



Chapter eight

Implementing classes

Designing classes in UML notation

- The UML (unified modeling language) is a diagrammatic notation used to design a class.

A class consists of:

1. *attributes* (the data)
 2. *methods* (that can access or change those attributes).
- When we design a class we must consider what data the class needs to hold, and what methods are needed to access that data.

Example: *Rectangle* class

- It needs to hold two items of data; the length and height of the rectangle.
- It needs methods for processing these data.

Rectangle

-length : double

-height : double

+Rectangle(double, double)

+getLength() : double

+getHeight() : double

+setLength(double)

+setHeight(double)

+calculateArea() : double

+calculatePerimeter() : double

