

Class Method Model

```
public class Spaceship
{
// The "Big 3"
// 1. instance variables
private int speed;
private int direction

// 2. constructor (zero or multi-arg)

// 3. toString() method

// The "Dynamic Duo"
// 4. getter (accessor) methods
public int getSpeed()

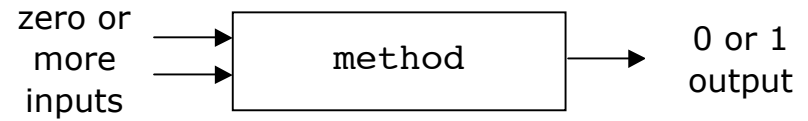
// 5. setter (mutator) methods
public void setSpeed( int newSpeed )

// The "Brain" (public or private)
// 6. processor method(s)
//   (algorithmic processing)

public int findAliens( int distance, int angle )
{
// findAliens code
}

public int[] calcRoots( int a, int b, int c )
{
// calcRoots code
}

public int calcETA( Spaceship mfalcon )
{
// calcETA code
}
} // end class Spaceship
```



Example 1: zero input : one output

getSpeed() → 5

Example 2: one input : zero output

6 → setSpeed()

Example 3: two inputs : one output

5000 → findAliens() → 100
180 →

Example 4: three inputs : one (array) output

1 → calcRoots() → -2 -5
7 →
10 →

Example 5: one (Spaceship class) input : one output

5 7 → calcETA() → 150
88