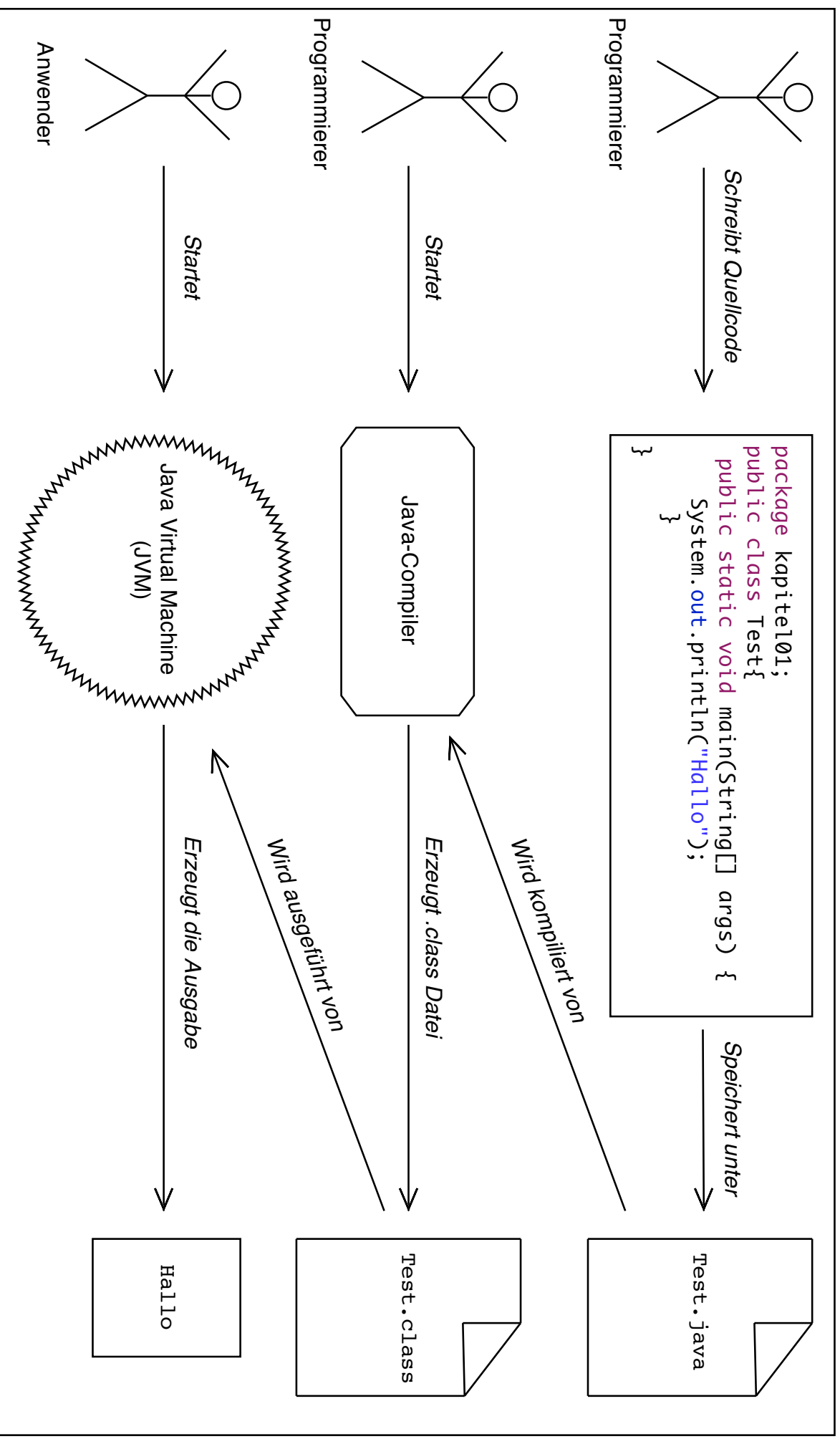
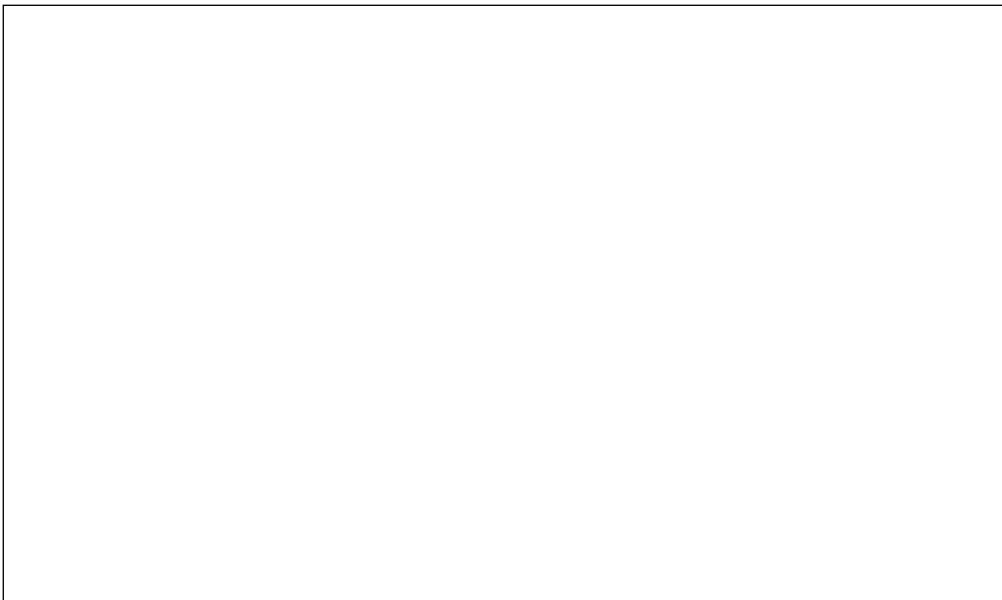
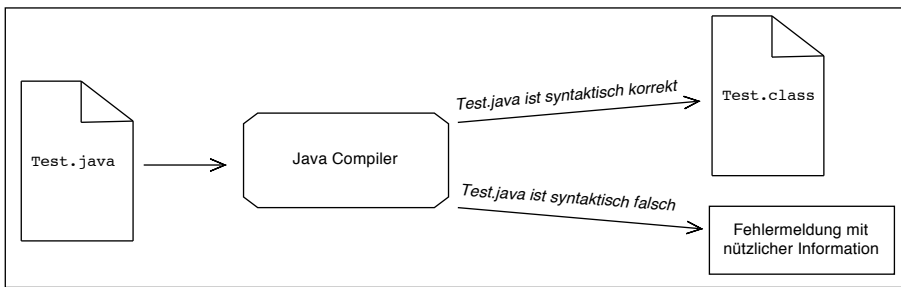


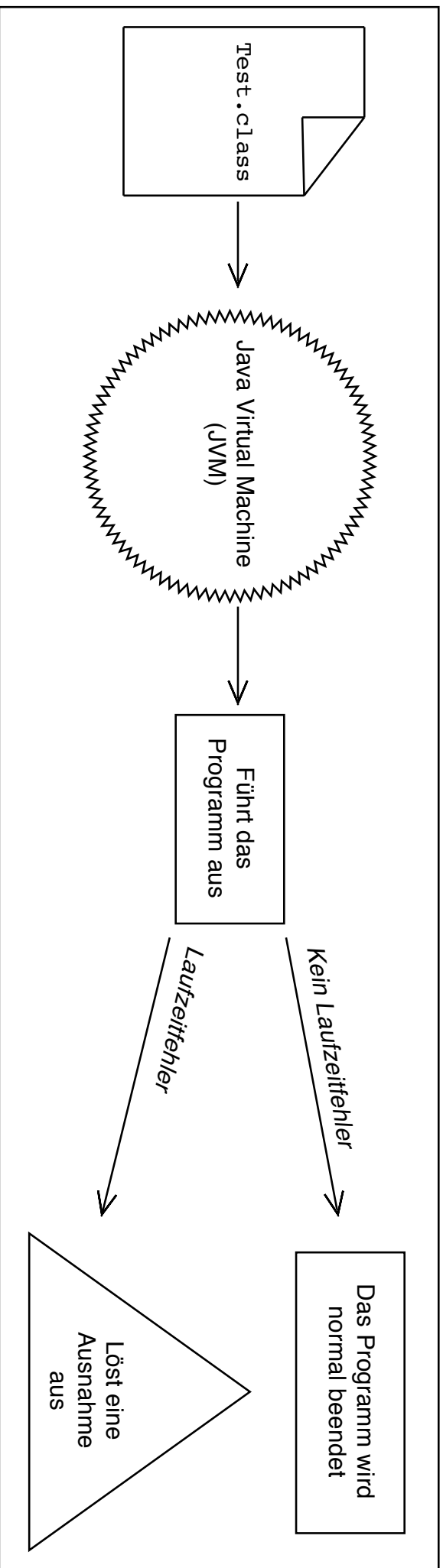


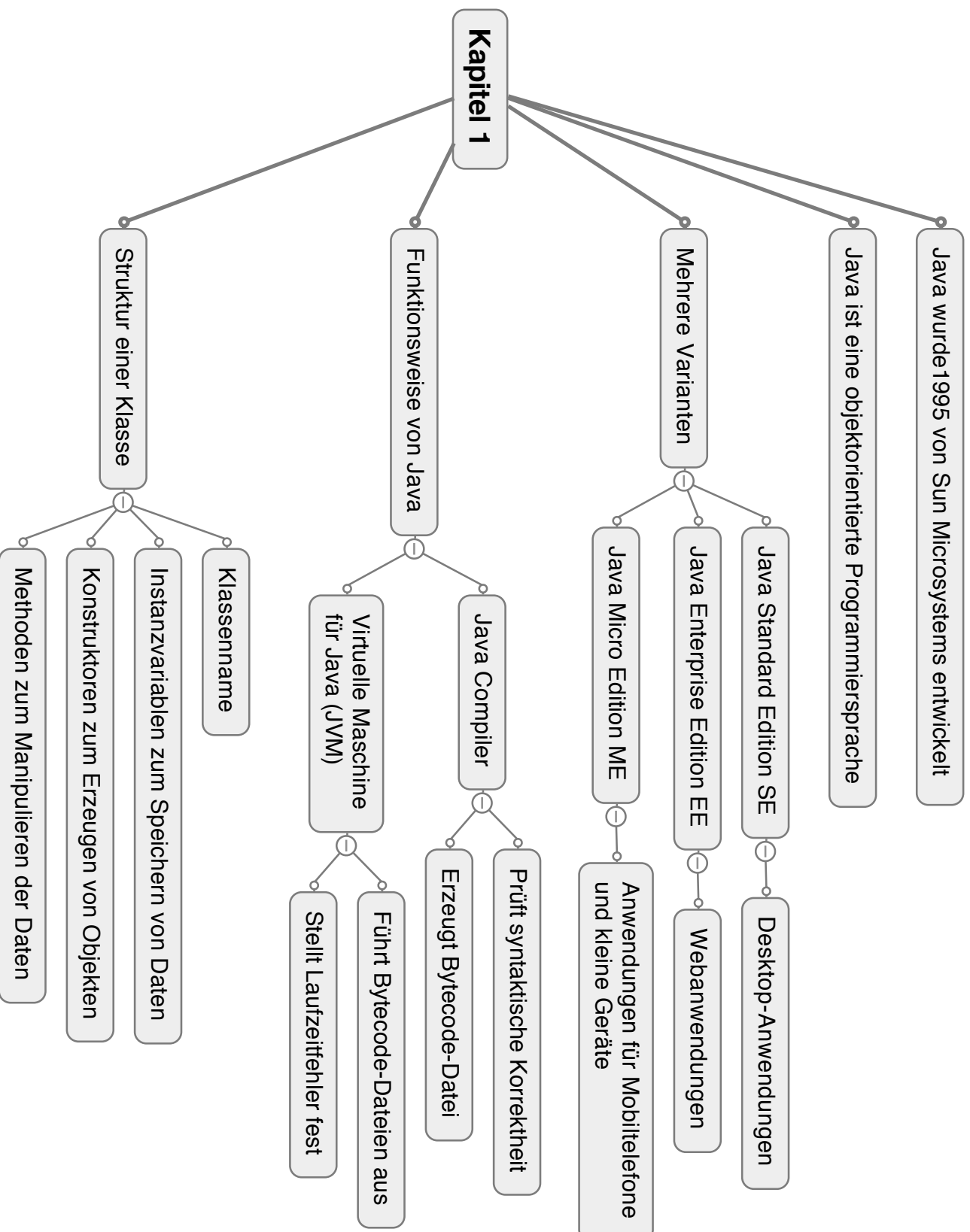
# Funktionsweise von Java



# Compiler

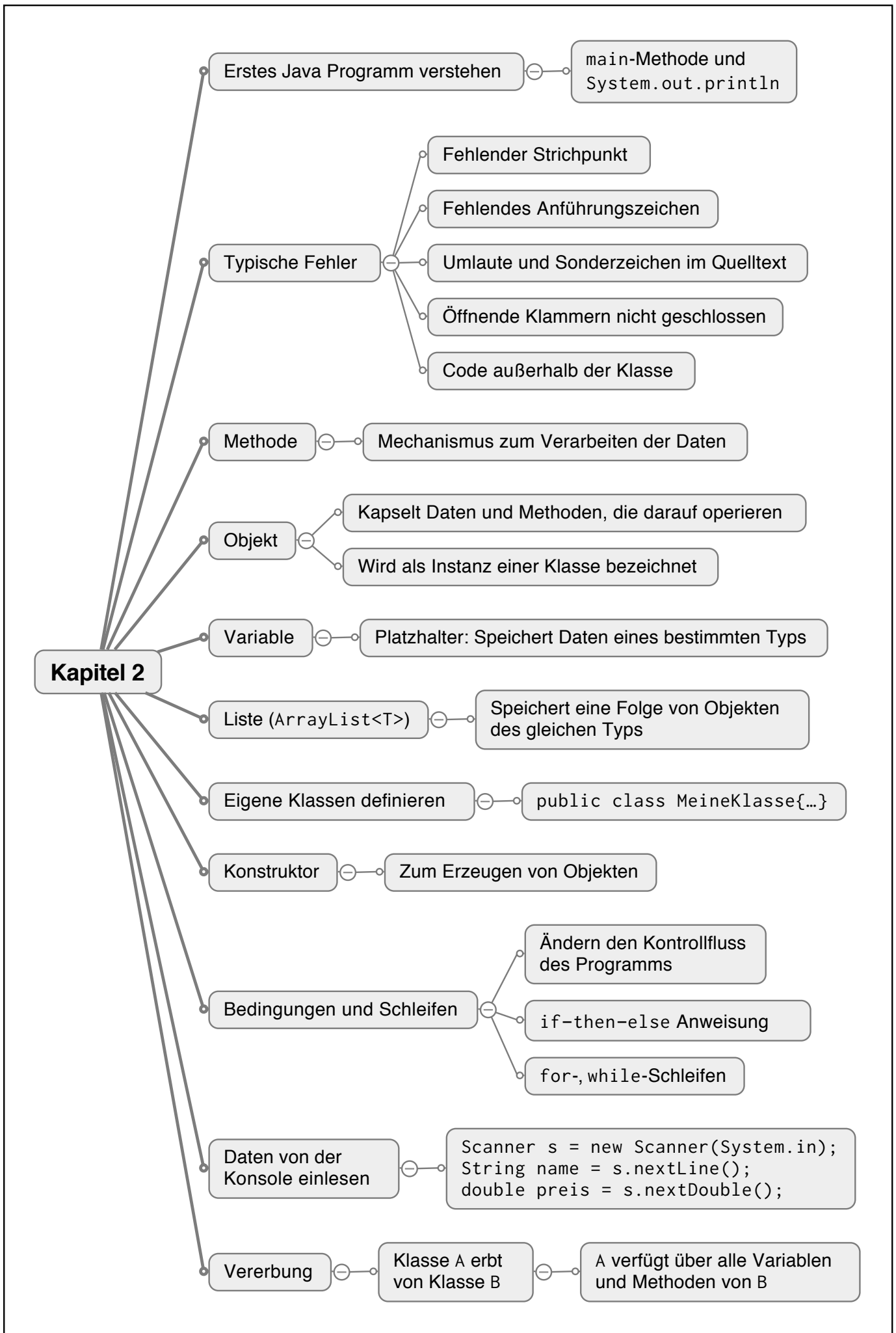








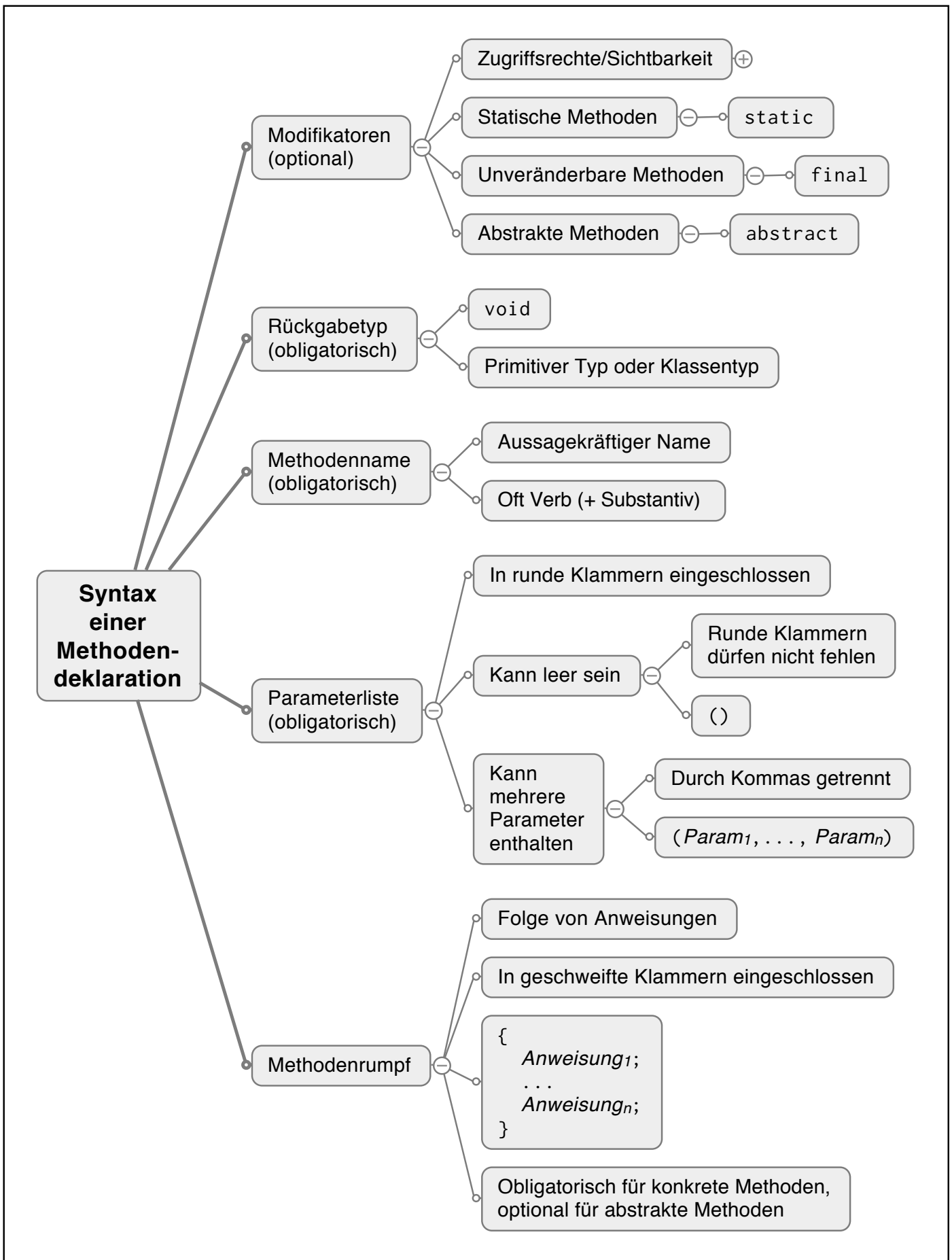
# Mindmap



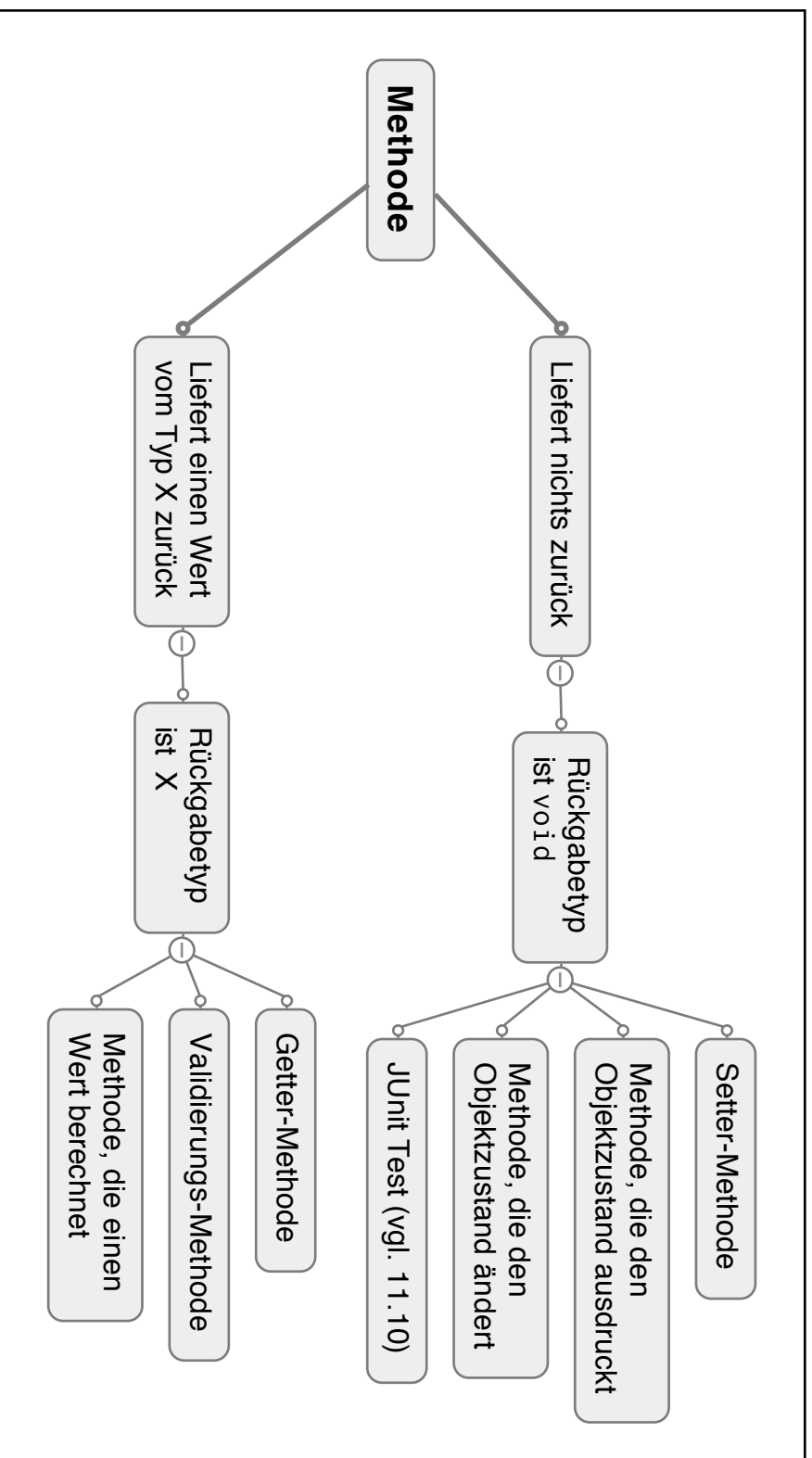




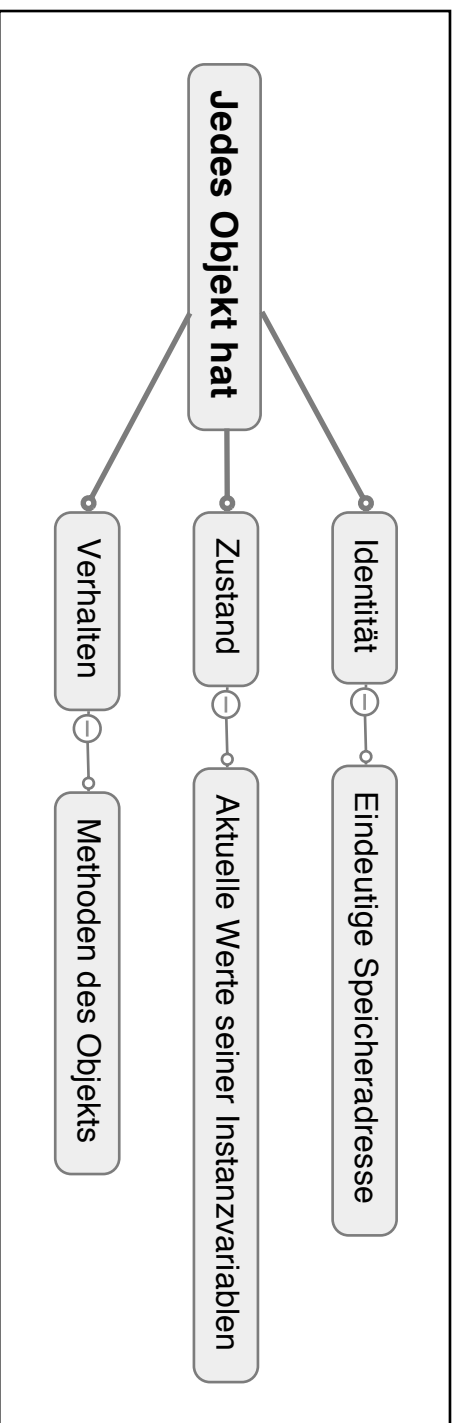
# Syntax von Methoden



## Rückgabewert von Methoden

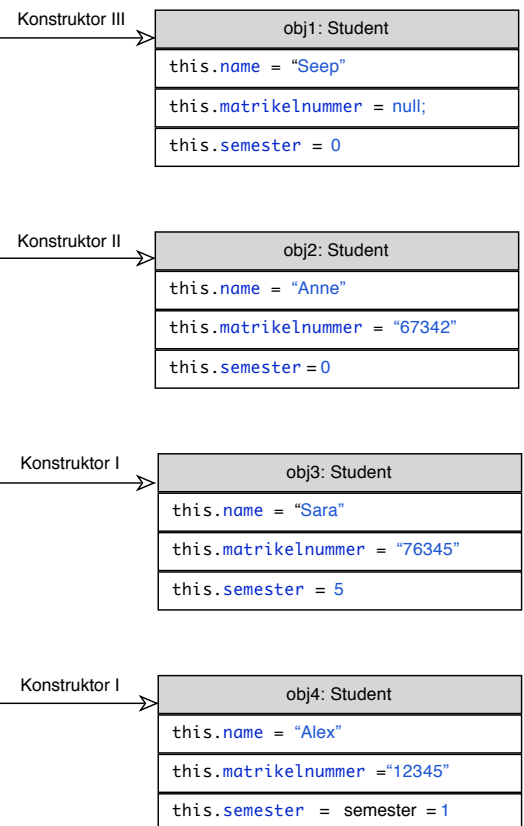


## Eigenschaften von Objekten

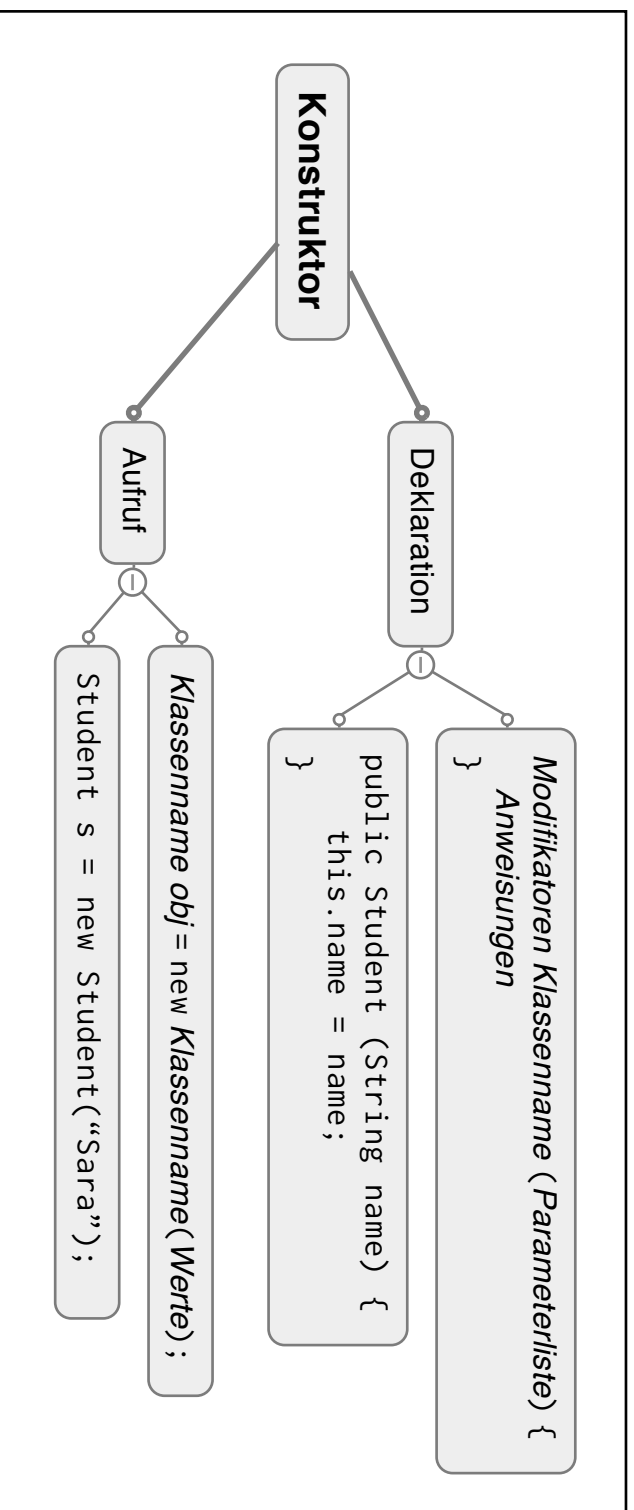


# Konstruktor

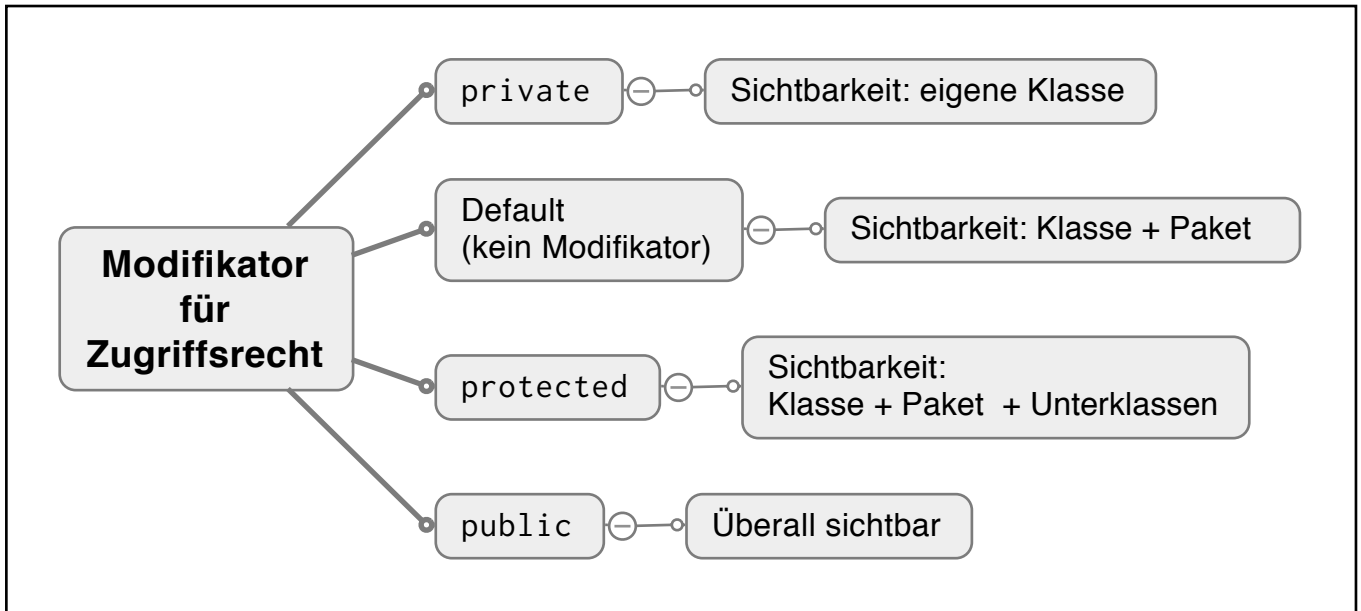
```
1 public class Student {
2     private String name;
3     private String matrikelnummer;
4     private int semester;
5
6     // Konstruktor I
7     public Student(String name, String matrikelnummer, int semester) {
8         this.name = name;
9         this.matrikelnummer = matrikelnummer;
10        this.semester = semester;
11    }
12
13    // Konstruktor II
14    public Student(String name, String matrikelnummer) {
15        this(name, matrikelnummer, 1);
16    }
17
18    // Konstruktor III
19    public Student(String name) {
20        this(name, null, 0);
21    }
22
23    // Methode zum Drucken eines Studenten
24    public void printStudent(){
25        System.out.println("Student<name: " + name
26            + ", matrikelnummer: " + matrikelnummer
27            + ", semester: " + semester + ">");
28    }
29
30    public static void main(String[] args) {
31        Student obj1 = new Student("Sepp");
32        Student obj2 = new Student("Anne", "67342");
33        Student obj3 = new Student("Sara", "76345",5);
34        Student obj4 = new Student("Alex", "12345",1);
35
36        obj1.printStudent();
37        obj2.printStudent();
38        obj3.printStudent();
39        obj4.printStudent();
40    }
41 }
```

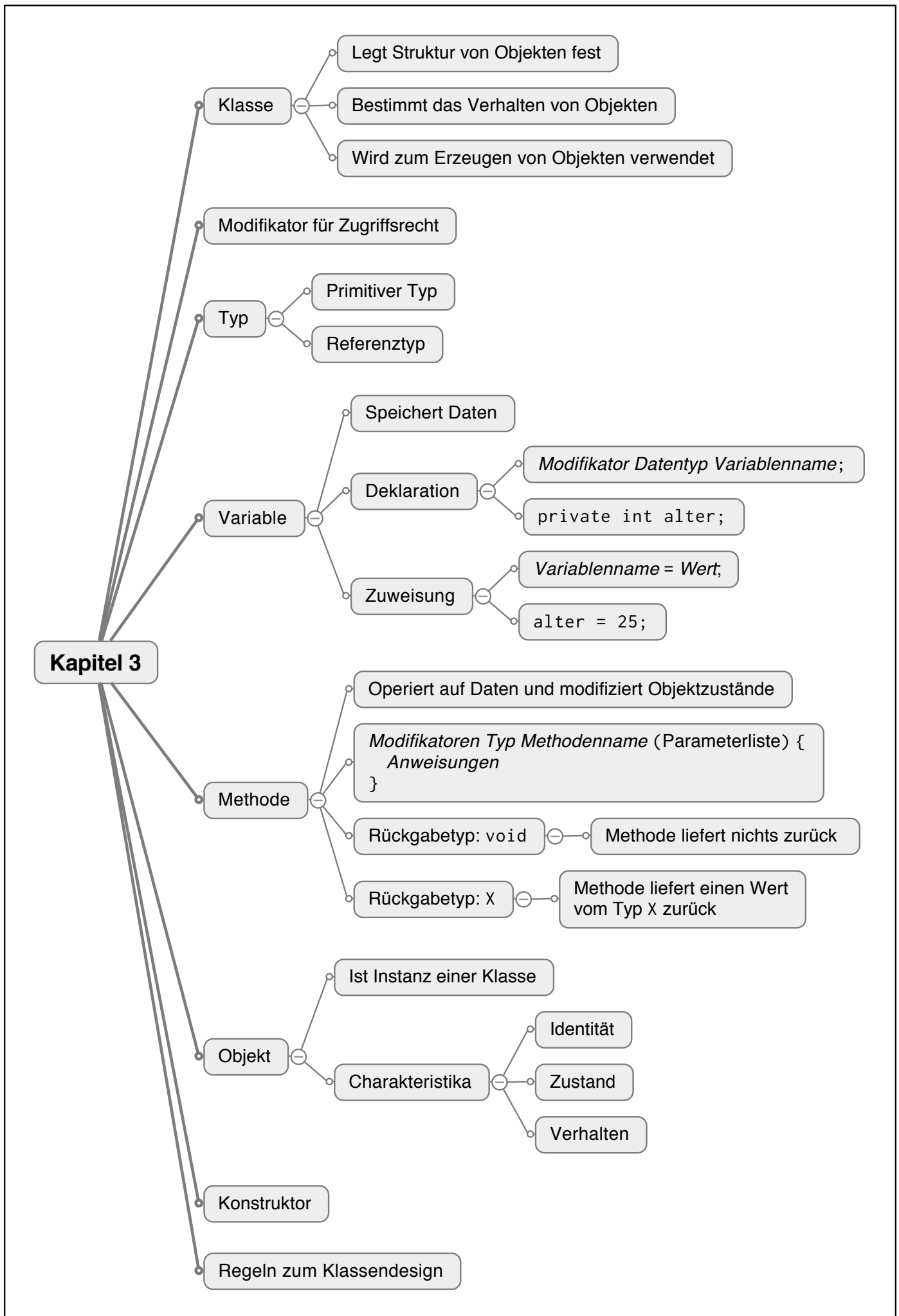


## Mindmap Konstruktor



## Mindmap Zugriffsrecht

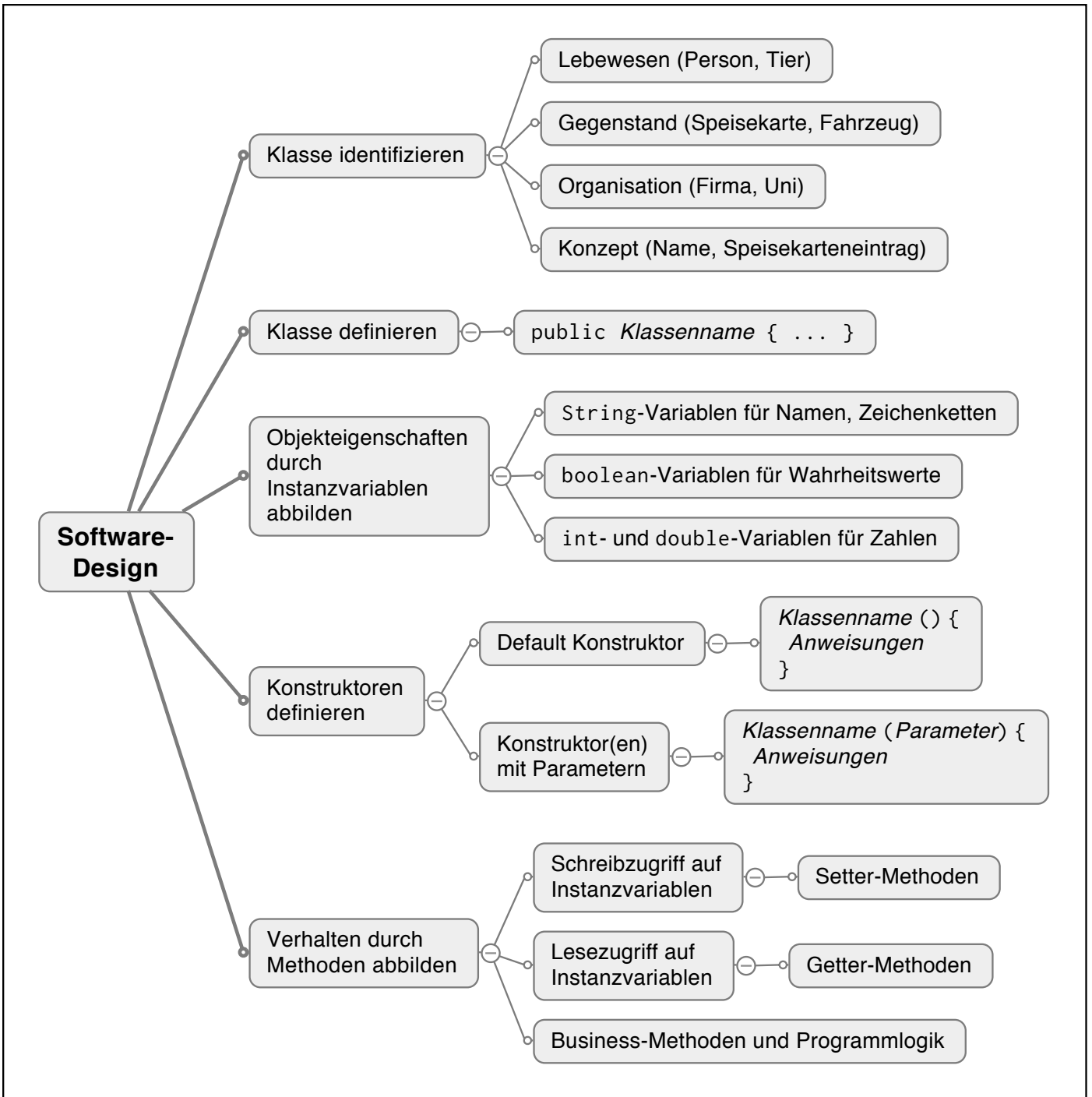




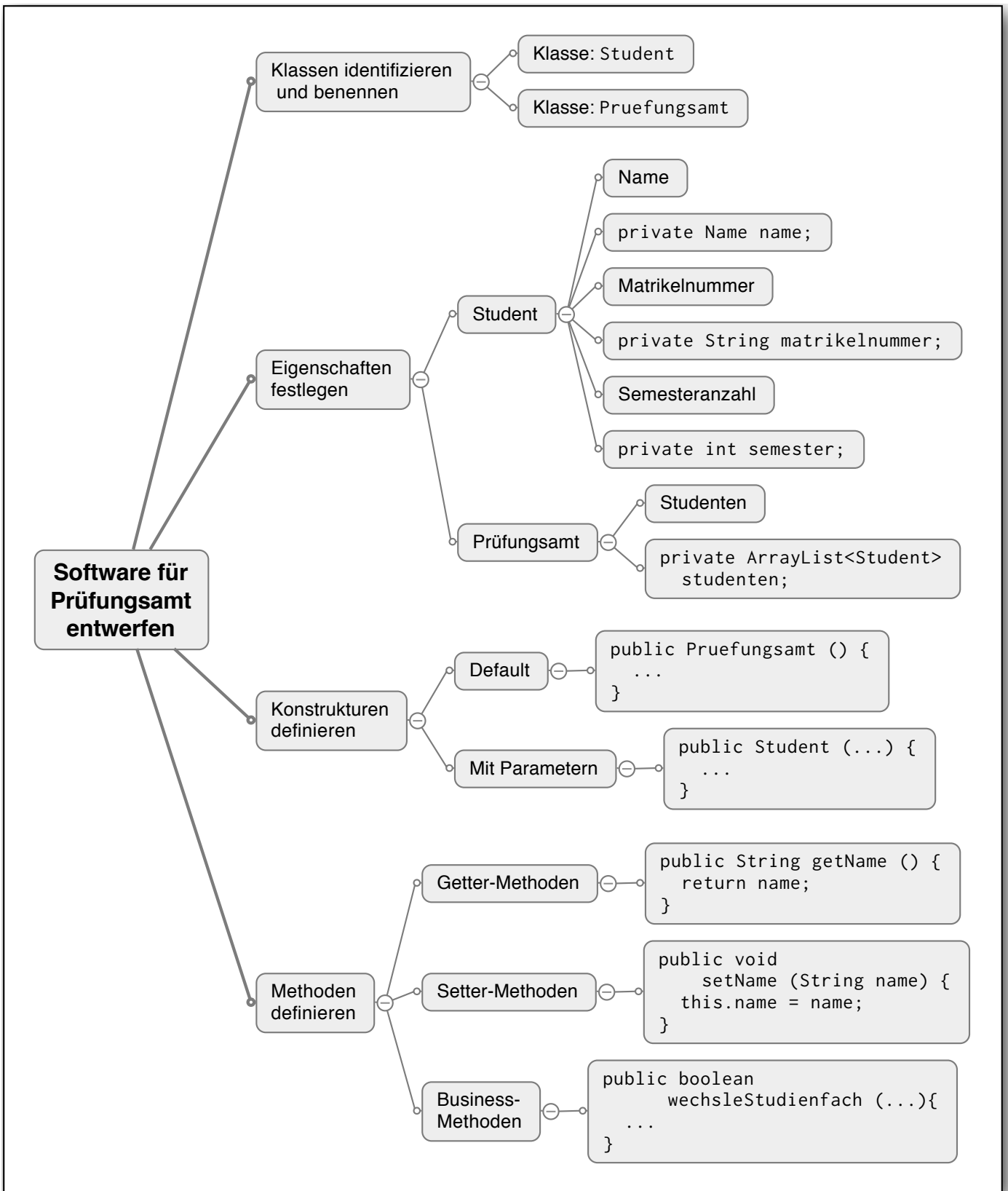


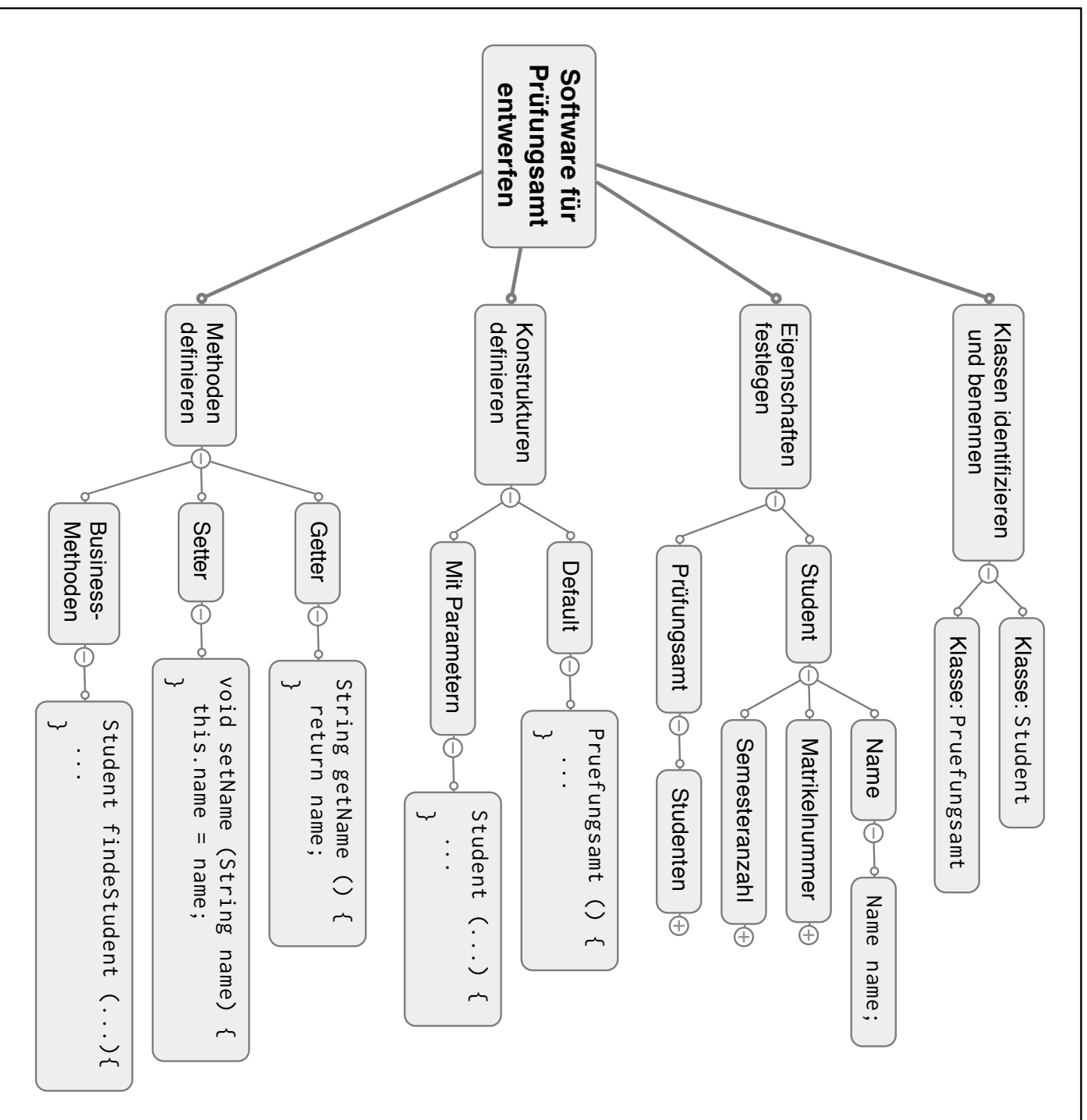


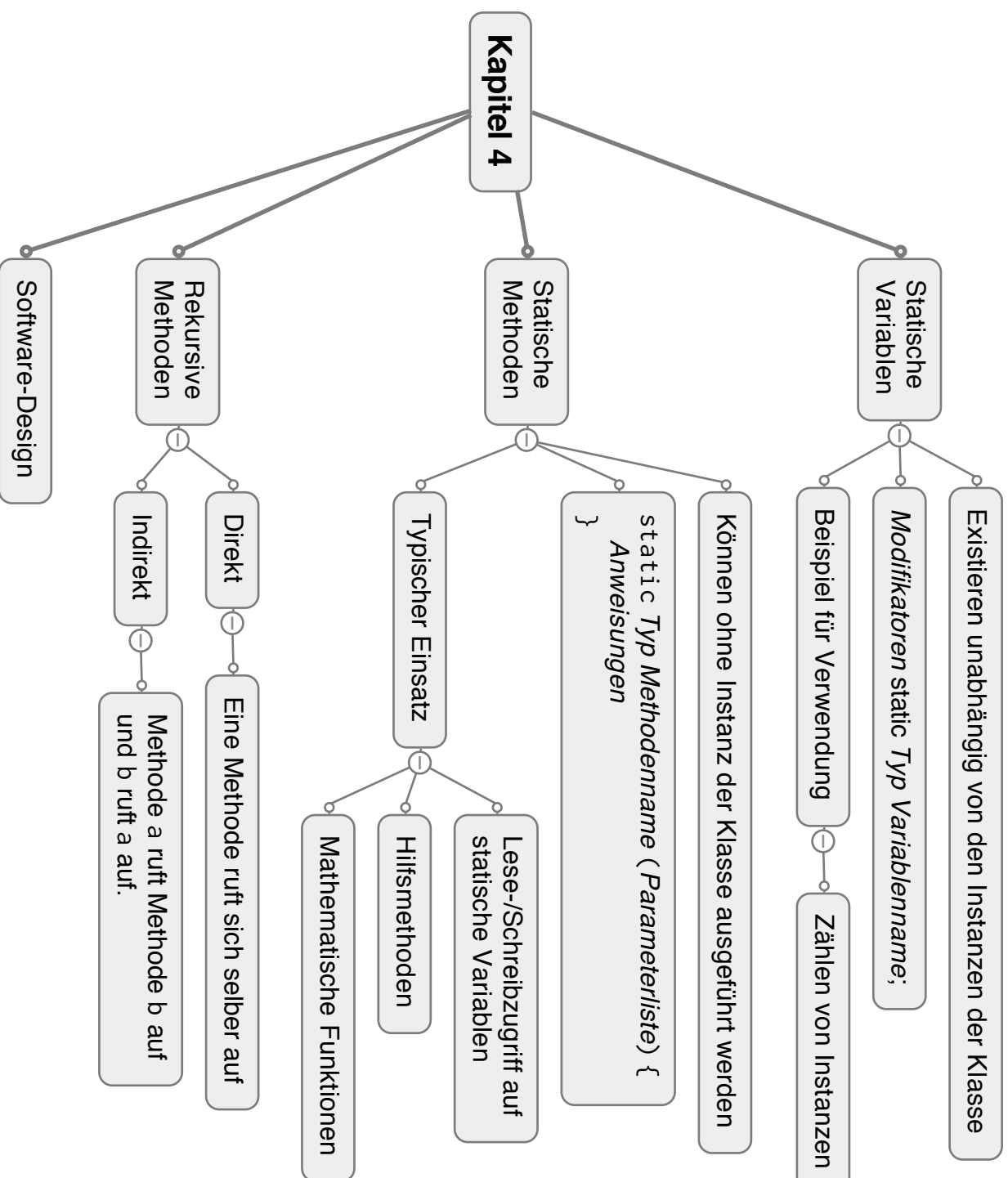
# Mindmap Software-Design



# Mindmap Softwareentwurf groß

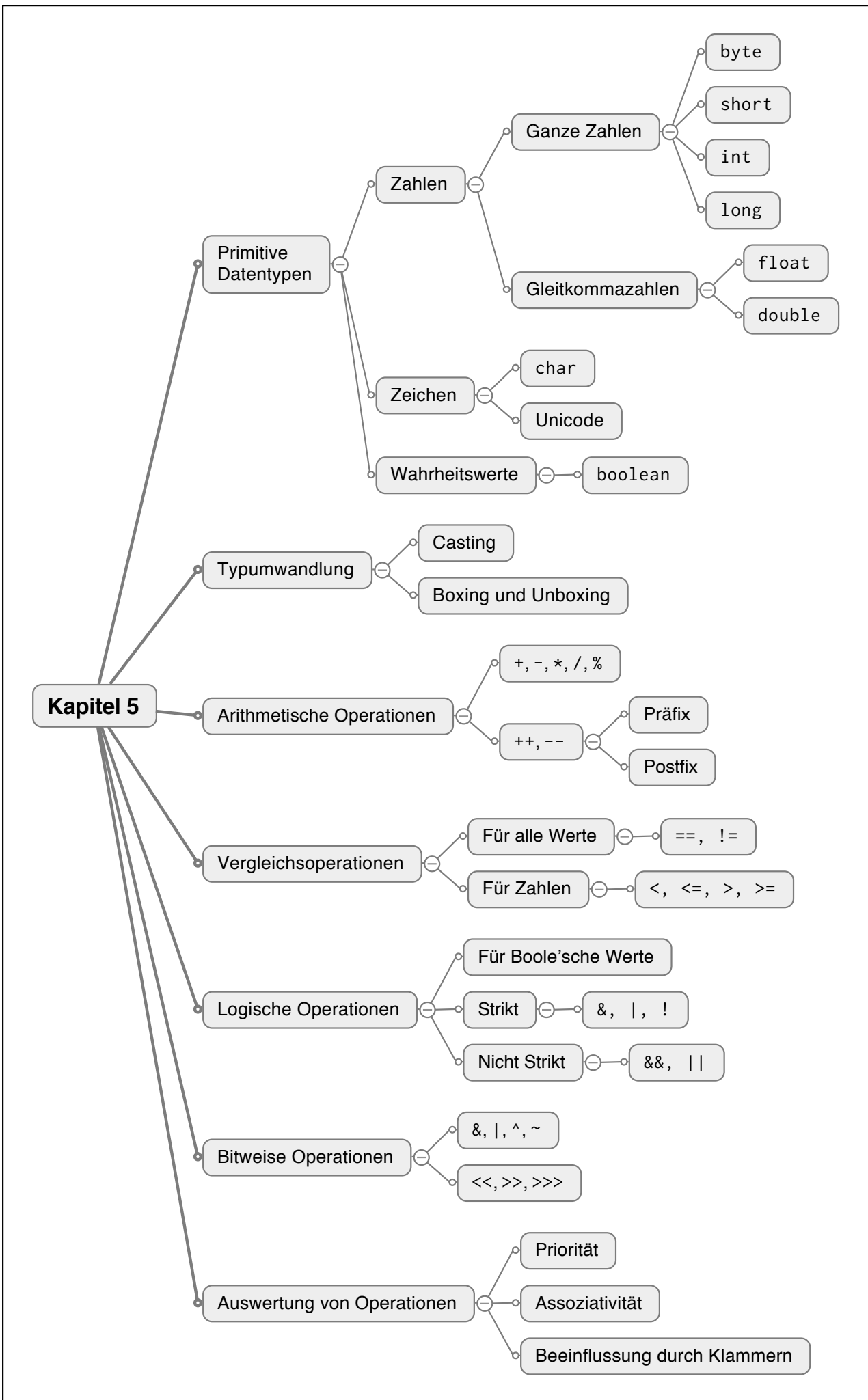




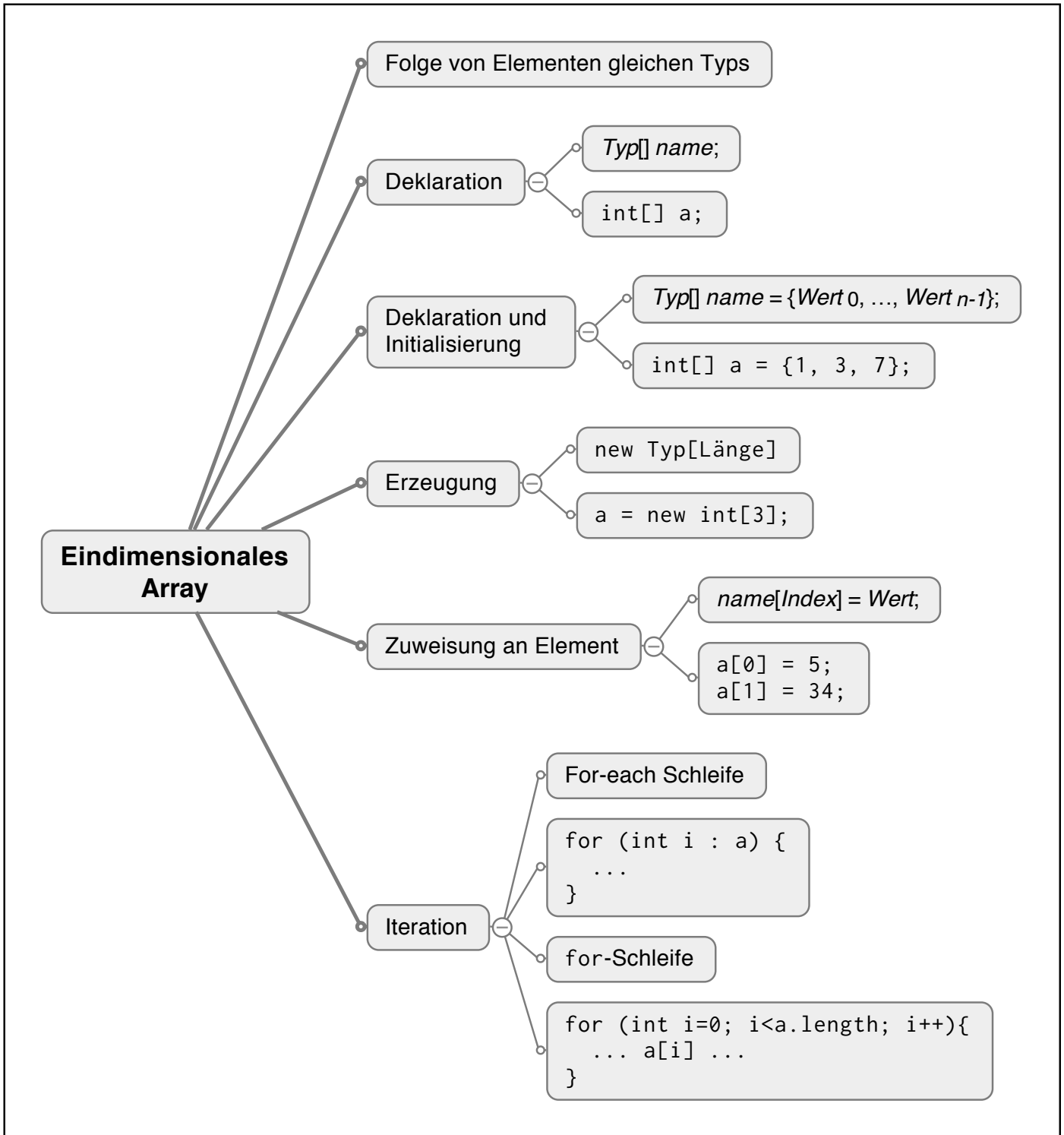




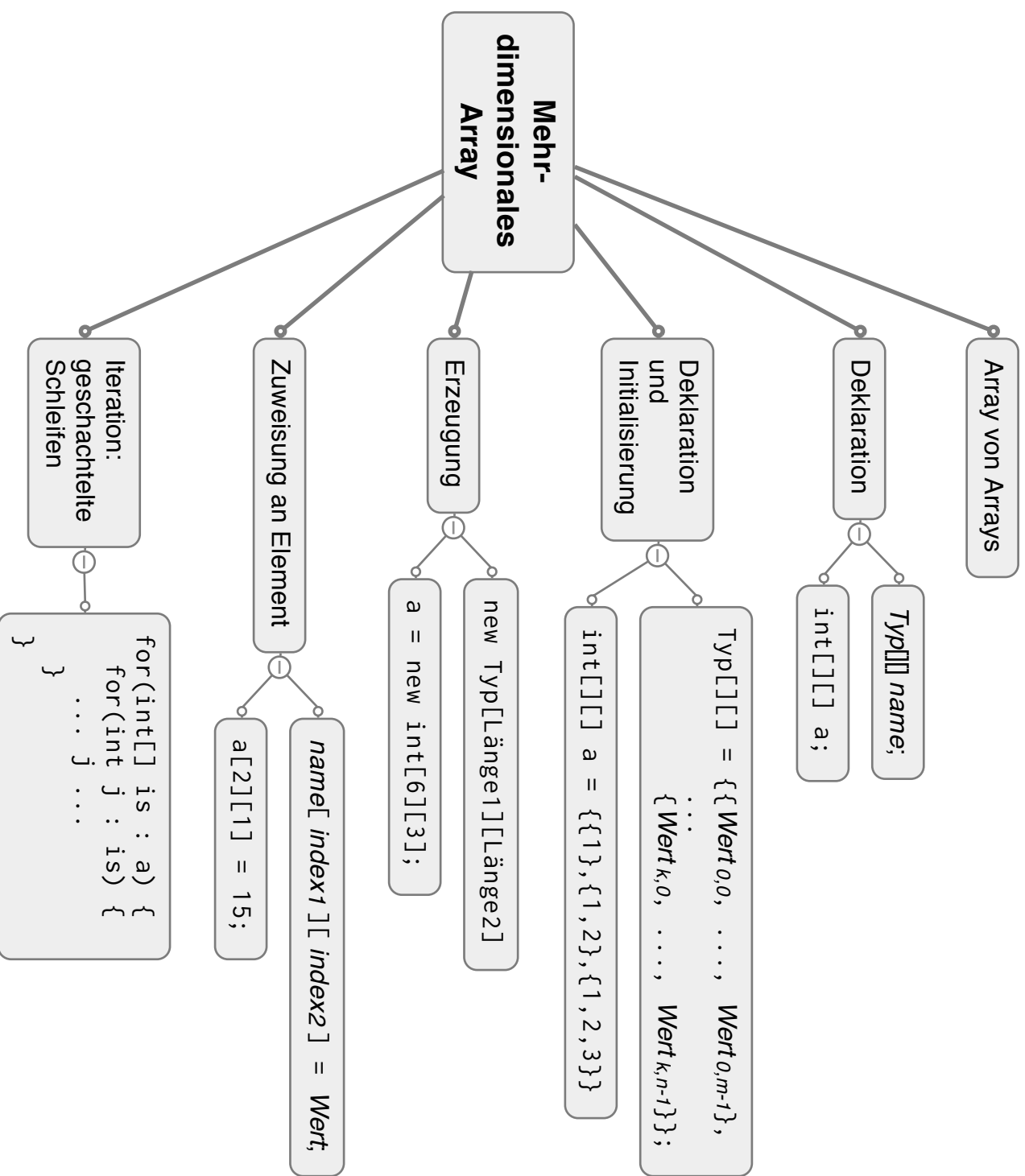
# Mindmap

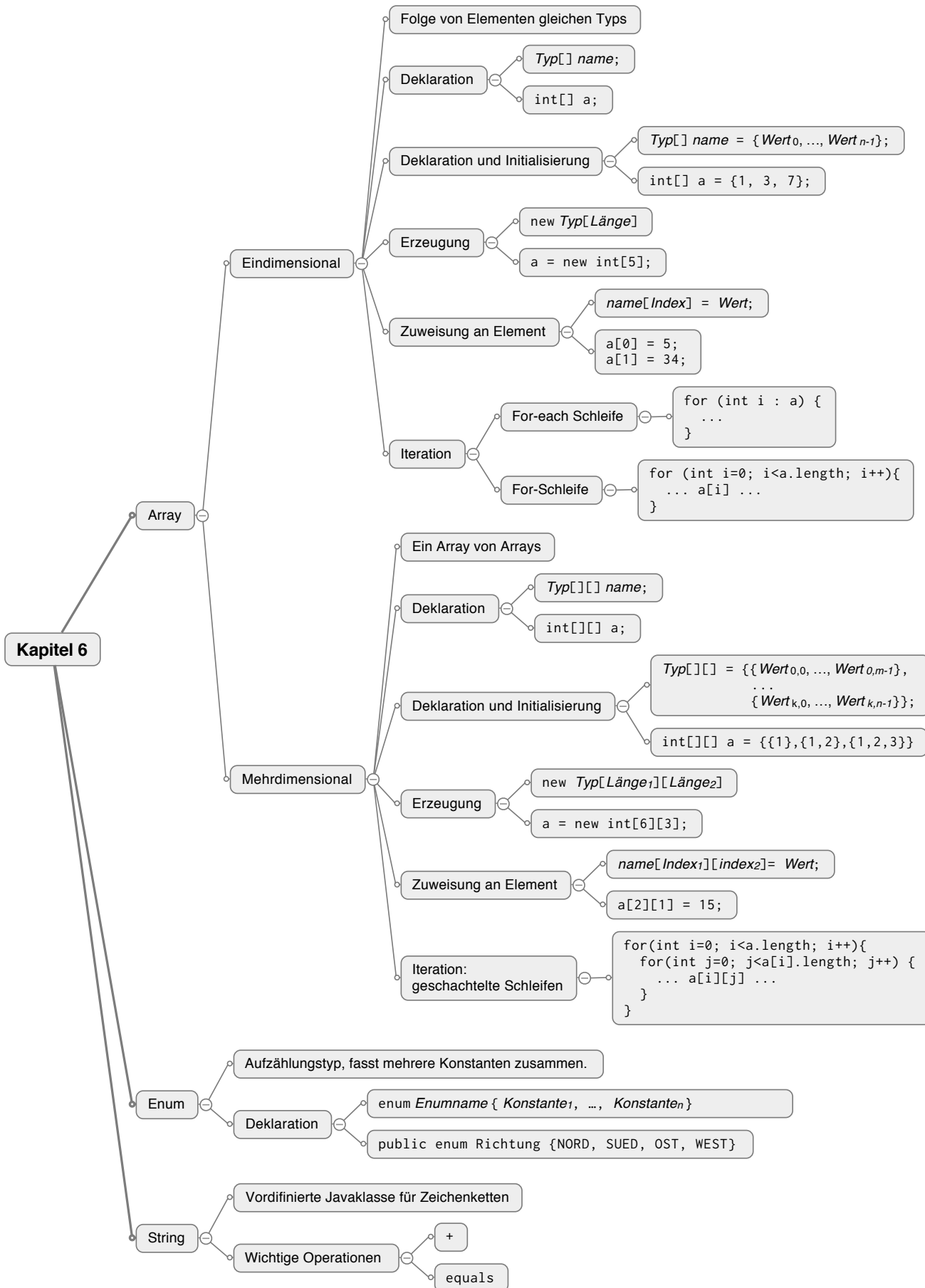


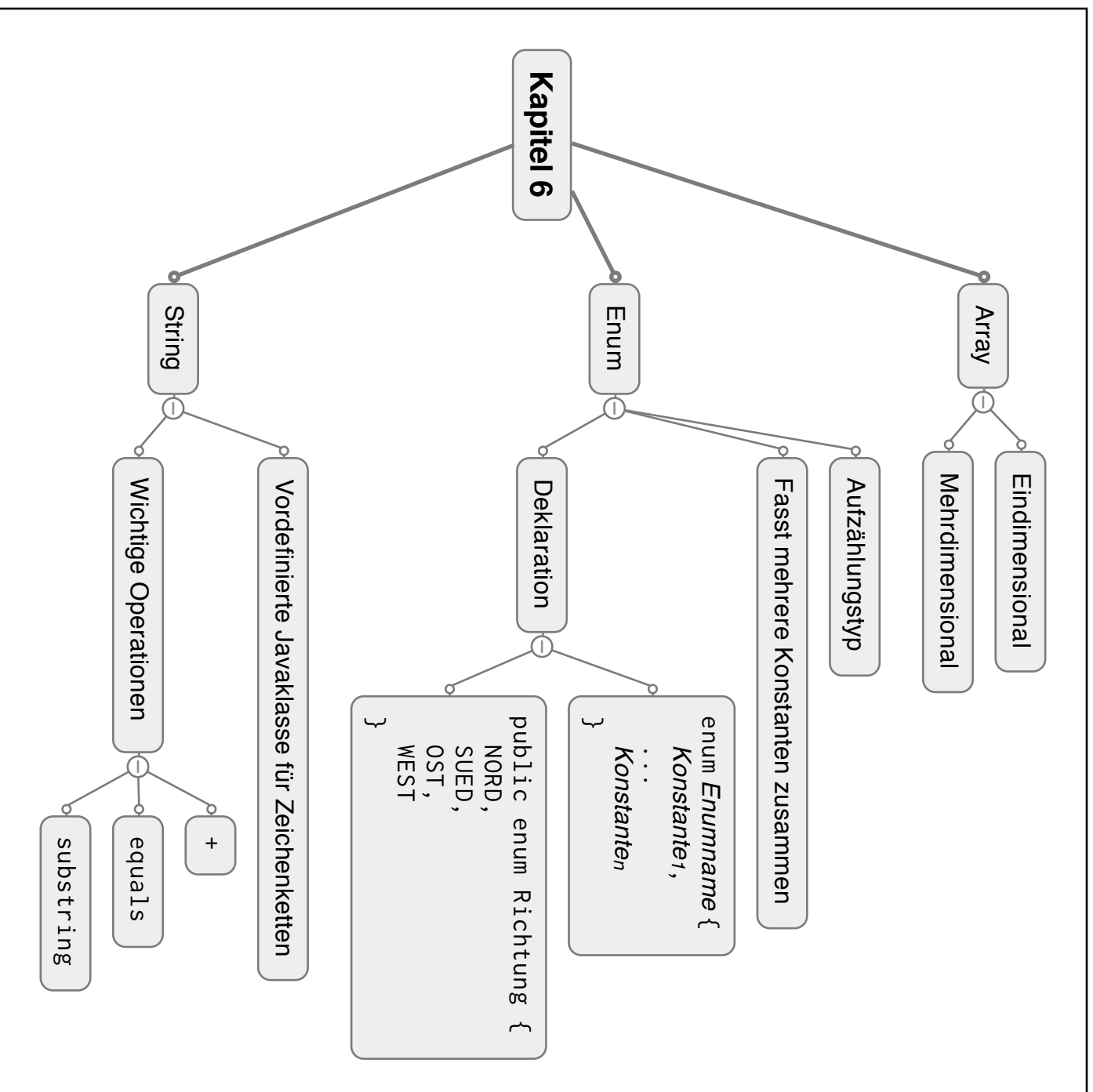






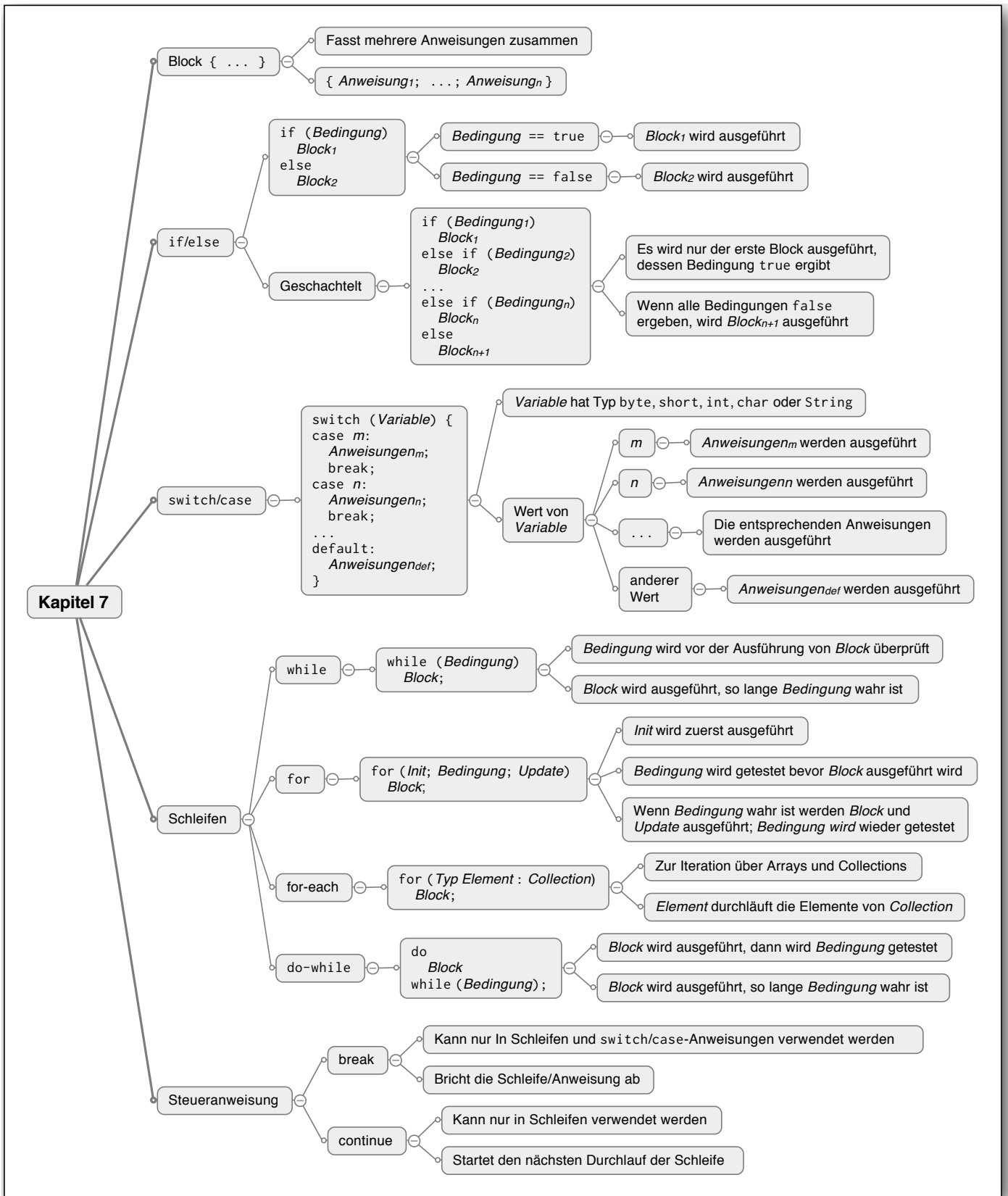




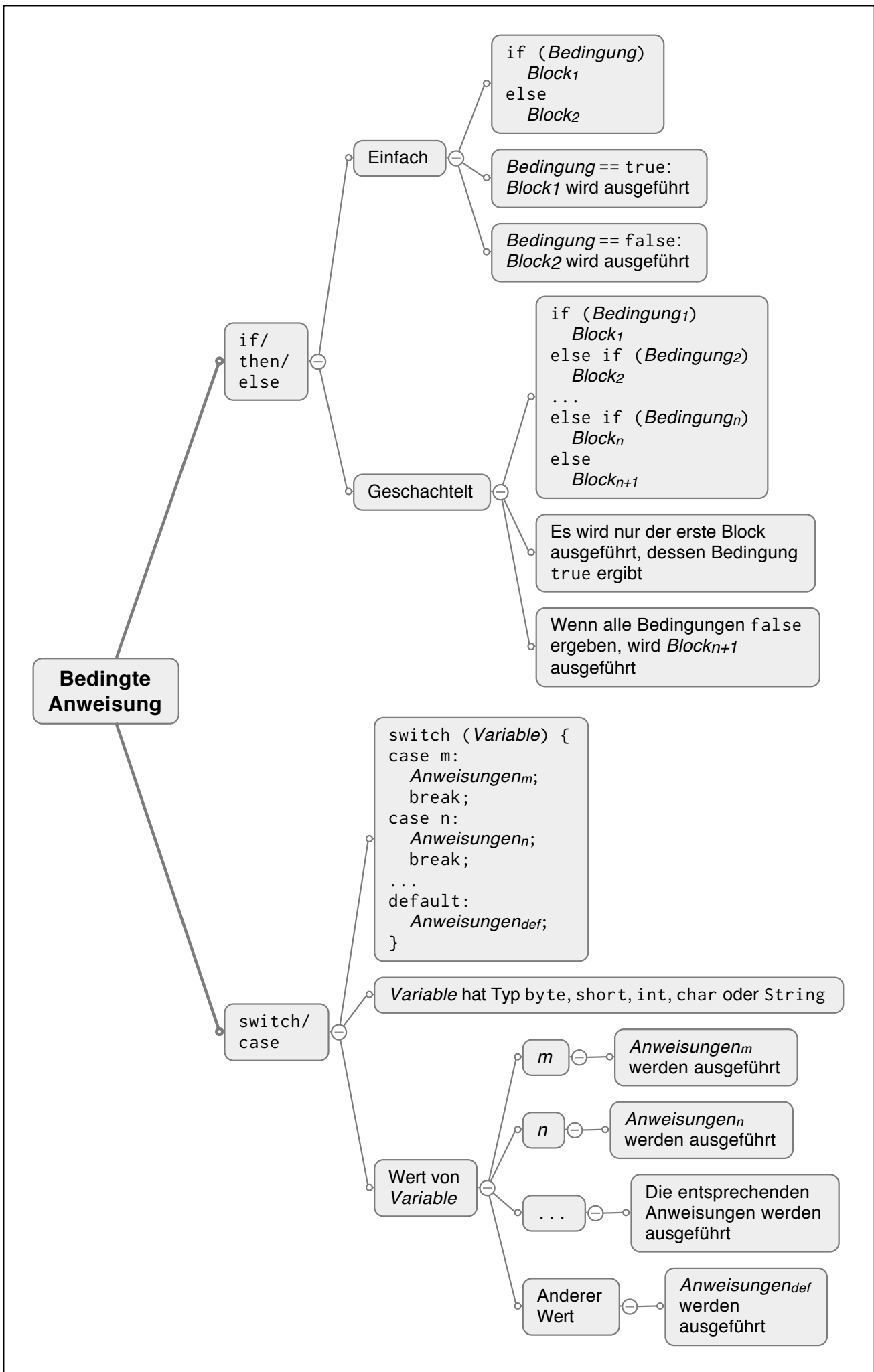


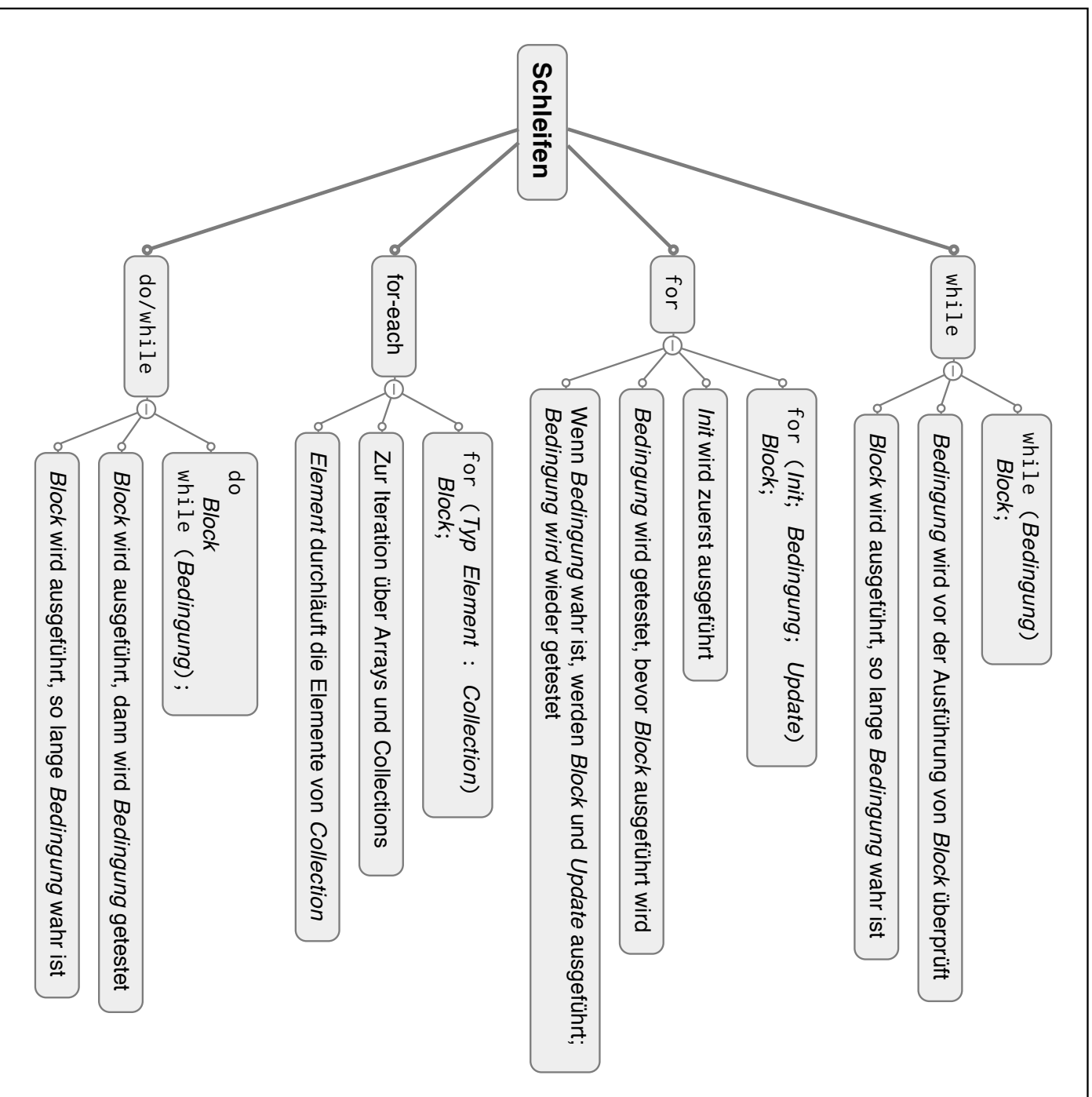


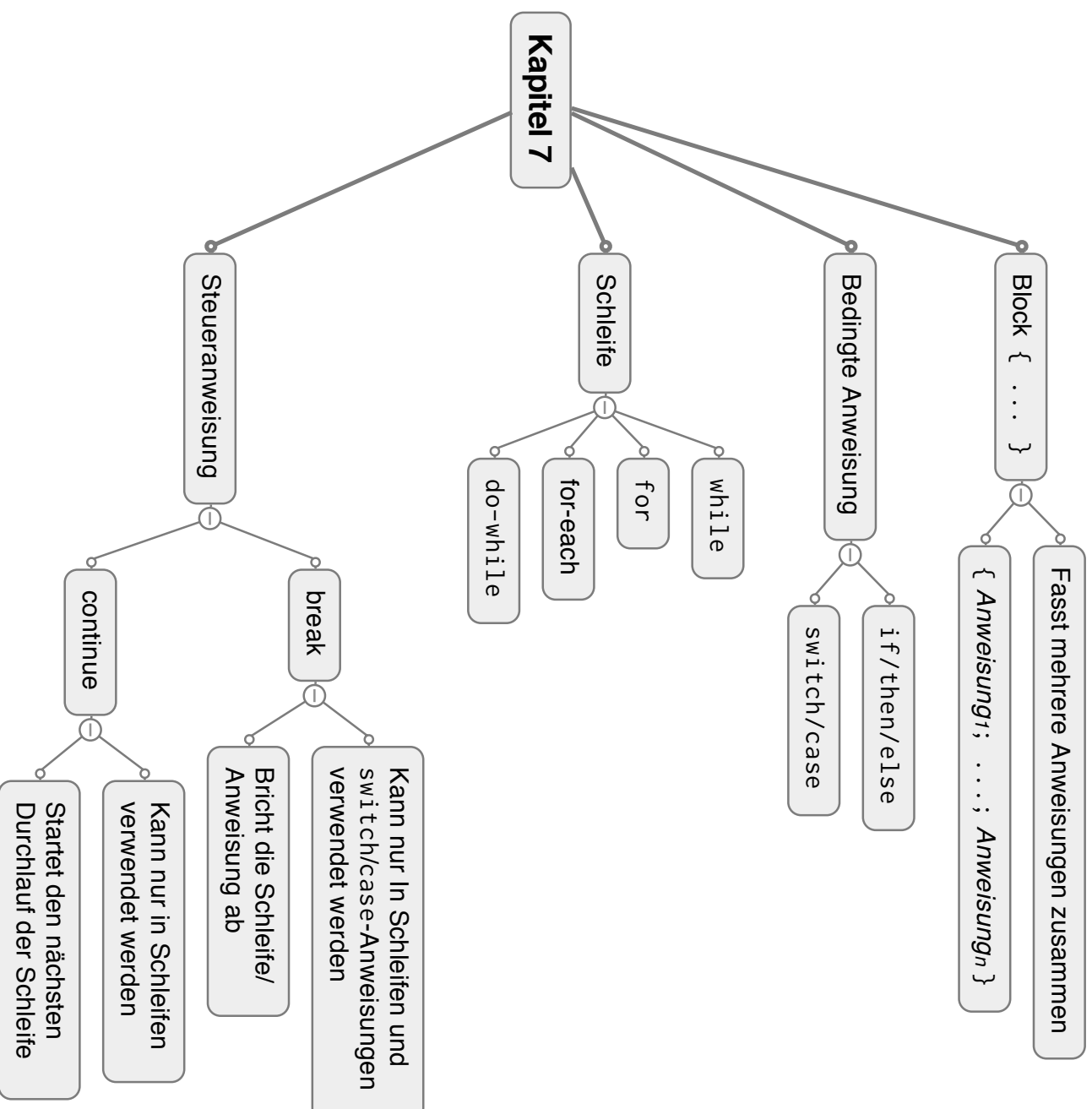
# Mindmap groß



# Mindmap Bedingungen



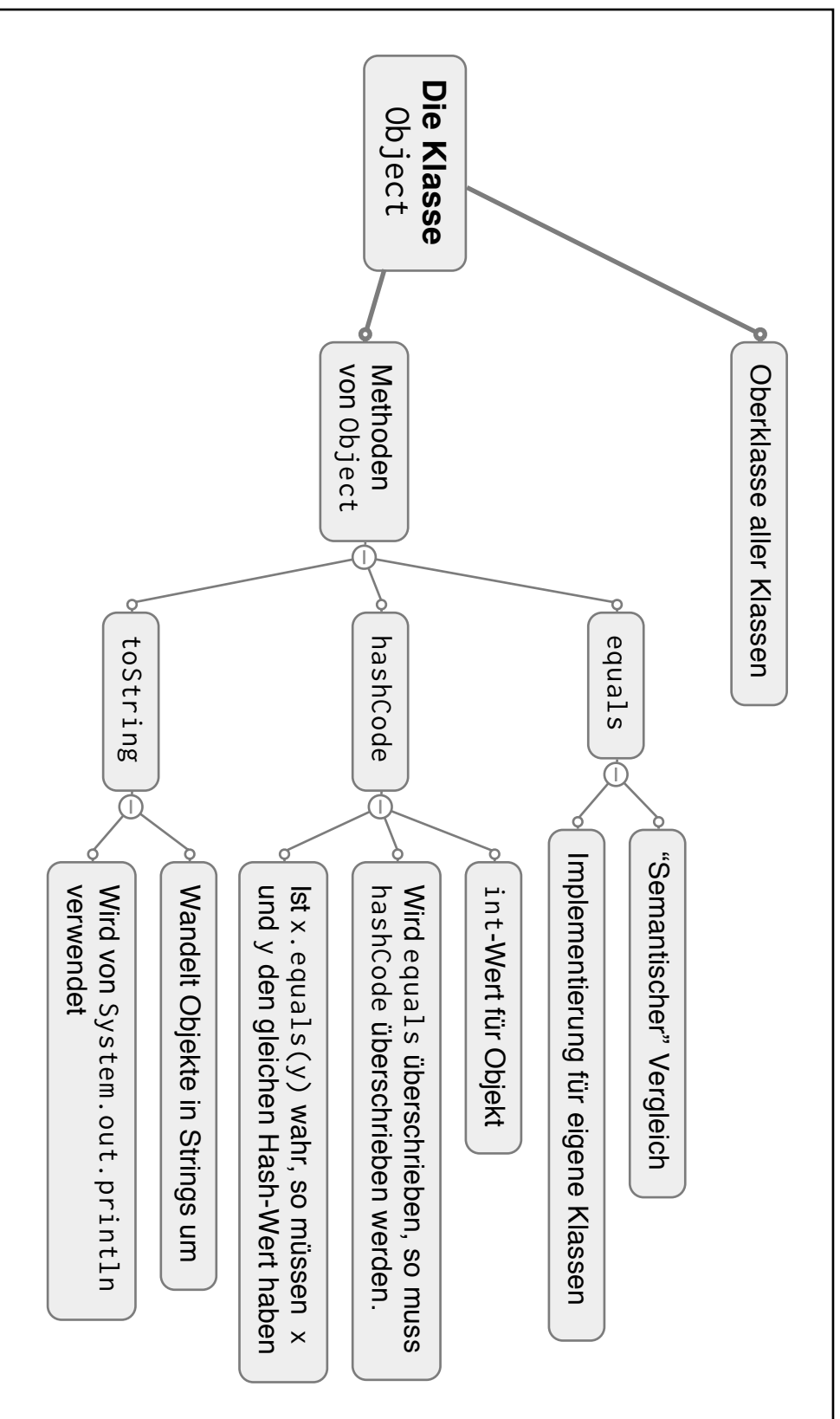


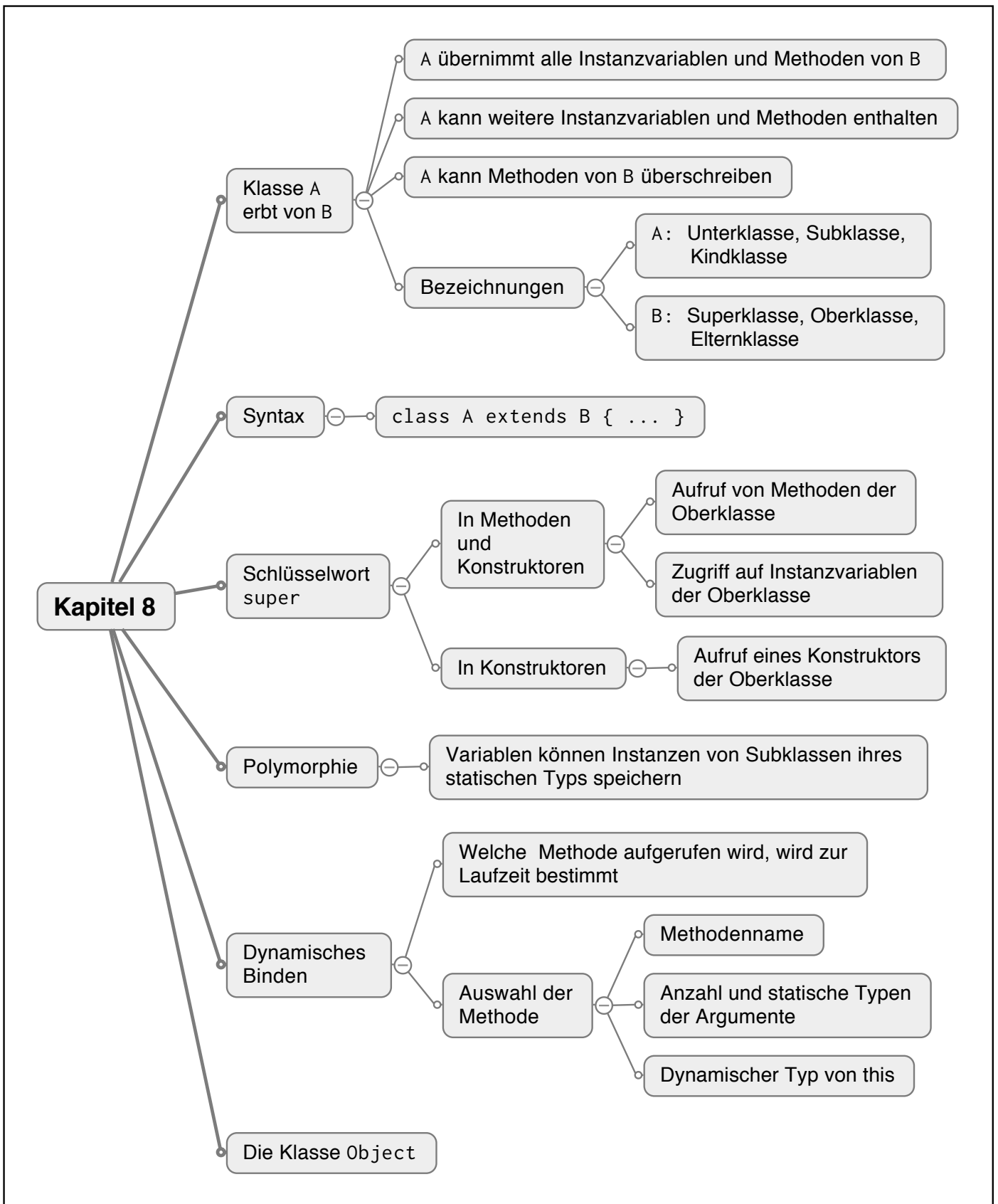




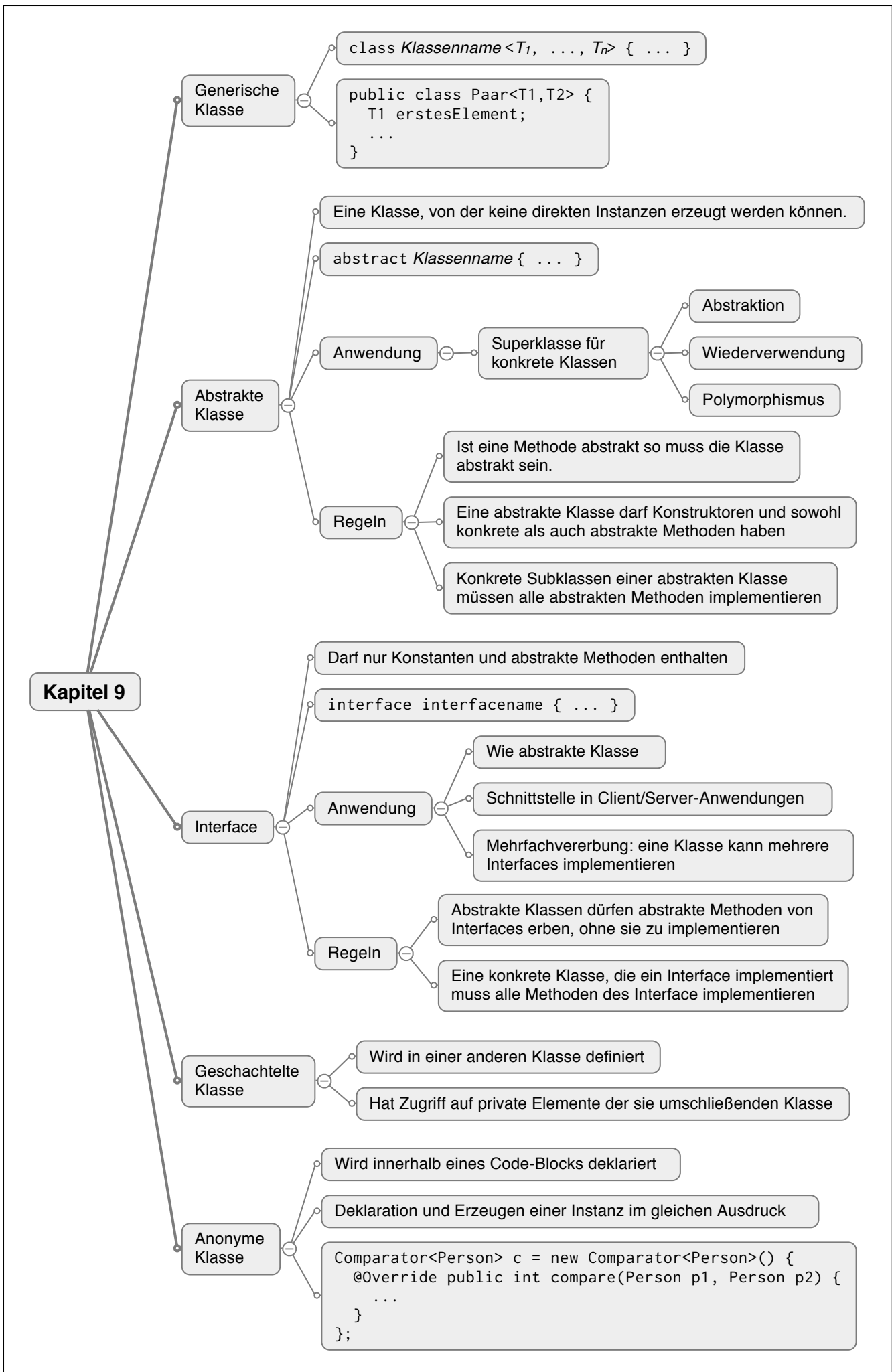


## Mindmap Object

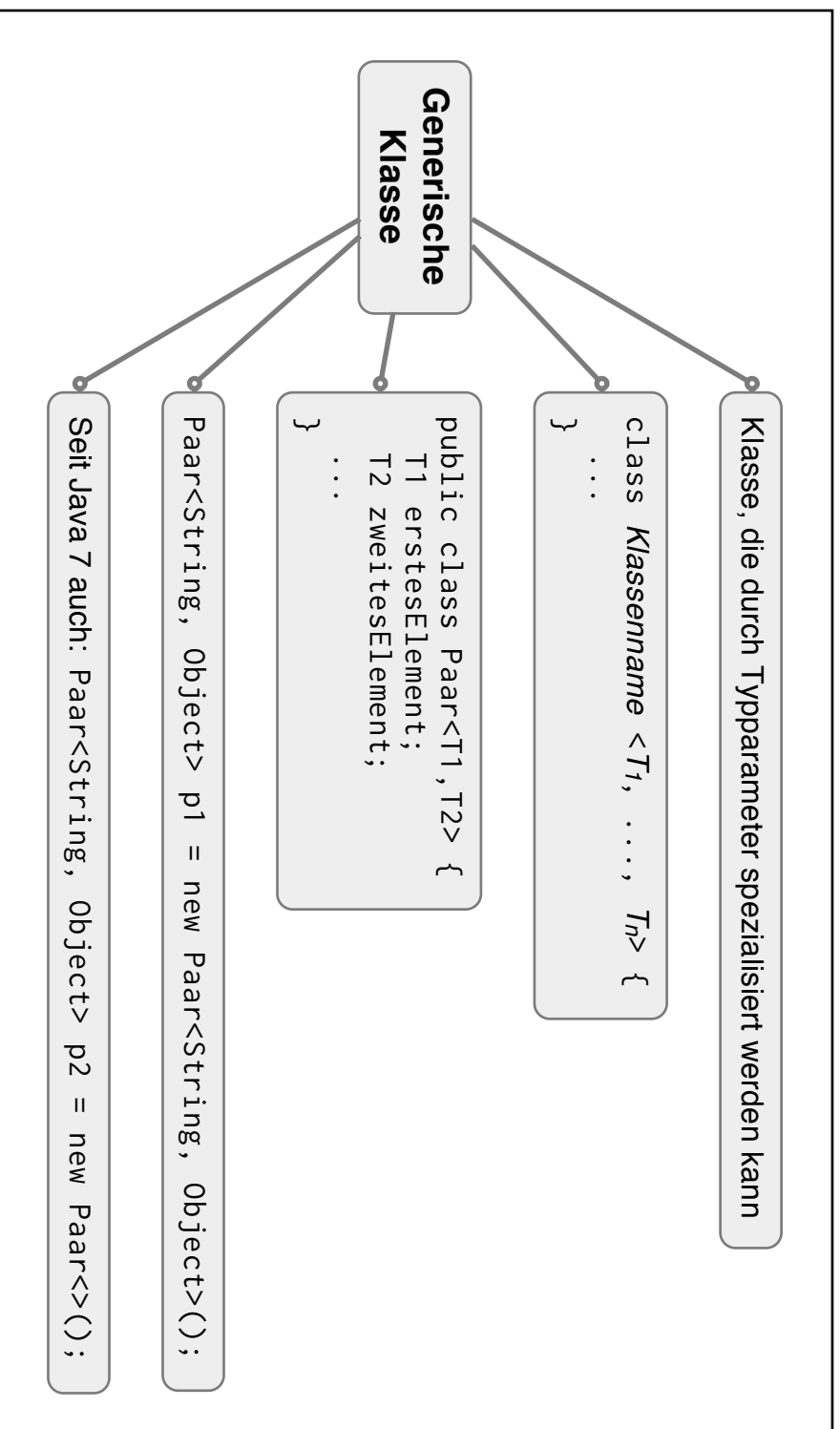




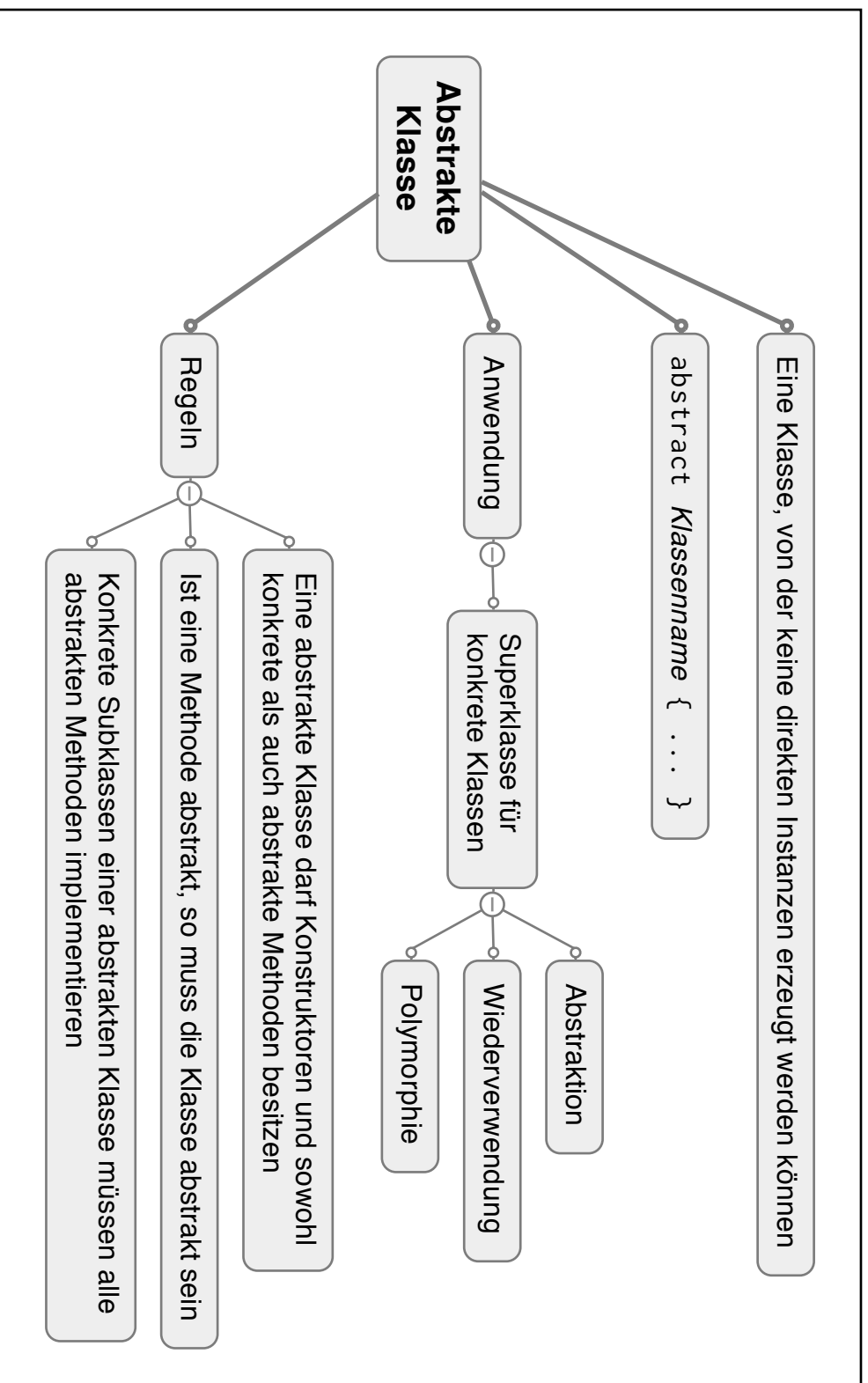




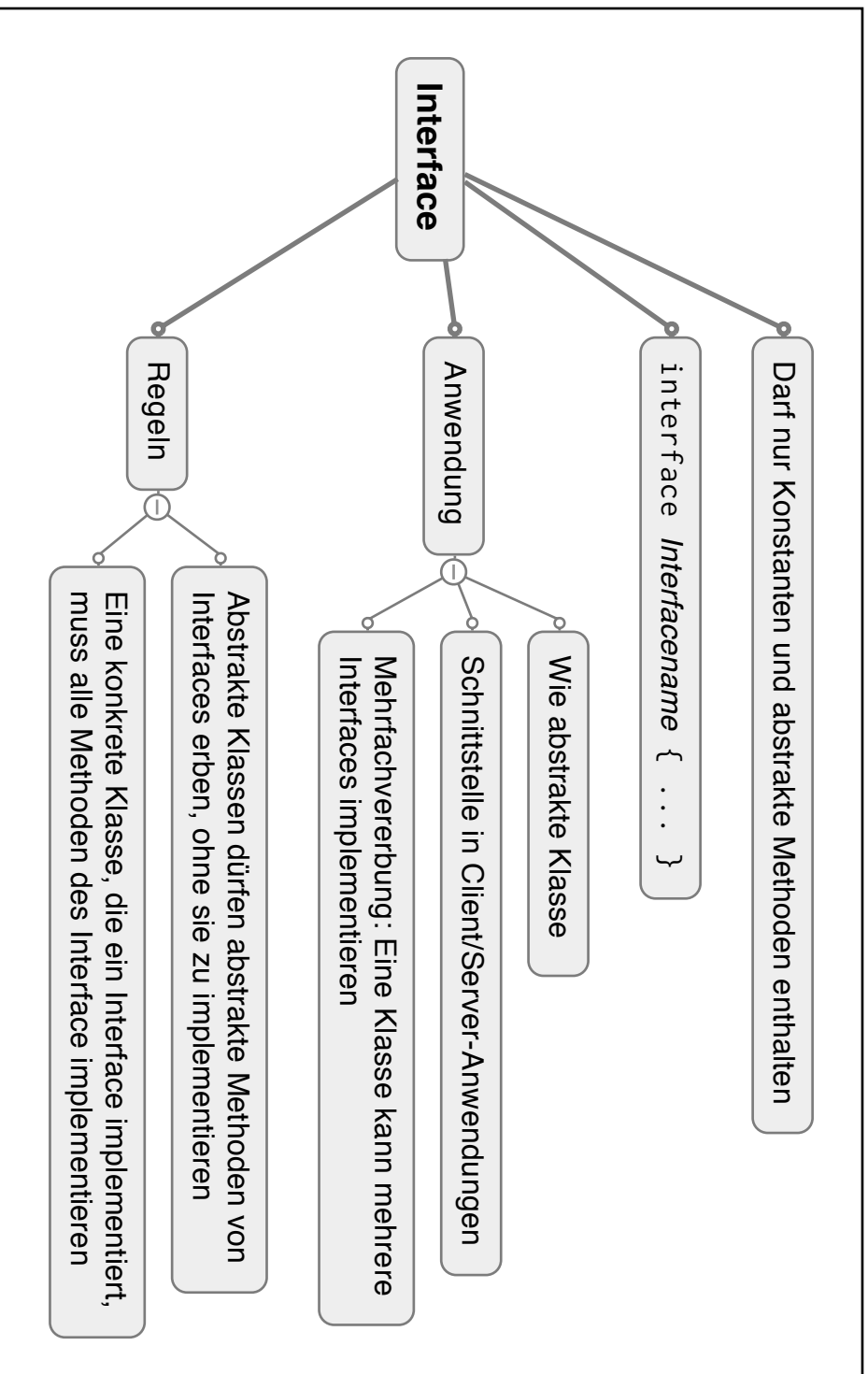
## Mindmap Generische Klasse



## Mindmap Abstrakte Klasse

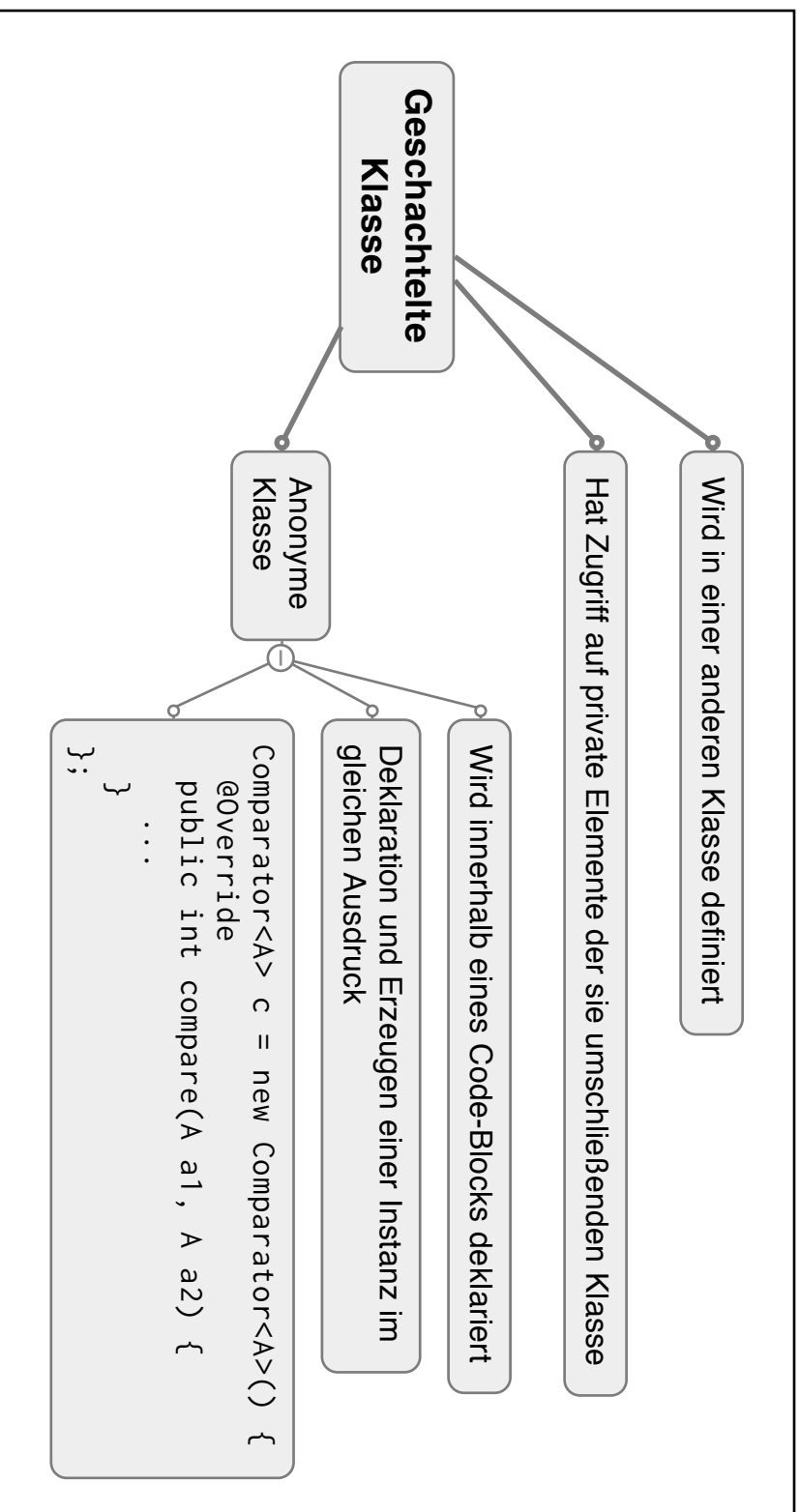


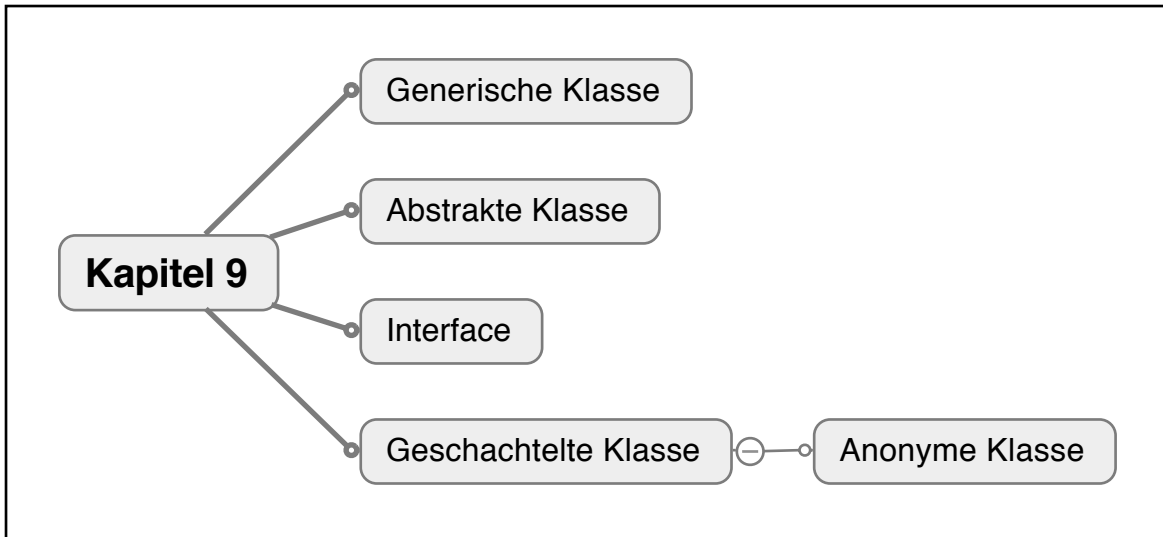
## Mindmap Interface





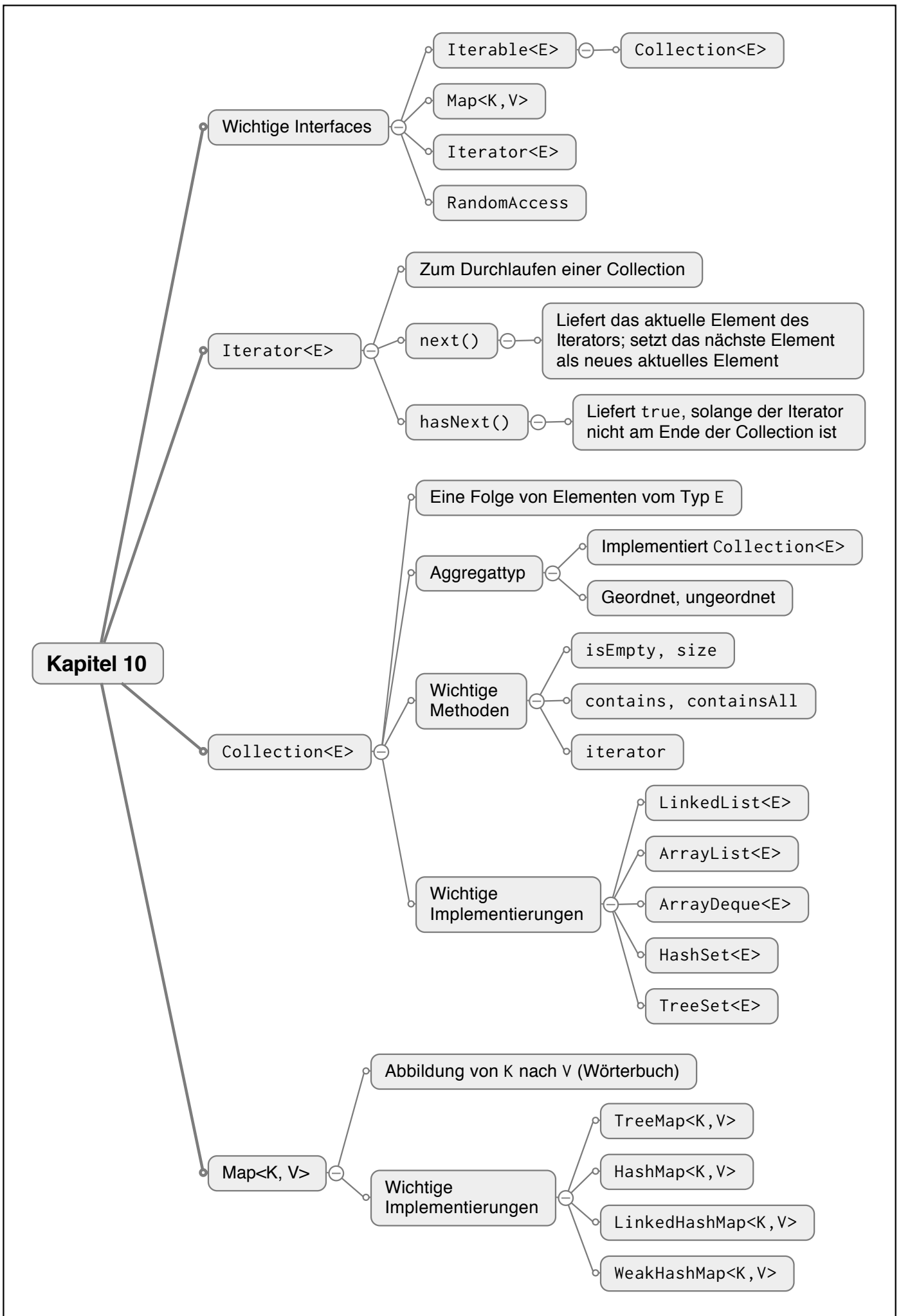
## Mindmap Geschachtelte Klasse







# Mindmap





# Mindmap Exceptions

