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Basic Computation

Chapter 2

Outline

- Variables and Expressions
- The Class **String**
- Keyboard and Screen I/O
- Documentation and Style

Variables

- *Variables* store data such as numbers and letters.
 - Think of them as places to store data.
 - They are implemented as memory locations.
- The data stored by a variable is called its *value*.
 - The value is stored in the memory location.
- Its value can be changed as a program runs

Variables and Values

- Download **EggBasket.java** and open in drjava

- Variables

numberOfBaskets

eggsPerBasket

totalEggs

- Assigning values

eggsPerBasket = 6;

eggsPerBasket = eggsPerBasket - 2;

Naming and Declaring Variables

- Choose names that are helpful such as **count** or **speed**, but not **c** or **s**.
- When you *declare* a variable, you provide its name and type.

```
int numberOfBaskets, eggsPerBasket;
```

- A variable's *type* determines what kinds of values it can hold (**int**, **double**, **char**, etc.).
- A variable must be declared before it is used.

Syntax and Examples

- Syntax

```
type variable_1, variable_2, ...;
```

(**variable_1** is a generic variable called a *syntactic variable*)

- Examples

```
int styleChoice, numberOfChecks;
```

```
double balance, interestRate;
```

```
char jointOrIndividual;
```

Data Types

- A *class type* is used for a class of objects and has both data and methods.
 - **"Java is fun"** is a value of class type **String**
- A *primitive type* is used for simple, nondecomposable values such as an individual number or individual character.
 - **int**, **double**, and **char** are primitive types.

Primitive Types

- Figure 2.1 Primitive Types

Type Name	Kind of Value	Memory Used	Range of Values
byte	Integer	1 byte	-128 to 127
short	Integer	2 bytes	-32,768 to 32,767
int	Integer	4 bytes	-2,147,483,648 to 2,147,483,647
long	Integer	8 bytes	-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
float	Floating-point	4 bytes	$\pm 3.40282347 \times 10^{+38}$ to $\pm 1.40239846 \times 10^{-45}$
double	Floating-point	8 bytes	$\pm 1.79769313486231570 \times 10^{+308}$ to $\pm 4.94065645841246544 \times 10^{-324}$
char	Single character (Unicode)	2 bytes	All Unicode values from 0 to 65,535
boolean		1 bit	True or false

Java Identifiers

- An *identifier* is a name, such as the name of a variable.
- Identifiers may contain only
 - Letters
 - Digits (0 through 9)
 - The underscore character (`_`)
 - And the dollar sign symbol (`$`) which has a special meaning
- The first character cannot be a digit.

Java Identifiers

- Identifiers may not contain any spaces, dots (.), asterisks (*), or other characters:
7-11 **netscape.com** **util.*** (not allowed)
- Identifiers can be arbitrarily long.
- Since Java is *case sensitive*, **stuff**, **Stuff**, and **STUFF** are different identifiers.

Keywords or Reserved Words

- Words such as **if** are called *keywords* or *reserved words* and have special, predefined meanings.
 - Cannot be used as identifiers.
 - See Appendix 1 for a complete list of Java keywords.
- Example keywords: **int**, **public**, **class**

Naming Conventions

- Class types begin with an uppercase letter (e.g. **String**).
- Primitive types begin with a lowercase letter (e.g. **int**).
- Variables of both class and primitive types begin with a lowercase letters (e.g. **myName**, **myBalance**).
- Multiword names are "punctuated" using uppercase letters.

Where to Declare Variables

- Declare a variable
 - Just before it is used or
 - At the beginning of the section of your program that is enclosed in `{}`.

```
public static void main(String[] args){  
    /* declare variables here */  
    . . .  
}
```

Primitive Types

- Four integer types (**byte**, **short**, **int**, and **long**)
 - **int** is most common
- Two floating-point types (**float** and **double**)
 - **double** is more common
- One character type (**char**)
- One boolean type (**boolean**)

Examples of Primitive Values

- Integer types

0 -1 365 12000

- Floating-point types

0.99 -22.8 3.14159 5.0

- Character type

'a' 'A' '#' ' '

- Boolean type

true false

Assignment Statements

- An assignment statement is used to assign a value to a variable.

```
answer = 42;
```

```
average = sum / count;
```

```
firstInitial = 'W';
```

```
done = true;
```


Initializing Variables

- A variable that has been declared, but no yet given a value is said to be *uninitialized*.
- Uninitialized class variables have the value **null**.
- Uninitialized primitive variables may have a default value.
- It's good practice not to rely on a default value.

Initializing Variables

- To protect against an uninitialized variable (and to keep the compiler happy), assign a value at the time the variable is declared.
- Examples:

```
int count = 0;
```

```
char grade = 'A';
```

Assignment Evaluation

- The expression on the right-hand side of the assignment operator (=) is evaluated first.
- The result is used to set the value of the variable on the left-hand side of the assignment operator.

```
score = numberOfCards + handicap;
```

```
eggsPerBasket = eggsPerBasket - 2;
```

Simple Input

- Download **EggBasket2.java**
- Keyboard input can be done using a **Scanner** object
- At the top of the source file:
`import java.util.*;`
- Data can be entered from the keyboard using **Scanner keyboard = new Scanner(System.in);**
followed, for example, by
`eggsPerBasket = keyboard.nextInt();`

Simple Screen Output

```
System.out.println("The count is " + count);
```

- Outputs the string literal **"the count is "** Followed by the current value of the variable **count**.

Constants

- Literal expressions such as **2**, **3.7**, or **'y'** are called *constants*.
- Integer constants can be preceded by a **+** or **-** sign, but cannot contain commas.

Named Constants

- Java provides mechanism to ...
 - Define a variable
 - Initialize it
 - Fix the value so it cannot be changed

```
public static final Type Variable = Constant;
```

- Example

```
public static final int MAX_ENTRIES = 100;
```

Assignment Compatibilities

- Java is said to be *strongly typed*.
 - You can't, for example, assign a floating point value to a variable declared to store an integer.
- Sometimes conversions between numbers are possible.

doubleVariable = 7;

is possible even if **doubleVariable** is of type **double**, for example.

Type Casting

- A *type cast* temporarily changes the value of a variable from the declared type to some other type.
- For example,
`double distance = 9.5;`
`int points = (int) distance; //truncates`
- Illegal without `(int)`

Arithmetic Operators

- Arithmetic expressions can be formed using the **+**, **-**, *****, and **/** operators together with variables or numbers referred to as *operands*.
- When both operands are of the same type, the result is of that type.
- When one of the operands is a floating-point type and the other is an integer, the result is a floating point type.

Arithmetic Operations

- Example

If **hoursWorked** is an **int** to which the value **40** has been assigned, and **payRate** is a **double** to which **8.25** has been assigned

hoursWorked * payRate

is a **double** with a value of **330.0**.

The Division Operator

- The division operator (`/`) behaves as expected if one of the operands is a floating-point type.
- When both operands are integer types
 - The result is also an integer type
 - The result is truncated, not rounded.
 - Hence, `99/100` has a value of `0`.
- Try it out in the interactions pane:
 - `99 / 100`
 - `12 / 5`

The **mod** Operator

- The **mod** (%) operator is used with operators of integer type to obtain the **remainder** after integer division.
- 14 divided by 4 is 3 *with a remainder of 2*.
 - Hence, **14 % 4** is equal to **2**.
- The mod operator has many uses, including
 - determining if an integer is odd or even
 - determining if one integer is evenly divisible by another integer.

Parentheses and Precedence

- Parentheses can communicate the order in which arithmetic operations are performed

- examples:

(cost + tax) * discount

cost + (tax * discount)

- Without parentheses, an expressions is evaluated according to the *rules of precedence*.

Precedence Rules

- Figure 2.2 Precedence Rules

Highest Precedence

First: the unary operators `+`, `-`, `!`, `++`, and `--`

Second: the binary arithmetic operators `*`, `/`, and `%`

Third: the binary arithmetic operators `+` and `-`

Lowest Precedence

Precedence Rules

- Even when parentheses are not needed, they can be used to make the code clearer.

balance + (interestRate * balance)

- Spaces also make code clearer

balance + interestRate*balance

but spaces do not dictate precedence.

Sample Expressions

- Figure 2.3 Some Arithmetic Expressions in Java

Ordinary Math	Java (Preferred Form)	Java (Parenthesized)
$rate^2 + delta$	<code>rate * rate + delta</code>	<code>(rate * rate) + delta</code>
$2(salary + bonus)$	<code>2 * (salary + bonus)</code>	<code>2 * (salary + bonus)</code>
$\frac{1}{time + 3mass}$	<code>1 / (time + 3 * mass)</code>	<code>1 / (time + (3 * mass))</code>
$\frac{a - 7}{t + 9v}$	<code>(a - 7) / (t + 9 * v)</code>	<code>(a - 7) / (t + (9 * v))</code>

Specialized Assignment Operators

- Assignment operators can be combined with arithmetic operators (`-`, `+`, `*`, `/`, and `%`).

`amount = amount + 5;`

can be written as

`amount += 5;`

yielding the same results.

Specialized Assignment Operators

- Try it out:

```
int amount = 20;
```

```
amount -= 5;
```

```
amount *= 3;
```

Increment and Decrement Operators

- Used to increase (or decrease) the value of a variable by 1
- Easy to use, important to recognize
- The increment operator
count++ or **++count**
- The decrement operator
count-- or **--count**

Increment and Decrement Operators

- equivalent operations

```
count++;
```

```
++count;
```

```
count = count + 1;
```

```
count--;
```

```
--count;
```

```
count = count - 1;
```

Increment and Decrement Operators in Expressions

- after executing
`int m = 4;`
`int result = 3 * (++m);`
`result` has a value of **15** and `m` has a value of **5**
- after executing
`int m = 4;`
`int result = 3 * (m++);`
`result` has a value of **12** and `m` has a value of **5**
- Avoid using `++` and `--` in expressions

The Class **String**

- We've used constants of type **String** already.
 "Enter a whole number from 1 to 99."
- A value of type **String** is a
 - Sequence of characters
 - Treated as a single item.

String Constants and Variables

- Declaring

```
String greeting;  
greeting = "Hello!";
```

or

```
String greeting = "Hello!";
```

or

```
String greeting = new  
String("Hello!");
```

- Printing

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


Concatenation of Strings

- Two strings are *concatenated* using the **+** operator.

```
String greeting = "Hello";  
String sentence;  
sentence = greeting + " officer";  
System.out.println(sentence);
```

- Any number of strings can be concatenated using the **+** operator.

Concatenating Strings and Integers

```
String solution;  
solution = "The answer is " + 42;  
System.out.println (solution);
```

The answer is 42

String Methods

- An object of the **String** class stores data consisting of a sequence of characters.
- Objects have methods as well as data
- The **length()** method returns the number of characters in a particular **String** object.

```
String greeting = "Hello";  
int n = greeting.length();
```

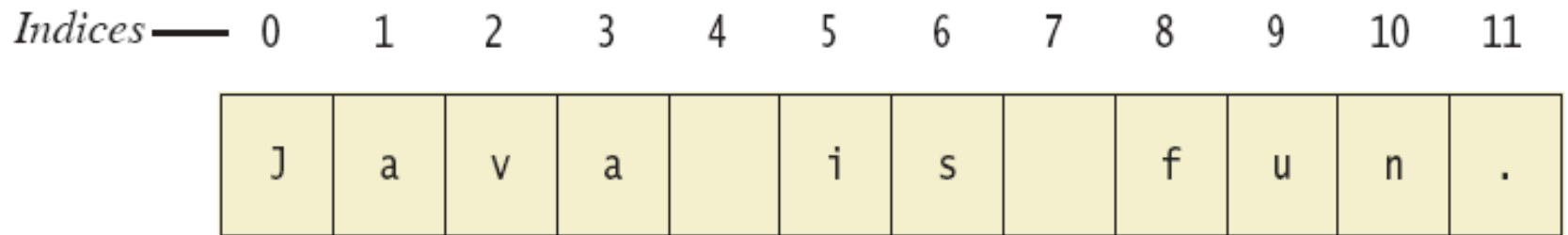
The Method `length()`

- The method `length()` returns an `int`.
- You can use a call to method `length()` anywhere an `int` can be used.

```
int count = command.length();  
System.out.println("Length is " +  
    command.length());  
count = command.length() + 3;
```

String Indices

- Figure 2.4



- Positions start with 0, not 1.
 - The 'J' in "Java is fun." is in position 0
- A position is referred to as an *index*.
 - The '**f**' in "**Java is fun.**" is at index 8.

String Methods

- Follow the “Java API” link on the course webpage
- Find the **String** class
- Try out these methods
 - length
 - charAt
 - indexOf
 - substring
 - equals and equalsIgnoreCase
 - toUpperCase and toLowerCase

String Processing

- No methods allow you to change the value of a **String** object.
- But you can change the value of a **String** variable.
- Download, compile, and run **StringDemo.java**

Escape Characters

- How would you print
"Java" refers to a language. ?
- The compiler needs to be told that the quotation marks (") do not signal the start or end of a string, but instead are to be printed.

```
System.out.println(  
"\Java\" refers to a language.");
```


Escape Characters

`\"` Double quote.
`\'` Single quote.
`\\` Backslash.
`\n` New line. Go to the beginning of the next line.
`\r` Carriage return. Go to the beginning of the current line.
`\t` Tab. Add whitespace up to the next tab stop.

- Figure 2.6
- Each escape sequence is a single character even though it is written with two symbols.

Examples

```
System.out.println("abc\\def");
```

abc\def

```
System.out.println("new\nline");
```

new
line

```
char singleQuote = '\\';  
System.out.println  
    (singleQuote);
```

'

The Unicode Character Set

- Java uses the *Unicode* character set which includes characters from many different alphabets.
- Each character has a 4-digit hex (base 16) code
 - 043f
- A useful website for looking up unicodes www.fileformat.info/info/unicode
- Example: printing the small letter u with circumflex
`System.out.println("\u043f");`

Screen Output

- We've seen several examples of screen output already.
- **System.out** is an object that is part of Java.
- **println()** is one of the methods available to the **System.out** object.
- Use **print** when the next item printed should continue on the same line
- Use **println** when the next item printed should start on a new line

Screen Output

- The concatenation operator (+) is useful when everything does not fit on one line.

```
System.out.println("Lucky number = "  
    + 13 +  
    "Secret number = " + number);
```
- Do not break the line except immediately before or after the concatenation operator (+).

Screen Output

- Print One, two, three, four. :
`System.out.print("One, two,");`
`System.out.println(" three, four.");`

OR

```
System.out.println("One, two," +  
                    " three, four.");
```

ILLEGAL to continue string on next line:

```
System.out.println("One, two,  
                    three, four.");
```

Keyboard Input

- Java's **Scanner** class has reasonable facilities for handling keyboard input.
- The **Scanner** class is part of the **java.util** package.
 - A *package* is a library of classes.

Using the Scanner Class

- Near the beginning of your program, insert **import java.util.Scanner;**
- Create an object of the **Scanner** class
**Scanner keyboard =
new Scanner (System.in);**
- Read data (an **int** or a **double**, for example)
**int n1 = keyboard.nextInt();
double d1 = keyboard.nextDouble();**
- Download, compile and run **ScannerDemo.java**

Scanner Methods

- The **next** method simply reads all the characters up to the next whitespace
- There is a **nextX** method for each of the primitive types (**nextInt**, **nextBoolean**, **nextDouble...**)
 - skip whitespace, including newlines, until a non-whitespace character is encountered
 - read the characters up to the next whitespace
 - convert the characters read to the appropriate type (int, boolean, double...)

`nextLine()` Method Caution

- The `nextLine()` method reads
 - The remainder of the current line,
 - Even if it is empty.

nextLine() Method

- What gets printed?

```
import java.util.*;
public class Sandbox {
    public static void main(String[] args) {
        int n;
        String s1, s2;
        Scanner keyboard = new Scanner(System.in);
        n = keyboard.nextInt();
        s1 = keyboard.nextLine();
        s2 = keyboard.nextLine();

        System.out.println(n);
        System.out.println(s1);
        System.out.println(s2);
    }
}
```

42 is the answer
and don't you
forget it.

42
and don't you
forget it.

nextLine() Method

- What gets printed?

```
import java.util.*;
public class Sandbox {
    public static void main(String[] args) {
        int n;
        String s1, s2;
        Scanner keyboard = new Scanner(System.in);
        n = keyboard.nextInt();
        keyboard.nextLine();
        s1 = keyboard.nextLine();
        s2 = keyboard.nextLine();

        System.out.println(n);
        System.out.println(s1);
        System.out.println(s2);
    }
}
```

42 is the answer
and don't you
forget it.

42
and don't you
forget it.

Exercise

- Write a program called AddressReader that reads keyboard data in the following format:

lastName age

address

then prints all 3 data values on separate lines.

- Sample input:

Smith 21

Hauptstr 4, 12345 Kleindorf

Exercise

```
import java.util.*;
public class AddressReader {
    public static void main(String[] args) {
        int age = 0;
        String lastName = "", address = "";
        Scanner keyboard = new Scanner(System.in);

        lastName = keyboard.next();
        age = keyboard.nextInt();
        keyboard.nextLine();
        address = keyboard.nextLine();

        System.out.println(age + "\n" + lastName +
            "\n" + address);
    }
}
```

The Empty String

- A string can have any number of characters, including zero.
- The string with zero characters is called the *empty* string.
- The empty string is useful and can be created in many ways including

```
String s3 = "";
```

The Empty String

- Not allowed to call methods on a `null` object
- Try this out in the interactions pane:

```
String str;  
int strLen;  
strLen = str.length(); //NullPointerException  
  
str = "";  
strLen = str.length(); // strLen is now 0
```


Documentation and Style

- Most programs are modified over time to respond to new requirements.
- Programs which are easy to read and understand are easy to modify.
- Even if it will be used only once, you have to read it in order to debug it .

Meaningful Variable Names

- A variable's name should suggest its use.
- Observe conventions in choosing names for variables.
 - Use only letters and digits.
 - "Punctuate" using uppercase letters at word boundaries (e.g. **taxRate**, **firstName**).
 - Start variables with lowercase letters.
 - Start class names with uppercase letters.

Comments

- The best programs are self-documenting.
 - Clean style
 - Well-chosen names
- Comments are written into a program as needed to explain the program.
 - They are useful to the programmer, but they are ignored by the compiler.

Comments

- A comment can begin with `//`.
- Everything after these symbols and to the end of the line is treated as a comment and is ignored by the compiler.

```
double radius; //in centimeters
```

Comments

- A comment can begin with `/*` and end with `*/`
- Everything between these symbols is treated as a comment and is ignored by the compiler.

`/*`

This program should only
be used on alternate Thursdays,
except during leap years, when it should
only be used on alternate Tuesdays.

`*/`

When to Use Comments

- Begin each program file with an explanatory comment
 - What the program does
 - The name of the author
 - Contact information for the author
 - Date of the last modification.
- Provide only those comments which the expected reader of the program file will need in order to understand it.

javadoc Comments

- A *javadoc* comment, begins with `/**` and ends with `*/`.
- It can be extracted automatically from Java software.

```
/**
```

```
 * method change requires the
```

```
 * number of coins to be
```

```
 * nonnegative
```

```
 */
```

javadoc Comments

- Add the following javadoc comment right above the class definition in the program you wrote earlier:

```
/**  
 * Program to practice using a Scanner.  
 */
```

- Add this javadoc comment right above the main method:

```
/**  
 * Read stuff from the keyboard. Uses  
 * nextLine to skip remainder of a line.  
 */
```

- Tools -> Javadoc -> Preview Javadoc for Current Document

Indentation

- Programs have a lot of structure
 - Methods are a part of class definitions
 - Variable declarations and code are parts of a method
- We say that some parts are nested within others
- Indentation should be consistent and communicate nesting clearly.

DrJava configuration

- IDEs like drjava can be configured to act the way we want them to:

Edit -> Preferences

Miscellaneous

Indent Level : 4

check box: Automatically Close Block Comments

Resource Locations

set web browser (/usr/bin/konqueror ???)

Display Options

check box: Show All Line Numbers

Notifications

Indentation with DrJava

- Indent a single line of code:
 - Press the **tab key**
- Indent the whole program:
 - Type **Strg-a** (or choose Edit->Select All)
 - Press the **tab key** (or choose Edit->Indent Lines(s))

Using Named Constants

- To avoid confusion, always name constants.

```
area = PI * radius * radius;
```

is clearer than

```
area = 3.14159 * radius * radius;
```

- Place constants near the beginning of the program (not inside a method).

Named Constants

- Once the value of a constant is set (or changed by an editor), it can be used (or reflected) throughout the program.

```
public static final double INTEREST_RATE = 6.65;
```

- If a literal (such as 6.65) is used instead, every occurrence must be changed, with the risk that another literal with the same value might be changed unintentionally.

Declaring Constants

- Syntax

```
public static final Type Name = Value;
```

- Examples

```
public static final double PI = 3.14159;
```

```
public static final String MOTTO =  
    "The customer is always right.";
```

- By convention, uppercase letters are used for constants.
- Compare **CircleCalculation.java** and **CircleCalculation2.java**