

Chapter seven

Classes and objects

Part II

Strings

- u String is a sequence of characters.
- u Java provides a *String* class that allows us to use and manipulate strings.

The methods of the *String* class

<u>Method</u>	<u>Description</u>	<u>Inputs</u>	<u>Output</u>
length	Returns the length of the string.	none	an item of type int
trim	Returns a String object, having removed any spaces at the beginning or end	none	A String object

The *BankAccount* class

It has the following methods:

- u BankAccount : the constructor
- u getAccountNumber
- u getAccountName
- u getBalance
- u deposit
- u withdraw

Arrays of objects

- u Creating an array of objects: for ex.

```
BankAccount [ ] accountList=new BankAccount [3];  
accountList[0]=new BankAccount("343","Ali");
```

or

```
BankAccount [ ] accountList;  
accountList= new BankAccount [3];  
accountList[0]=new BankAccount("343","Ali");
```

- u Calling a method of a particular array element:

```
accountList[0].deposit(1000);
```