CS 152 - Lab 001

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- Sign in sheet located at whiteboard

- Today we are working on Library (Lab 8)

Library

This lab is fairly straightforward as the necessary methods are fill-in-the-blank from Library.java, read the comments to figure out what each method does. Writing them is up to you, however.

- Remember to be thoughtful about what methods and variables need to be public, and that all public methods require Javadoc comments. Publicity of the listed methods is given for you, make sure you understand *why* each method is the way it is.

- Instances of objects are, by nature, non-static. If you're running into errors with accessing your variables or methods, ensure you didn't slip the static keyword into the declaration.

- When dealing with objects, remember to use this.<varname> to refer to the variable <varname> of *this* object, and another <varname> to refer to whatever variable you're initializing.

```java
public class Demo{
    int x;
    void setX(int x){
        this.x = x;
    }
}
```