Practical Classes

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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
https://www.youtube.com/watch?v=jbkSRLYSsojo
extends

Make a class inherit all the instance variables and methods of another class
public class Simulator extends GraphicsProgram {
    // class definition
}

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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

I promise that this class will define a few given methods