

This: a variable that references
~~an~~^{The} object on which a method
was called.

```
Complex c = new Complex(3, 4);
```

```
c.setReal(3.5);
```

```
Complex c1 = new Complex(2);
```

/Courses/cs11/sectionB

— /workspace/Complex/src

$s = s + d;$

$j = \text{data.length};$

$\text{in.hasNextInt}();$

static
methods → Math.sqrt(2)
variables
↳ final : constants

```
for(char c = 'a'; c <= 'z'; c++) {  
    s.o.pln(c);  
}
```

```
char c = 'a';  
for(int i = 0; i < 26; i++) {  
    s.o.pln((char)(c+i));  
}
```

```
char digit  
int n = digit - '0'
```

```
char lc  
char up = lc + ('A' - 'a')
```

```
public String toString() {  
    String result;  
  
    return result;  
}  
Complex c;  
Sys.out.println(c) → calls c.toString()
```

```
public int f() {  
    return 5;  
}
```

```
public int g() {  
    return 2 * f();  
}
```

obj.g()