Announcements: Lectures available at website in pdf; Discussion session texts will also be available. Second OWL assignment available, due next Tuesday.
There’s also a short online survey — please do it (worth one OWL point.)
First programming assignment due Friday. Hand in through OWL: Under assignments, comes up as “Chapter 1 Programming Problem”

**You must call your class FirstProgram (what does this mean?)**
Office hours in LGRT 213 (a computer lab). Here are the hours: M 12:30 - 2:30; Tu 3-5; W 3-5; Th 3-5; F 12:30 - 4:30

Website: [http://twiki-edlab.cs.umass.edu/bin/view/Moll121/WebHome](http://twiki-edlab.cs.umass.edu/bin/view/Moll121/WebHome)

Lecture Synopsis—narrated program construction using Dr Java. Described compilation and the JVM. Also talked about the + operator, and how it works with numbers, Strings, or mixed numbers and Strings. Then introduced the object model. Talked about InfantTester, a few details on the Infant class. Ended with discussion of assignment operator.

Here is the InfantTester code:

```java
public class InfantTester{

public static void main (String[] args){
    Infant myKid = new Infant("Lizzie",4);
    int lizAge = myKid.getAge();
    System.out.println("my kid's name is " + myKid.getName());
    myKid.anotherMonth();
    System.out.println("my kid is now " + myKid.getAge() + " months");
}
}
```

What’s the difference between myKid.getAge(); (L 5), and myKid.anotherMonth(); (L 7)
What are all those semicolons for? What about lead terms Infant (L4), int (L5)?
What about the 2 + symbols in line 8? What about squiggle match-ups; What’s pretty-printing?

Here’s the Infant class:
public class Infant{

    private String name;
    private int age;  // in months

    public Infant(String who, int months){
        name = who;
        age = months;
    }

    public String getName(){return name;}

    public int getAge(){return age;}

    public void anotherMonth(){age = age + 1;}
}

What changes if the constructor looks like this:

public Infant(int months, String who){
    name = who;
    age = months;
}

What are its constituents – attributes, constructor, methods? What’s with the “// in months” add-on after age? How do things change in each class if you want another attribute for the Infant class called “height”? If myKid has age value 10, and if there were a method that looked like this:

myKid.moreMonths(5);

what would the new age (value of age field) of the myKid age be now?

The “cell” model of variables, and the assignment operator. What happens with this:

int k = 3;
    k = k + 5;

Think about objects = attributes + behaviors. What does the phrase “the state of an object” mean?

Do: Person, Tree objects (classes) -> what are plausible sets of attributes, behaviors?
Work through driver/base class pairs;
More examples to think about:  Book; Shirt; Country;