# Summary of Last Class

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# Defining a Class

```
1   class Record{
2     String name;
3     int score;
4     int get_score(){ return score; }
5     int adjust_score(int amount){
6       score += amount;
7       return score;
8     }
9     void set_name(String name){ this.name = name;}
10  }
```

```
1    class Record{
2      String name;
3      int score;
4      int get_score(){ return score; }
5      int adjust_score(int amount){
6        score += amount;
7        return score;
8      }
9      void set_name(String name){ this.name = name; }
10   }
11   // ...
12   Record r = new Record();
```

# Setting Local Variables

```
1    class Record{
2      String name;
3      int score;
4      int get_score(){ return score; }
5      int adjust_score(int amount){
6        int i=2;
7        score += amount * i;
8        return get_score();
9      }
10     void set_name(String name){ this.name = name; }
11   }
12   // ...
13   Record r = new Record();
```

# Overloading a Method

```
1   class Record{
2     String name;
3     int score;
4     int get_score(){ return score; }
5     int adjust_score(int amount){
6       int i=2;
7       score += amount * i;
8       return get_score();
9     }
10    void set_name(String name){ this.name = name; }
11    void set_name(int name){ this.name = ""+name; }
12  }
13  // ...
14  Record r = new Record();
```

# Hiding Unnecessary Details

```
1    class Record{
2      private  String name;
3      private  int  score;
4      public  int  get_score(){ return  score; }
5      private  adjust_score_inner( int adding ){ score += adding; }
6      public  int  adjust_score( int amount){
7        int  i =2;
8        adjust_score(amount*i);
9        return  get_score();
10     }
11     public  void  set_name(String name){ this.name = name; }
12     public  void  set_name( int name){ this.name = ""+name; }
13   }
14   // ...
15   Record  r = new Record();
```

_- inner (annotation at line 5)_
_- inner (annotation at line 7)_