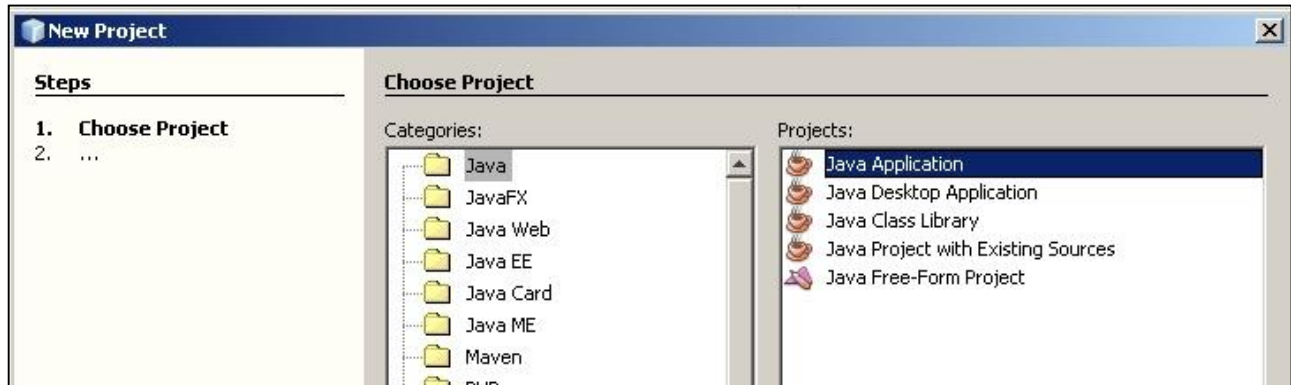


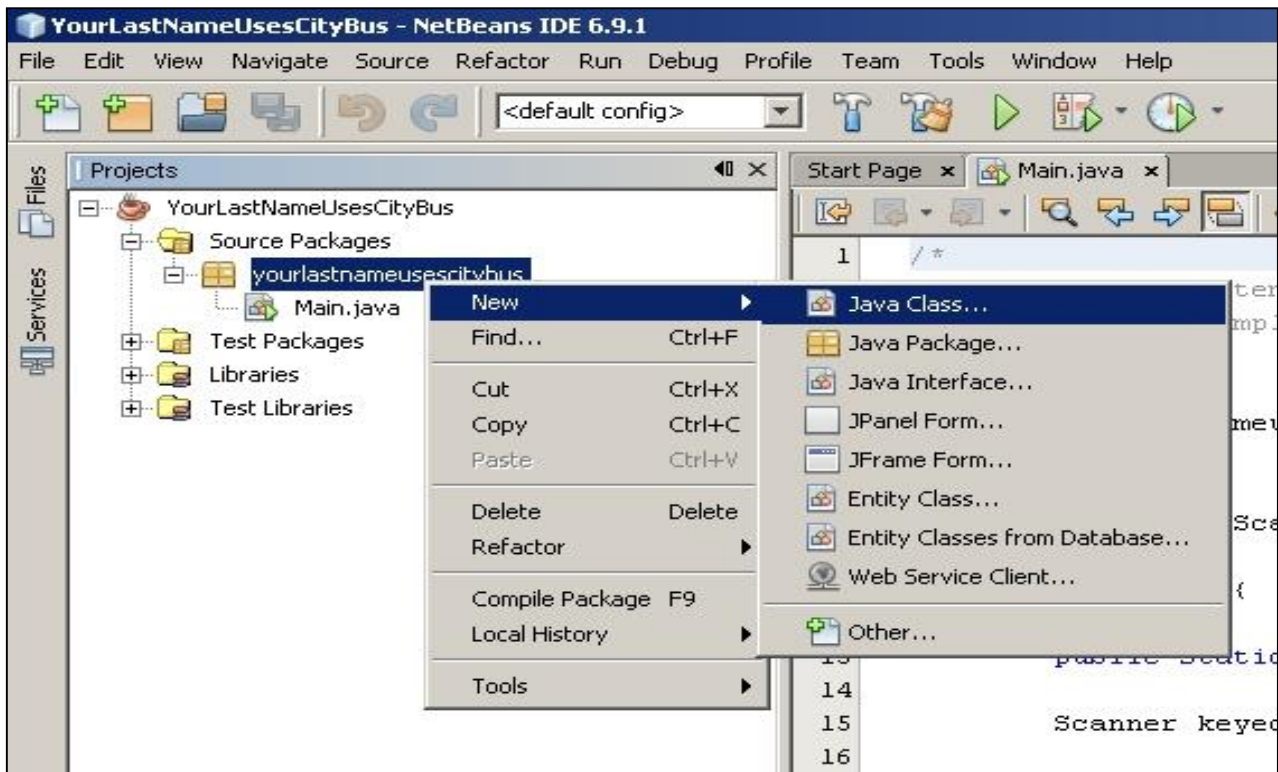
## Creating Your Own Objects

1... Open Java NetBeans and click on **File... New Project...**

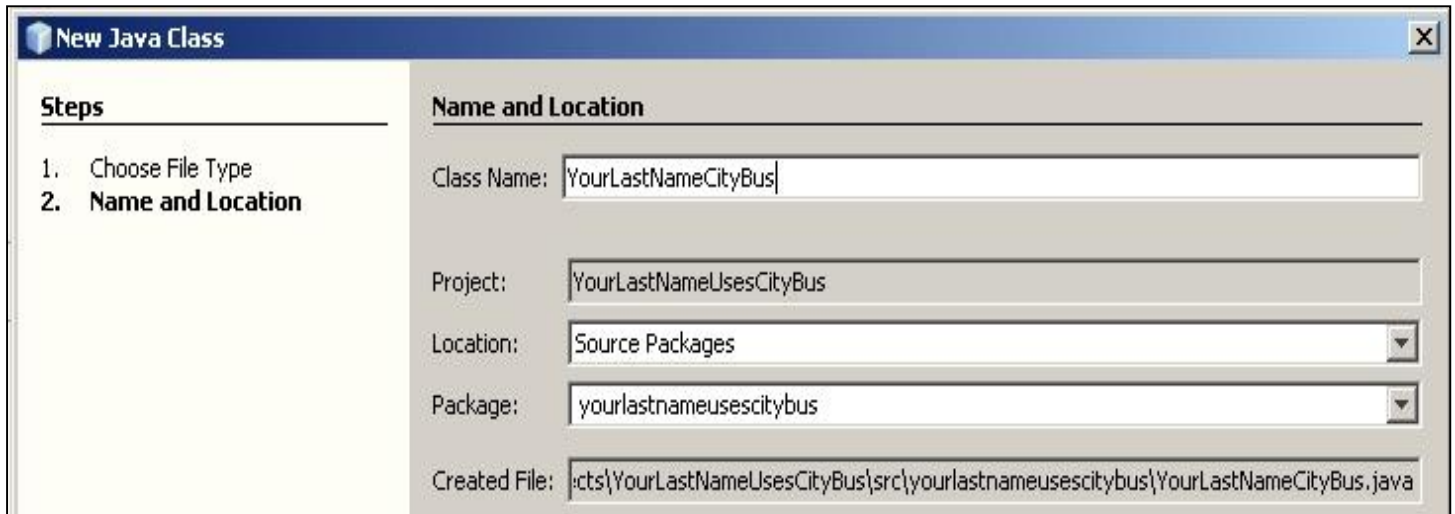


Create a new **Java Application** called **YourLastNameUsesCityBus**.

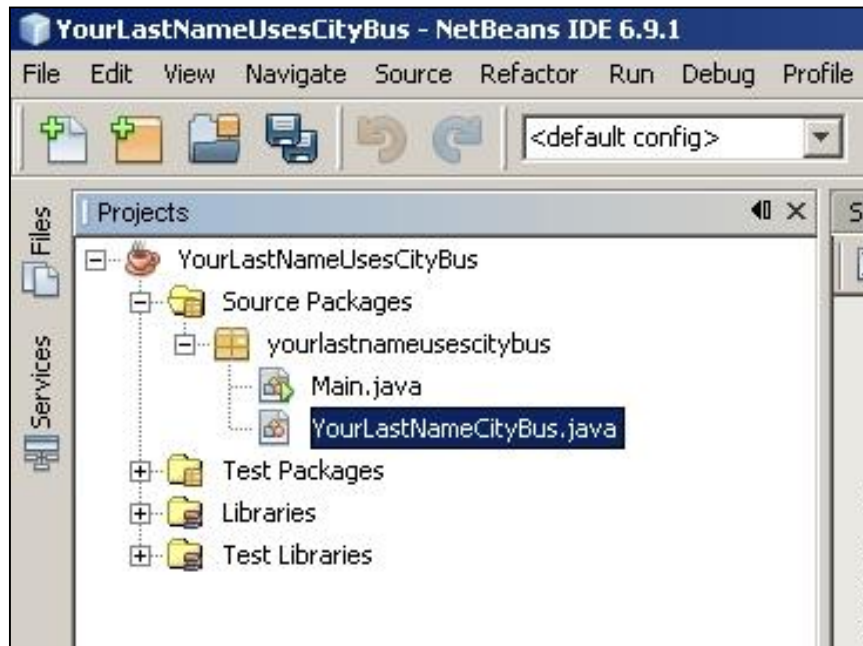
2... Right click on **yourlastnameusescitybus** in the Objects window and select **New... Class...**



3... Call your new Class **YourLastNameCityBus** :



4... The code window that appears on the right will be for your city bus class. If you would like to go back to adding code for the main program, you simply have to click on the Main.java file:



5... Add the following code for the city bus:

```
8  /**
9   * @author Floyd
10  */
11  public class YourLastNameCityBus {
12
13      int gasLevel;
14      int passengers;
15      String doorState;
16
17      public YourLastNameCityBus ()
18      {
19          gasLevel = 100;
20          passengers = 0;
21          doorState = "Closed";
22      }
23
24      public void openDoor ()
25      {
26          doorState = "Open";
27      }
28
29      public void closeDoor ()
30      {
31          doorState = "Closed";
32      }
33
34      public void letPassOn (int amount)
35      {
36          passengers = passengers + amount;
37      }
38
39  }
40
```

(The code is available here as well; it is the same as the image above but has been put in as actual text for screen readers)

```
Public class YourLastNameCityBus {
int gasLevel;
int passengers;
string doorstate;
Public YourLastName ()
{gasLevel = 100;
passengers = 0;
doorState = "Closed";}
public void opneDoor()
{doorState = "Open";}
Public void closeDoor()
{doorState = "Closed";}
Public void letPassOn (int amount)
{passengers = passengers + amount;}
}
```

- 6... If you try to run the class, you will notice that nothing is outputted. In order to generate some output, we need to create a main program that is actually going to use this city bus class that we just created.

Click on **Main.java** from the Projects window in order to input code for the main program and type in the following code:

```
7
8 public class Main {
9
10     public static void main(String[] args) {
11
12         TeacherCityBus busNumber9 = new TeacherCityBus();
13
14         System.out.println ("Door State: " + busNumber9.doorState);
15         System.out.println ("Passengers: " + busNumber9.passengers);
16         System.out.println ("Gas Levels: " + busNumber9.gasLevel);
17
18         busNumber9.openDoor ();
19         busNumber9.letPassOn (4);
20         System.out.println ();
21
22         System.out.println ("Door State: " + busNumber9.doorState);
23         System.out.println ("Passengers: " + busNumber9.passengers);
24         System.out.println ("Gas Levels: " + busNumber9.gasLevel);
25     }
26 }
27
```

7... Test the main program. The following output should be generated:

A screenshot of a terminal window with a light gray background. On the left side, there is a vertical toolbar with three icons: a yellow play button, a red square, and a blue gear. The terminal text is as follows:

```
run:  
Door State: Closed  
Passengers: 0  
Gas Levels: 100  
  
Door State: Open  
Passengers: 4  
Gas Levels: 100  
BUILD SUCCESSFUL (total time: 14 seconds)
```

8... The program you just wrote essentially created a city bus object, outputted its initial properties, altered some of those properties, and then outputted them again.