Warmup

What are instance variables? Are they usually public or private? Why?

Instance variables are variables in a class that contain the information specific to each object of the class. Together, the instance variables represent the state of an object of that class. Each instance of the class has its own copy of the instance variables. They are usually private because only the class's member functions should be accessing and modifying the instance's state.

Life Object

copy files while on Linux machine using: cp ~katz162/labs/life/*.
two "drivers" - console and graphical
they will create Life objects and expect methods
if your update was modular, don't change main; it should still work
add instance variables
add constructor
add update and world methods as described in assignment

Parameter passing

primitive arguments - int, boolean, float, ....
pass-by-value (copy made)
object arguments - arrays, Java Objects (Integer, Life, CoinPurse)
pass-by-reference (no copy, get a handle, accessing same memory)

CoinPurse

toString
equals

if not implemented, test is for same object (same memory location)
follow pattern - p. 77 on
typecast

(CoinPurse) obj;
    interpret obj as a CoinPurse

clone

follow pattern - p. 82 on
implements Cloneable

do NOT need equals and clone for Life
driver uses the class