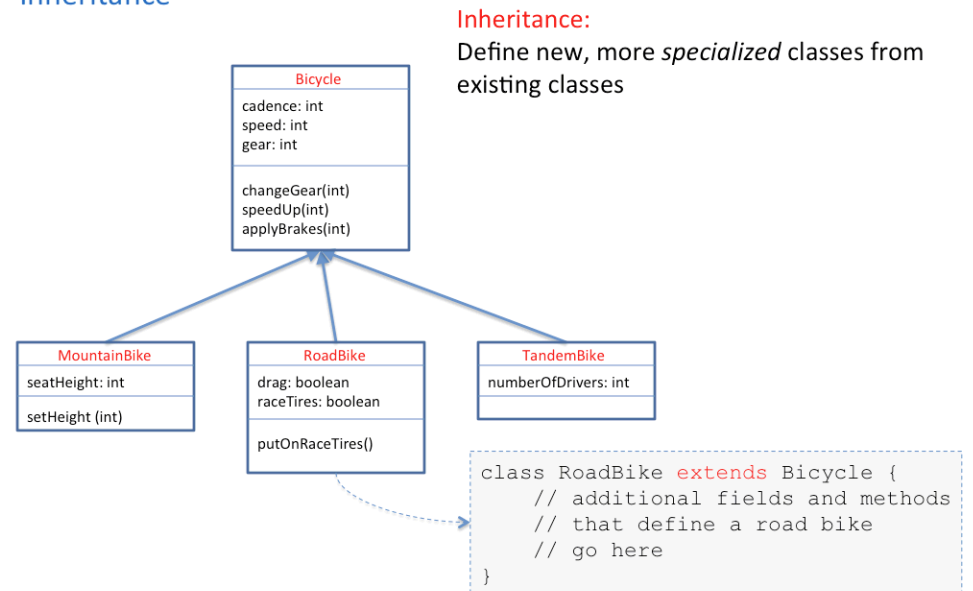
    void changeGear(int newValue) {
        gear = newValue;
    }

    void speedUp(int increment) {
        speed = speed + increment;
    }

    void applyBrakes(int decrement) {
        speed = speed - decrement;
    }
}
```

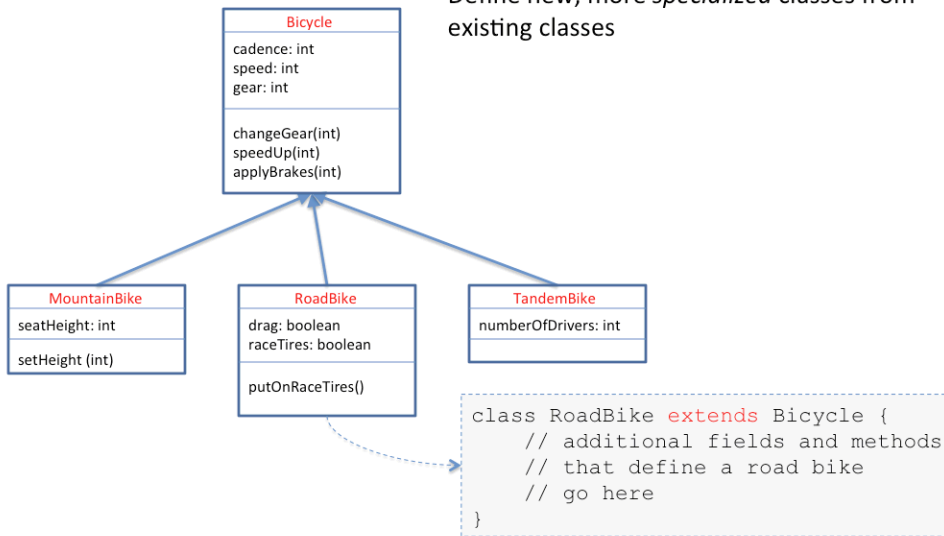
Source: [JTutorial]

Inheritance



Inheritance

Inheritance:
Define new, more *specialized* classes from existing classes



see: [JTutorial]

Interfaces

Interface:
Specify in an abstract way what a class implementing that interface should exhibit as behaviours (create blueprint for blueprints)

```

interface IBicycle {
    void changeCadence(int newValue);

    void changeGear(int newValue);

    void speedUp(int increment);

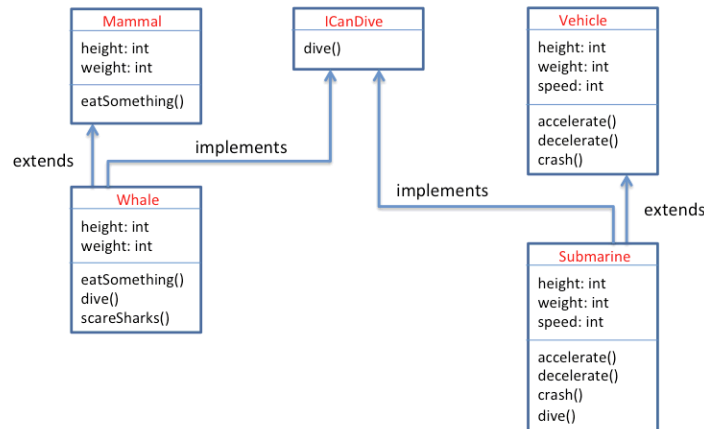
    void applyBrakes(int decrement);
}
    
```

```

class Bicycle implements IBicycle {
    // remainder of this class implemented as before
    // except that above methods must be public
}
    
```

Interfaces

Example:



Interfaces

Example:

