PART 2
JAVA: Visualize your OOP - by CodyScott
Para sa mga taga PHCORNER javanoids!

So far we have, these 3 classes. We represented them with pictures (except the MainApp Class).

Basket Class

Fruit Class

MainApp Class

There's actually another way of "visualizing".....ang tawag ay UML (Unified Modelling Language).
Sa project natin, these would be the UML representation of our Classes.

Basket	← this is the name of our Class
fruitBasket: ArrayList<Fruit>	← this is variable (puwede magdagdag)
basket() addFruitToBasket(fruit: Fruit) : void displayTotalFruits(): void	← these are the methods or functions (puwede pang magdagdag)

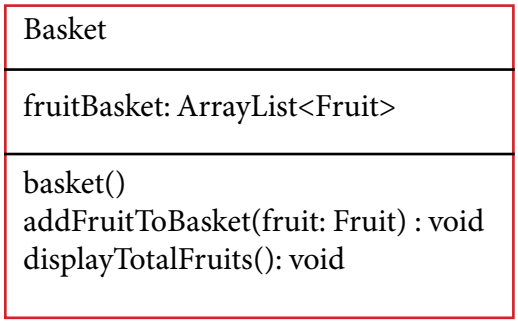
.....i compare nyo sa code sa Part 1. Basically, these are the exact name na ginamit sa variable and methods.
Wala nga lang yung mga codes for the operations or logic. In short, bare bone just to visualize.

Here are the UML for the other two classes, Fruit and MainApp

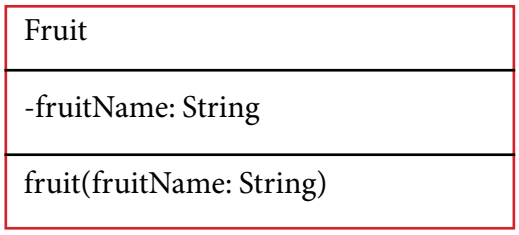
Fruit	← this is the name of our Class
-fruitName: String	← this is variable (puwede magdagdag)
fruit(fruitName: String)	← these are the methods or functions (puwede pang magdagdag)

MainApp	← this is the name of our Class
	← wala tayong variable na ginawa dito
main(args: String[]	← these are the methods or functions (puwede pang magdagdag)

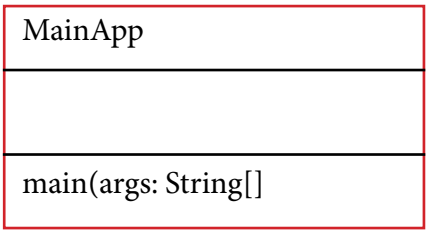
So here are the UMLs beside the codes. Pag aralan and be familiar with it.
I think madali lang yan. Nothing really complicated. It's just a representation.




```
import java.util.ArrayList;

/**
 *
 * @author Cody Scott "CodyScott"
 * @version 1
 */
public class Basket {
	ArrayList<Fruit> fruitBasket;

	public Basket(){
		fruitBasket = new ArrayList<Fruit>();
	}

	public void addFruitToBasket(Fruit fruit){
		fruitBasket.add(fruit);
	}

	public void displayTotalFruits(){
		System.out.println("Basket has " + fruitBasket.size());
	}

	//more methods/functions/features soon....
}
```




```
/**
 *
 * @author Cody Scott "CodyScott"
 * @version 1
 */
public class Fruit {
	private String fruitName;

	public Fruit(String fruitName){
		this.fruitName = fruitName;
	}

}
```




```
/**
 *
 * @author Cody Scott "CodyScott"
 * @version 1
 *
 */
public class MainApp {

	public static void main(String[] args) {
		//1. create a basket for the fruits
		Basket fruitBasket = new Basket();

		//2. create a fruit(s)
		Fruit apple = new Fruit("Apple");
		Fruit kaimito = new Fruit("Kaimito");
		Fruit rambutan = new Fruit("Rambutan");

		//3. let's add the fruits to the basket
		fruitBasket.addFruitToBasket(apple);
		fruitBasket.addFruitToBasket(rambutan);
		fruitBasket.addFruitToBasket(kaimito);

		//4. now, let's find out kung ilang fruits ang nasa basket
		fruitBasket.displayTotalFruits();
	}

}
```

....OK, hanggang dito muna. Next lesson will adding FEATURES (methods, variables)..... like counting total fruits...and at the same time displaying the name of the fruits. We will also add a feature where a user can enter how many fruits to add. Etc.....and somewhere along medyo i-papakita ko ang INHERITANCE, POLYMORPHISM, etc. Dahan dahan lang.

hanggang sa muli