

String class

Java Day 3 | ②

We create string objects + then call methods on them.

Class - "Your own type" of data.
Get to define operations on that type.
↳ "Blueprint for an object"

Components of a class

① Instance Variables - pieces that comprise the object

```
private int minutes;  
private int hours;
```

↳ Visibility modifiers (private = can't "see" outside of the class)

② Constructors - Build the object.
↳ Generally initialize the instance variables

③ Instance Methods
methods that pertain to an object
perform some function on that object.

- most are public

↳ anyone can see it.

```
public Time addTime(Time time2);
```

Tip for making constructors

- ① Call your formal parameters (inside ()) something different than your instance variables.
- ② Instance variables go on the LEFT hand side of the assignment statements!

In instance methods

- ① I have access to the instance variables
 - ② You can use formal parameters
 - ③ You can declare local variables
- Each of these is an "operation" on an object.
Make these public if you want others to use them.

The name of the object a method is called on inside of a class is this.

Time t1 = new Time(115);
Time t2 = new Time(1, 10);
Time t3 = t1.addTime(t2);

