

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;

 $\ensuremath{\text{NB}},$ 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!

ie OOF class:

```
public int getSize()
{
return size;
```

Accessor/Typed methods:

Mutator/void Methods:

```
public void setSize (int s)
{
size = s;
}
```

Field types:

Private: (-)

```
+)
private public protected
String name int age boolean smoke
```

Public: (

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;
}
```



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