

Intro to OOP - Using Objects

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DISCLAIMER

There will also be notes for the slides in this presentation to further discuss each section better!

CONTENT

- How to Use Objects
- Creating Objects
- Instantiate Objects
- Call Object Methods

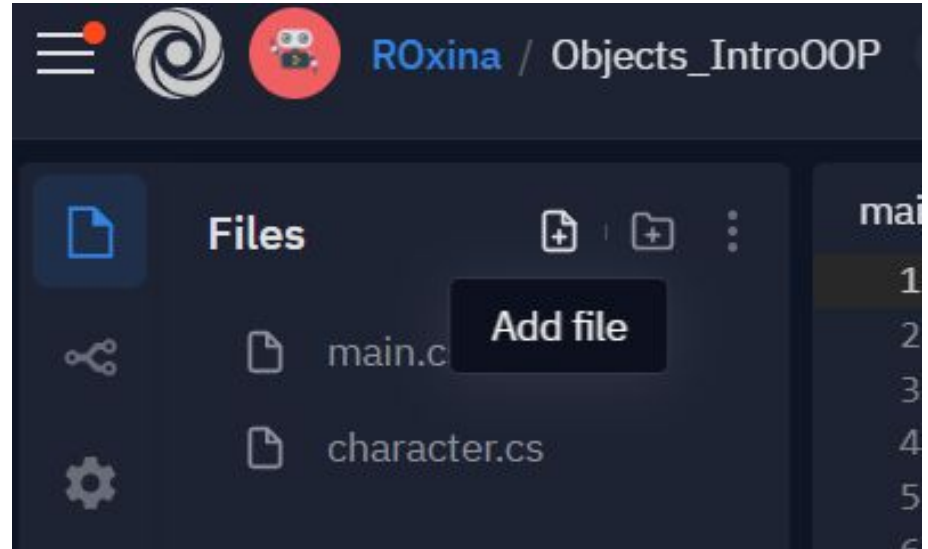
HOW TO USE OBJECTS

How to Use Objects

- We usually follow these steps when using our Objects:
 - **Create** a class file in the project
 - **Instantiate** the object in our Main.cs file
 - **Call** the various methods we need to use in our object.

DETOUR: Creating a .CS File

- To create a new file, go to the top left area of Repl.it and look for the Add File button.
- You can rename the file afterwards. Don't forget to add **.cs** afterwards!



CREATING OBJECTS

Creating an Object

Creating a new Object in the created .cs file!

```
public class <ObjectName>{  
  
    // Attributes  
  
    // Methods  
  
}
```


Creating an Object

Creating a new Object in the created .cs file!

```
public class Ball{  
    double size = 12.04;  
  
    public void Bounce(){  
        Console.WriteLine("Boing!");  
    }  
}
```

**INSTANTIATE
OBJECTS**

Instantiate Objects

Creating a distinct instance of your object in your program!

```
<ObjectName> <InstanceName> = new <ObjectName> ();
```

Instantiate Objects

An example using the Format:

```
Ball Basketball = new Ball();
```

Instantiate Objects

Use this Instantiated Object like any variable you have in your Main.cs!

```
Ball Basketball = new Ball();
```

```
if (...){ *codes* }  
while (...){ *codes* }
```

CALL OBJECT METHODS

Call Object Methods

Using the object's actions in your program!

```
<InstanceName>.<MethodName> ();
```

Call Object Methods

An example using the Format:

```
Basketball.Bounce ();
```


Call Object Methods

Again, you can use these Method calls in your main!

```
Ball Basketball = new Ball();
```

```
if (...) {  
    Basketball.Bounce();  
}
```

Trying this out!

To see how we can implement the 3 step process of using your Objects, check out this Repl and run it for yourself! Try to add more to it!

<https://repl.it/@ROxina/MethodsIntroOOP#main.cs>

SUMMARY

At the end of this session you should be familiar with:

- How to create Objects; and
- How to use Objects in your program.