

Forum:[Hack Forums](#)

Thread: [NullPointerException](#)

Mohinder - January 10, 2017, 6:09 am

Hi,

I'm creating a assignment for school. I'm getting this NullPointerException error and I don't know to solve it.

Code Exception in thread "main" java.lang.NullPointerException

at kofferslot.Kofferslot.<init>(Kofferslot.java:18)

at kofferslot.Applicatie.main(Applicatie.java:7)

/Users/username/Library/Caches/NetBeans/8.1/executor-snippets/run.xml:53: Java returned: 1

BUILD FAILED (total time: 0 seconds)

The exact error I get.

So the assignment is basically a password creator for a suitcase. The password will be something like AA0 or DZ1.

This is the complete code of the Kofferslot.java file:

Code package kofferslot;

```
public class Kofferslot {
```

```
    private Letter[] letterlijst;
```

```
    private Cijfer cijfer;
```

```
    public Kofferslot() {
```

```
        letterlijst[0] = new Letter();
```

```
        letterlijst[1] = new Letter();
```

```
        cijfer = new Cijfer();
```

```
    }
```

```
    public Kofferslot(char firstLetter, char secondLetter, int cijfer) {
```

```
        letterlijst[0].setLetter(firstLetter);
```

```
        letterlijst[1].setLetter(secondLetter);
```

```
        this.cijfer.setCijfer(cijfer);
```

```
    }
```

```
    public void volgende() {
```

```
        if(cijfer.getCijfer() != 9) {
```

```
            cijfer.volgende();
```

```
        } else if(cijfer.getCijfer() == 9) {
```

```
            cijfer.volgende();
```

```
            letterlijst[0].volgende();
```

```
            letterlijst[1].volgende();
```

```

    }
}
}

```

And the main file, where I create the object:

Code package kofferslot;

```

public class Applicatie {

    public static void main(String[] args) {

        Kofferslot A = new Kofferslot('A', 'A', 0);
        Kofferslot B = new Kofferslot('B', 'R', 9);
        Kofferslot C = new Kofferslot('D', 'Z', 9);
        Kofferslot D = new Kofferslot('Z', 'Z', 9);

        A.volgende();
        B.volgende();
        C.volgende();
        D.volgende();

    }

}

```

I've tried to initialise the array before the constructor, with;

Code package kofferslot;

```

public class Kofferslot {

    private Letter[] letterlijst = new Letter[2];
    private Cijfer cijfer;

```

And I tried this:

Code public class Kofferslot {

```

    private Letter[] letterlijst;
    private Cijfer cijfer;

    public Kofferslot() {

        letterlijst = new Letter[2];
        letterlijst[0] = new Letter();
        letterlijst[1] = new Letter();
        cijfer = new Cijfer();

    }

```

But both solutions I tried won't work. I hope someone can help me out in here.

Khamul - January 10, 2017, 6:54 am

Where is 'Letter' defined? Shouldn't you be using 'char[]' instead of 'Letter[]'? Unless 'Letter' is some wrapper you've made for a char?

Try something like this:

```
Code private Letter[] letterlijst;  
/* blahblah */
```

```
public Kofferslot(char firstLetter, char secondLetter, int cijfer) {  
  
    letterlijst = new Letter[] { new Letter(firstLetter), new Letter(secondLetter) };  
  
}
```

Mohinder - January 10, 2017, 9:25 am

(Jan 10, 2017 07:54 AM)NAZGUL Wrote: [CITE](#) Where is 'Letter' defined? Shouldn't you be using 'char[]' instead of 'Letter[]'? Unless 'Letter' is some wrapper you've made for a char?

Try something like this:

```
Code private Letter[] letterlijst;  
/* blahblah */
```

```
public Kofferslot(char firstLetter, char secondLetter, int cijfer) {  
  
    letterlijst = new Letter[] { new Letter(firstLetter), new Letter(secondLetter) };  
  
}
```

I will show you the Letter.java file:

Code package kofferslot;

```
public class Letter {  
  
    private char letter;  
  
    public Letter() {  
        letter = 'A';  
    }  
  
    public char getLetter() {  
        return letter;  
    }  
  
    public void setLetter(char letter) {  
        this.letter = letter;  
    }  
  
    public void volgende() {  
        letter++;  
    }  
  
}
```

Maxie - January 10, 2017, 9:32 am

It seems like you are missing a proper constructor for the kofferslot, I might however be mistaken.

3cli??pse - January 10, 2017, 9:47 am

You never actually allocate the array before setting anything in it, so you might want to do that

What you have:

```
Code public Kofferslot() {
```

```
    letterlijst[0] = new Letter();
```

```
    letterlijst[1] = new Letter();
```

What you should have:

```
Code public Kofferslot() {
```

```
    letterlijst = new Letter[2]; // I assume 2, change it if need be
```

```
    letterlijst[0] = new Letter();
```

```
    letterlijst[1] = new Letter();
```

```
}
```

Khamul - January 10, 2017, 10:02 am

(Jan 10, 2017 10:47 AM)Wiz0rd Wrote: [\[CITE\]](#) You never actually allocate the array before setting anything in it, so you might want to do that

What you have:

```
Code public Kofferslot() {
```

```
    letterlijst[0] = new Letter();
```

```
    letterlijst[1] = new Letter();
```

What you should have:

```
Code public Kofferslot() {
```

```
    letterlijst = new Letter[2]; // I assume 2, change it if need be
```

```
    letterlijst[0] = new Letter();
```

```
    letterlijst[1] = new Letter();
```

```
}
```

You might want to read the OP

Maxie - January 10, 2017, 10:05 am

Hey! Looking at these two ^ posts over, I am missing the initiation of the array. Put "()" after the [2].

3cli??pse - January 10, 2017, 12:30 pm

(Jan 10, 2017 11:02 AM)NAZGUL Wrote: [\[CITE\]](#) You might want to read the OP

Imao. That's literally the only thing that could be null on that line, so no matter what he needs to do it.

(Jan 10, 2017 11:05 AM)Maxie Wrote: [\[CITE\]](#) Hey! Looking at these two ^ posts over, I am missing the initiation of the array. Put "()" after the [2].

No.