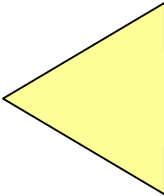
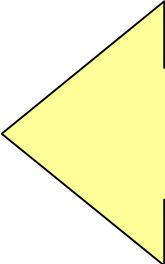


## Dog Class Example in Java – Programming 11

```
/**
 * This Class will be about Dogs.
 *
 * @author Mr. Hamlin
 * @version 2010.01.26
 */
public class Dog
{
    // instance variables
    private String dogName;
    private String breedType;
    private double weightKg;
    private boolean neuteredStatus;
```

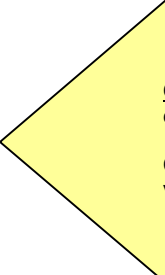


Comment – describe your class  
Author – put your name  
Version – usually today's date works best



**Fields** (instance variables)  
Visibility mode = private  
data type – int, String, Char, double, boolean  
variable name – (second word capitalized)

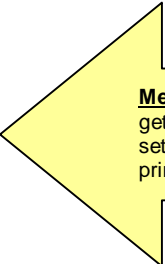
```
/**
 * Constructor for objects of class Dog
 */
public Dog (String name,
           String breed,
           double weight)
{
    // initialise instance variables
    dogName = name;
    breedType = breed;
    weightKg = weight;
    neuteredStatus = false;
}
```



**Constructors** are invoked to create objects from the class blueprint.

Constructors are used to initialize the instance variables (fields) of an object.

```
/**
 * @return dog name
 */
public String getName()
{
    // put your code here
    return dogName;
}
```



**Methods**  
get = accessor method  
set = mutator method  
print / display = display methods

```
/**
 * @return dog breed
 */
public String getBreed()
{
    return breedType;
}
```

```
}

/**
 * @return dog weight
 */
public double getWeight()
{
    return weightKg;
}

/**
 * @return dog neutered status
 */
public boolean getNeutered()
{
    return neuteredStatus;
}

/**
 * @param new dog name
 */
public void setName (String newName)
{
    dogName = newName;
}

/**
 * @param new breed type
 */
public void setBreed (String newBreed)
{
    breedType = newBreed;
}

/**
 * @param new dog weight
 */
public void setWeight (double newWeight)
{
    weightKg = newWeight;
}

/**
 * @param new neutered status
 */
public void setNeuteredStatus (boolean newStatus)
```

```
{
    neuteredStatus = newStatus;
}

/**
 * @print dog eating
 */
public void printEat()
{
    //simulate the dog eating
    System.out.println ("Yum");
}

/**
 * @print dog running
 */
public void printRun()
{
    //simulate the dog running
    System.out.println ("<pant>");
}

/**
 * @print dog barking
 */
public void printBark()
{
    //simulate the dog barking
    System.out.println ("Woof");
}

/**
 * @print all dog information
 */
public void displayDogInfo()
{
    //displays all dog info
    System.out.println ("Name: " + dogName);
    System.out.println ("Breed: " + breedType);
    System.out.println ("Weight: " + weightKg);
    System.out.println ("Neutered: " + neuteredStatus);
}
}
```