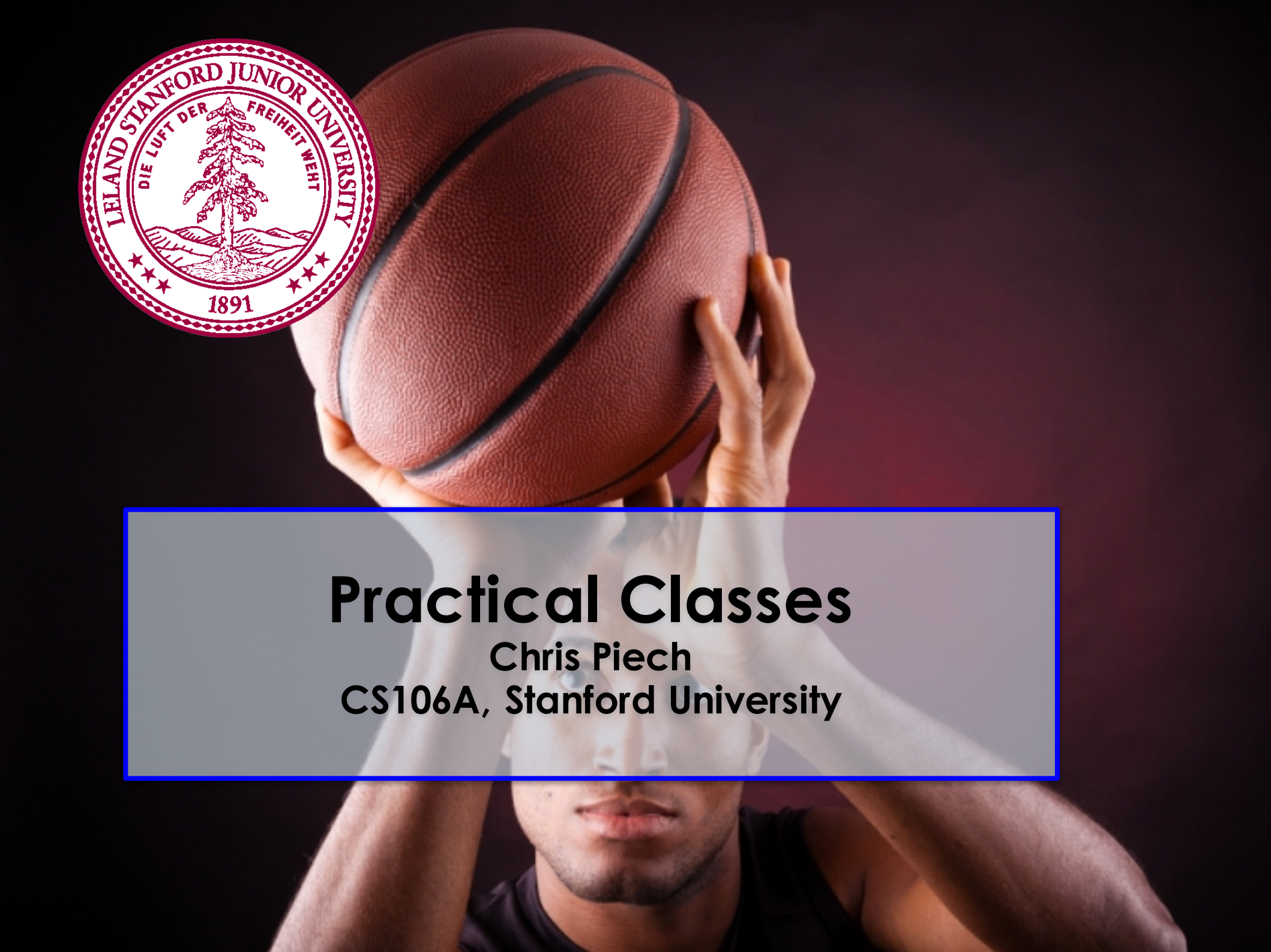

Practical Classes

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CS106A, Stanford University

Learning Goals

1. Be able to create a variable type from scratch

A class defines a new variable type

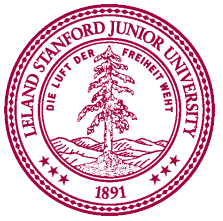
You must define three things

1. What **variables** does each instance store?

2. What **methods** can you call on an instance?

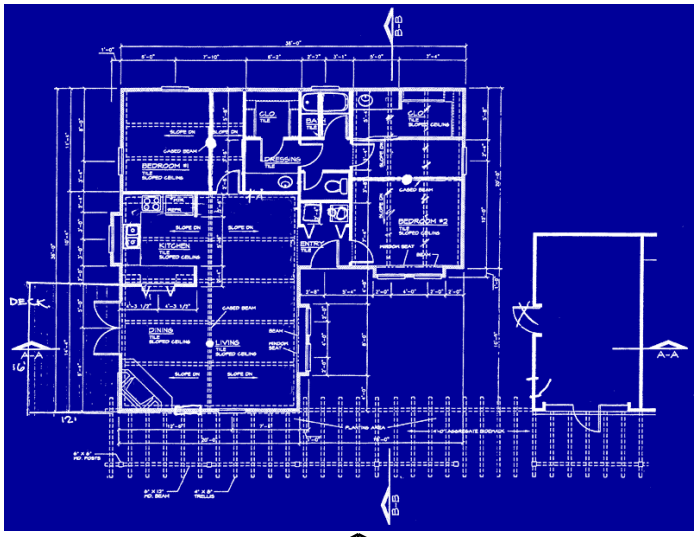
3. What happens when you make a **`new`** one?

*details on how to define these three things coming soon



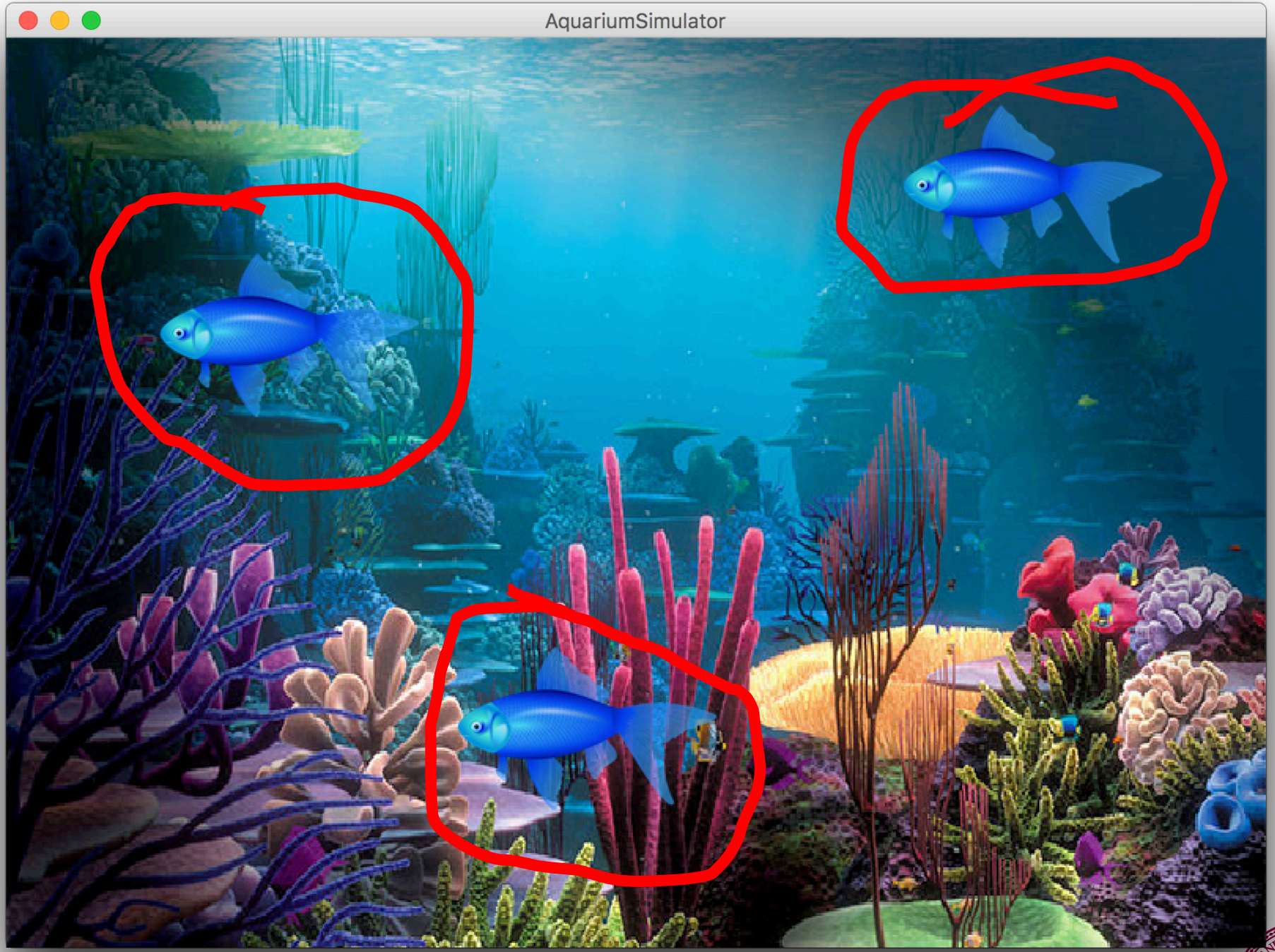
Classes are like blueprints

class: A template for a new type of variable.

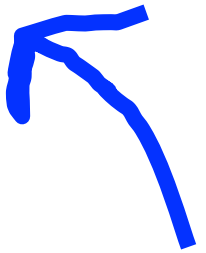


What does a class do?

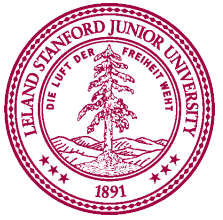
A class defines a new variable type


AquariumSimulator

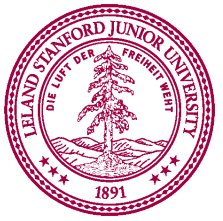
`extends`



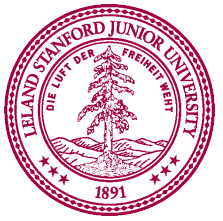
Make a class inherit all the instance variables and methods of another class



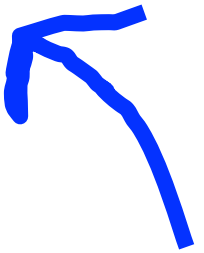
```
public class Simulator extends GraphicsProgram {
   // class definition
}
```

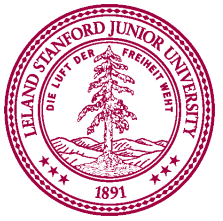
```
public class NameSurferGraph extends GCanvas {
   // class definition
}
```

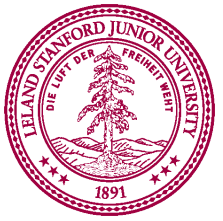
`implements`



I promise that this class will define
a few given methods



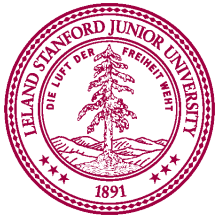
```
public class NameSurferGraph extends GCanvas,
   implements ComponentListener {
    // class definition
}
```

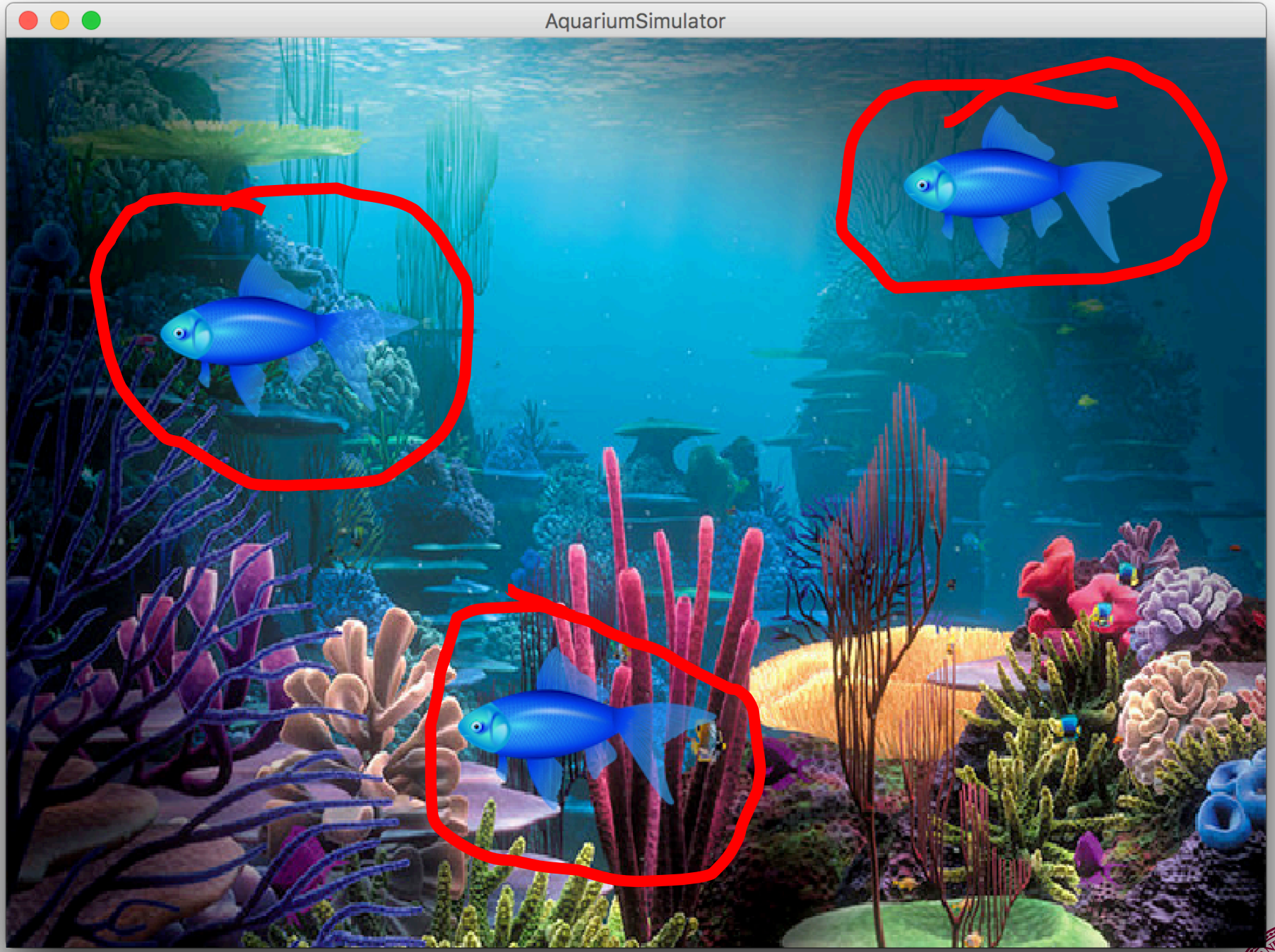



Also a cheeky way to share constants between classes

`implements`

I promise that this class will define
a few given methods




AquariumSimulator