

Lesson 19: Java Style and Syntax #3 (W06D1)

Balboa High School

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Do Now

- Download `Backpack.java` from [here](#)
- Import that source file into a new project called `Lesson19` in `workspace0`
- Open the API page for the `Backpack` class [here](#)
- Write a driver class to...
 - instantiate `Backpack` into an object called `pack1`
 - stuff these items into `pack1`: (a) towel, (b) sunglasses, (c) Pikachu, (d) binder, and (e) lunch
 - spill out the contents
 - be sure to use **every** method that is provided!

Students will use an API for a compiled class (without source code!) to create an object of that class with specific properties.

Make Polygons

- Download `ApcsPolygon.class` from [here](#)
- Import the downloaded class into the Lesson19 project — **WATCH DEMO!**

Steps for Importing an Existing Class

- 1 Create a new folder within your project called `otherClasses`
- 2 Drag-and-drop the class file into this new folder (or *import*)
- 3 Right-click project root, click `Build Path`, click `Configure Build Path`
- 4 Click the `Libraries` tab
- 5 Click `Add Class Folder...` button
- 6 Put a check in the `otherClasses` folder, click `OK` twice

Back to Making Polygons. . .

- Write a driver class to create an `ApcsPolygon` instance with some # of sides (you choose). You will need to check the class' API [here](#).
- Note that there are two ways to create an `ApcsPolygon` with a given # of sides!
- Once you've created your `ApcsPolygon`, have your driver run
`System.out.println(<nameOfPolygon>);`¹

¹The `toString()` method in the `ApcsPolygon` class will output the name for the kind of polygon having the number of sides you chose (maybe).

For rest of period...

Work on PS #3! (see next slide for HW)

Finish PS #3 — it's due next class!