



AP CS: Arrays Of Objects

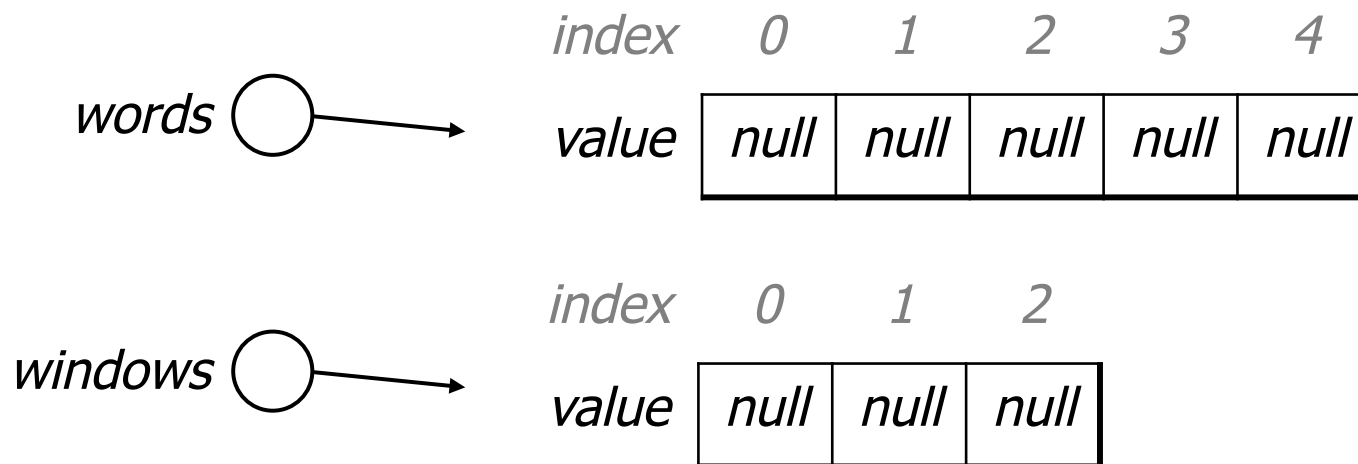
Subset of the Supplement Lesson slides from: [Building Java Programs](#), Chapter 8 somewhere
by Stuart Reges and Marty Stepp (<http://www.buildingjavaprograms.com/>) & thanks to Ms Martin.

Arrays of objects

- **null** : A value that does not refer to any object.
 - The elements of an array of objects are initialized to `null`.

```
String[] words = new String[5];
```

```
DrawingPanel[] windows = new DrawingPanel[3];
```



Null pointer exception

- **dereference:** To access data or methods of an object with the dot notation, such as `s.length()`.
 - It is illegal to dereference `null` (causes an exception).
 - `null` is not any object, so it has no methods or data.

```
String[] words = new String[5];
System.out.println("word is: " + words[0]);
words[0] = words[0].toUpperCase(); // ERROR
```

<i>index</i>	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
<i>value</i>	<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

Output:

```
word is: null
```

```
Exception in thread "main"
```

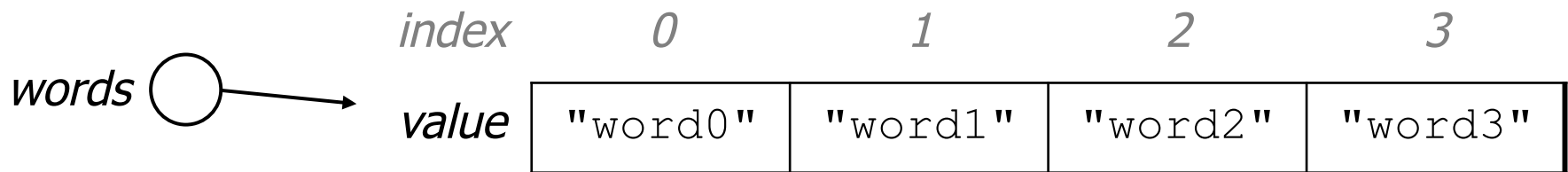
```
java.lang.NullPointerException
```

```
at Example.main(Example.java:8)
```

Two-phase initialization

- 1) initialize the array itself (each element is initially `null`)
- 2) initialize each element of the array to be a new object

```
String[] words = new String[4];           // phase 1
for (int i = 0; i < words.length; i++) {
    words[i] = "word" + i;               // phase 2
}
```



Arrays as Fields

- What if you don't know the length of an Object's array till you Construct it?
- Then simply first declare it like you would any variable:

```
// declare our fields (data)
    private int numClasses;
    private int [] scores; // Note: No Size
```

- And then "Instantiate" it in the constructor when you have the length available as a parameter.

```
// Constructor for Object GradeBook
    public GradeBook (int numClasses) {
        this.numClasses = numClasses;
        // We now "Instantiate" the array to its size
        scores = new int [numClasses];
    }
```

FYI: Things you can do w/ `null`

- store `null` in a variable or an array element

```
String s = null;  
words[2] = null;
```

- print a `null` reference

```
System.out.println(s);           // null
```

- ask whether a variable or array element is `null`

```
if (words[2] == null) { ...
```

- pass `null` as a parameter to a method

```
System.out.println(null);       // null
```

- return `null` from a method (often to indicate failure)

```
return null;
```

Looking before you leap

- You can check for `null` before calling an object's methods.

```
String[] words = new String[5];
words[0] = "hello";
words[2] = "goodbye";    // words[1], [3], [4] are null

for (int i = 0; i < words.length; i++) {
    if (words[i] != null) {
        words[i] = words[i].toUpperCase();
    }
}
```

