Computer Programming (in Java)

Working with Classes & Methods

Use other people's Classes & Methods

Write code to:

1. Instantiate another person's class.
   
   Ex. `picture myP = new Picture("nicePict.jpg");`

2. Call or invoke a method.
   
   Ex. `myP.getPixels();`

3. Read documentation on what `getPixels()` does + how to use it.

   `Remote: Sometimes a static method is used`

   Ex. `JOptionPane.showInputDialog("Name?");`

   Name of a static method

   Name of a static class

Design, code, write code to

1 + 2 or Remark, debug, & perfect your own classes & methods

Public static void main(String[] args) {
    if (YOU WRITE CODE HERE!)

Work towards a clear, exact, "correct" idea of what your methods will do.

Also:

Figure out what information your class's instances hold.
Example

```java
class Person
{
    String name;
    int age;

    public void printInfo()
    {
        System.out.println("Name: " + this.name);
        System.out.println("Age: " + this.age);
    }
}
```

The purpose of this program is to demonstrate using the class Person. Demonstrate the Person class:

```java
public static void main(String[] args)
{
    Person aPerson = new Person();
    aPerson.printInfo();
    System.out.println("The one Person instance, named printInfo");
}
```
Programming challenge assignment for Chapter 4:

1, 9, 10, 12

Due This Fri Oct 15