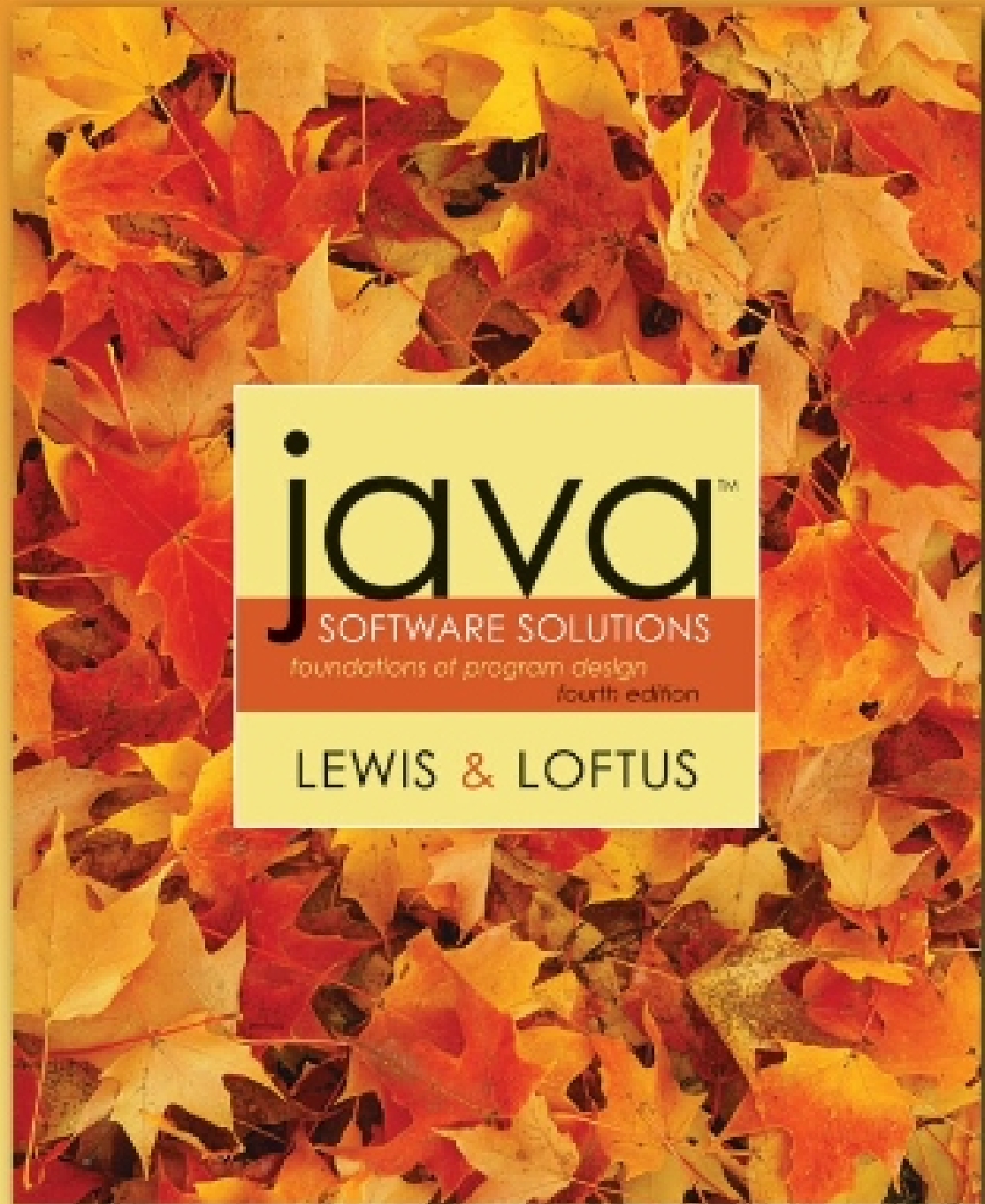


Chapter 3

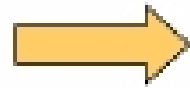
Using Classes and Objects



Using Classes and Objects

- **We can create more interesting programs using predefined classes and related objects**
- **Chapter 3 focuses on:**
 - **object creation and object references**
 - **the `String` class and its methods**
 - **the Java standard class library**
 - **the `Random` and `Math` classes**
 - **formatting output**
 - **enumerated types**
 - **wrapper classes**
 - **graphical components and containers**
 - **labels and images**

Outline



Creating Objects

The String Class

Packages

Formatting Output

Enumerated Types

Wrapper Classes

Components and Containers

Images