

Constructors

Exploration

We have learned in previous lessons that a Class is a template for creating an object. To create your own class, you need to develop this template. Below is an example of a Card class. Examine the class and answer the questions below with a partner.

```
1 public class Card
2 {
3     private String suit;
4     private String rank;
5     private int value;
6
7     public Card(String cardSuit, String cardRank, int cardValue)
8     {
9         suit = cardSuit;
10        rank = cardRank;
11        value = cardValue;
12    }
13
14    public int getValue()
15    {
16        return value;
17    }
18
19    public String toString()
20    {
21        return rank + " of " + suit;
22    }
23 }
```

1. Identify the instance variables and list them below. What is the role that these variables play in the class?

2. Identify and circle the constructor in the class. How do you know this is the constructor?



Class Exercise

Now you and your partner are going to create a new class for Instagram users.

1. What instance variables will you need?

2. Complete a draft of the class below.

```
public class InstagramUser
```

```
{
```

```
}
```