# Cheatography

### The OOP class Cheat Sheet by Trinesh.Gov via cheatography.com/166215/cs/35105/

PUBLIC Static & Constant fields:

Static fields: ( Underlined! )

public *static* int totalQty

Constant fields: (All CAPS!)

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 getSize()
{
return size;
}

#### Mutator/void Methods:

public void setSize (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;
}

С

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