# Ch.2 Understanding Class Definitions

# Fields, Parameters, and Local Variables

#### Recall: Fields

```
public class SomeClass
  // Fields
  private int total;
  private boolean is Visible;
  private String name;
  // Constructors
  // Methods
```

Fields store state values for the class, and can be accessed by any method in the class.

#### Recall: Parameters

```
public void insertMoney(int amount)
{
  balance = balance + amount;
}
```

A parameter is used to pass information into a method. It has a short lifetime, lasting only as long as the method that uses it.

#### Local Variables

```
public int refundBalance()
{
   int amountToRefund;
   amountToRefund = balance;
   balance = 0;
   return amountToRefund;
}
```

A local variable is declared inside a method.

#### Local Variables

```
public int refundBalance()
{
   int amountToRefund;
   amountToRefund = balance;
   balance = 0;
   return amountToRefund;
}
```

Like a *parameter*, a local variable belongs to the method where it is declared. It has a short lifetime, and never has *public* or *private* in its declaration.

#### Local Variables

```
public int refundBalance()
{
   int amountToRefund;
   amountToRefund = balance;
   balance = 0;
   return amountToRefund;
}
```

Local variables are often used as temporary storage for values. They are destroyed when the method finishes, and they cannot be used outside the method.

### Scope

Fields, parameters, and local variables each have limitations on where they can be used. In programming, such restrictions are called <u>scope</u>.

<u>Fields</u> declared as *private* can be used anywhere inside the class definition.

Parameters can be used inside the *constructor* or *method* that defines them.

Local variables can be used inside the *block* where they are defined (for now, that will be the method where they are defined).

## Assigned Work

Read pages 41 to 42 (Section 2.13 to 2.14)

Record your answers in a text document or OpenOffice document

Complete exercises 2.53 to 2.58