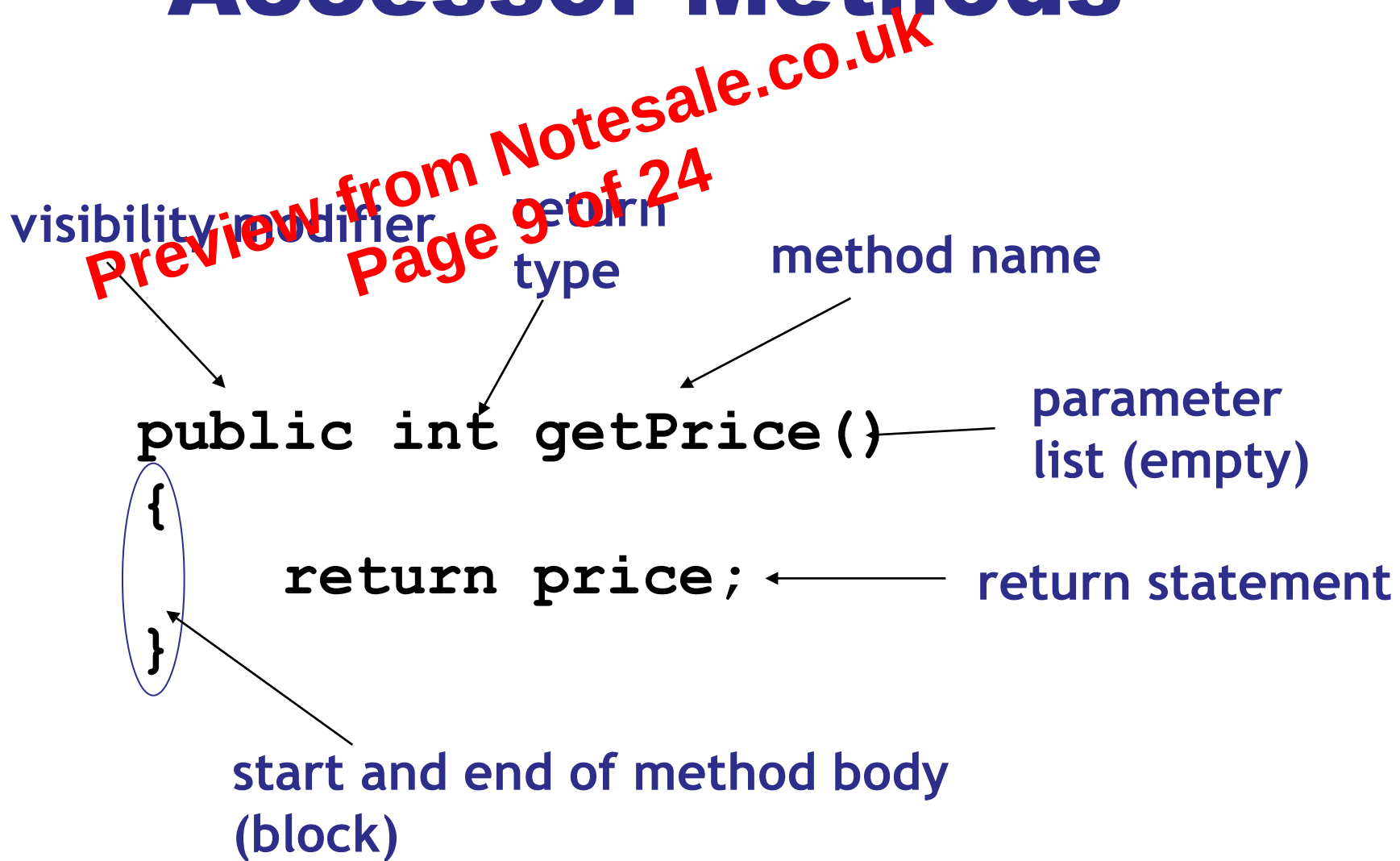


Accessor Methods

- Methods implement the behavior of objects.
- Accessors provide information about an object.
- Methods consist of a header and a body.
- The header defines the method's *signature*
e.g. `public int getPrice()`
- The body encloses the method's statements.

Accessor Methods



Printing from Methods

```
public void printTicket()  
{
```

```
    // Simulate the printing of a ticket.
```

```
    System.out.println("#####");
```

```
    System.out.println("# The BlueJ Line");
```

```
    System.out.println("# Ticket");
```

```
    System.out.println("# " + price + " cents.");
```

```
    System.out.println("#####");
```

```
    System.out.println();
```

```
    // Update the total collected with the balance.
```

```
    total = total + balance;
```

```
    // Clear the balance.
```

```
    balance = 0;
```

```
}
```

Use 'println' to print a line of output

// is a 'comment'
For humans to read, not Java

Equality and Relational Operators

- For comparing values of basic type
e.g. integers and characters
Result is true or false.

==	is equal to
!=	is NOT equal to
<	is less than
<=	is less than or equal to
>	is greater than
>=	is greater than or equal to

Not for comparing Strings (or objects).