The OOP class Cheat Sheet

by Trinesh.Gov via cheatography.com/166215/cs/35105/

PUBLIC Static & Constant fields:

Static fields: (Underlined!)	Constant fields: (All CAPS!)
public *static* int totalQty	public static *final* int MARKUP = 75;

NB, to call static methods in UI class, you need to say:
"class name".totalQty

How to make the UI class:

String name = JOptionPane.showInputDialog("Enter the name of the person");
String ID = JOptionPane.showInputDialog("Enter the ID number of the person");
class name fruitObj = new *class name✓* (name, ID);
System.out.println(fruitObj);

NB, When calling up the fields whe instantiating the object, *MAKE SURE* that the field names are the *SAME* as the constructor in the OOP class!

Accessor/Typed methods:

public int **get**Size()
{
return size;
}

Mutator/void Methods:

public **void set**Size (int s)
{
size = s;
}

Field types:

Private: (-)	Public: (+)	Protected: (#)
private String name	public int age	protected boolean smoke

PRIVATE static fields

private static int totalQty

NB, each private static field needs its own STATIC ACCESSOR method:
public static int getTotalQty()
{
return totalQty;
}

NB, to call private static field in UI class, use the created accessor method:
"class name".getTotalQty()

Constructors:

Default Constructor:
Public *"class name"*
{
size = 2;
}

Parameterized Constructor:
Public "class name"(int s, char p)
{
size = s;
pattern = p;
}

The toString method:

public String toString()
{
return "The total amount is " + amount + "\n" + " The date is " + day;
}