

# CLASS

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김상영

# CLASS



- 쿠키 틀 – Class
- 쿠키 틀에 의해서 만들어진 과자들 – 객체(Object, Instance)

# CLASS



- 정의

```
public class Cookie {  
}
```

- 객체 생성

```
Cookie almondCookie = new Cookie();  
Cookie ChocolateCookie = new Cookie();  
Cookie VanillaCookie = new Cookie();  
.....
```

# CLASS



- 정의

```
public class Cookie {  
    public double butterValue;  
    public double WalnutValue;  
    public double PowderValue;  
    public String product;  
}
```

- 멤버 변수(필드) 접근

```
Cookie almondCookie = new Cookie();  
System.out.println(almondCookie.butterValue);
```

# CLASS



- Getter/setter method 정의

```
public class Cookie {  
    public double butterValue;  
    public double walnutValue;  
    public double powderValue;  
    public String productName;  
    public void setProductName(String name)  
    {  
        this.productName = name;  
    }  
    public String getProductName()  
    {  
        return this->productName  
    }  
}
```

# CLASS

- Example

```
public class Cookie {  
    public String productName;  
    public void setProductName(String name)  
    {    this.productName = name;    }  
    public String getProductName()  
    {    return this->productName    }  
    public static void main(String[] args)  
    {  
        Cookie A = new Cookie();  
        A.setProductName( "사과맛" );  
        System.out.println(A.getProductName());  
    }  
}
```



# CLASS

## ● 생성자

```
public class Cookie {
```

```
    public String productName;
```

```
    public Cookie()
```

```
    {    this.productName = “무맛”    }
```

```
    public Cookie(String name)
```

```
    {    this.productName = name;    }
```

```
    public static void main(String[] args)
```

```
    {
```

```
        Cookie A = new Cookie();
```

```
        Cookie B = new Cookie( “설탕맛” );
```

```
        System.out.println(A.getProductName());
```

```
        System.out.println(B.getProductName());
```

```
    }
```



# CLASS

- **Class – 쿠키 틀 (Cookie class)**
- **Object – 쿠키 틀에서 만들어진 쿠키들 (Almond, Chocolate, Vanilla…)**
- **Instance – 특정 객체(Almond, Chocolate..)가 어떤 클래스(Cookie)의 객체(Object)인지를 설명할 때 사용.**
  
- **Instance Variable(Member Variable, Field) – 어떤 클래스(Cookie)에 추가되는 변수(productName, ….), 정적**
- **Method – Class 내에 구현된 함수(Getter/Setter …….), 동적**
- **생성자 – Class 객체를 선언하고 초기화 할 때 호출되는 객체의 첫 호출함수**





# Thank you