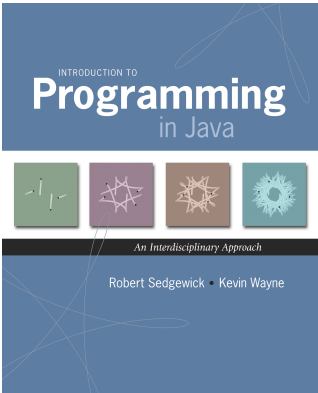


3.2 Creating Data Types



Introduction to Programming in Java: An Interdisciplinary Approach · Robert Sedgewick and Kevin Wayne · Copyright © 2008 · October 18, 2008 2:46 PM

Data type. Set of values and operations on those values.

Basic types.

Data Type	Set of Values	Some Operations
boolean	true, false	not, and, or, xor
int	-2^{31} to $2^{31} - 1$	add, subtract, multiply
String	sequence of Unicode characters	concatenate, compare

Last time. Write programs that use data types.

Today. Write programs to create our own data types.

Defining Data Types in Java

To define a data type, specify:

- Set of values.
- Operations defined on those values.

Java class. Defines a data type by specifying:

- Instance variables. (set of values)
- Methods. (operations defined on those values)
- Constructors. (create and initialize new objects)

Point Charge Data Type

Goal. Create a data type to manipulate point charges.

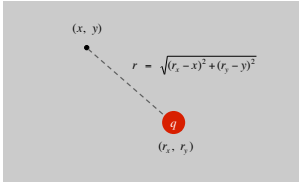
Set of values. Three real numbers. [position and electrical charge]

Operations.

- Create a new point charge at (r_x, r_y) with electric charge q .
- Determine electric potential V at (x, y) due to point charge.
- Convert to string.

$$V = k \frac{q}{r}$$

r = distance between (x, y) and (r_x, r_y)
 k = electrostatic constant = $8.99 \times 10^9 \text{ N} \cdot \text{m}^2 / \text{C}^2$



Point Charge Data Type

Goal. Create a data type to manipulate point charges.

Set of values. Three real numbers. [position and electrical charge]

API.

```
public class Charge
{
    Charge(double x0, double y0, double q0)
    double potentialAt(double x, double y) electric potential at (x, y) due to charge
    String toString() string representation
}
```

Charge Data Type: A Simple Client

Client program. Uses data type operations to calculate something.

```
public static void main(String[] args) {
    double x = Double.parseDouble(args[0]);
    double y = Double.parseDouble(args[1]);
    Charge c1 = new Charge(.51, .63, 21.3);
    Charge c2 = new Charge(.13, .94, 81.9);
    double v1 = c1.potentialAt(x, y);
    double v2 = c2.potentialAt(x, y);
    StdOut.println(c1);
    StdOut.println(c2);
    StdOut.println(v1 + v2);
}
```

← automatically invokes the toString() method

```
% java Charge .50 .50
21.3 at (0.51, 0.63)
81.9 at (0.13, 0.94)
2.74936907085912e12
```

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Anatomy of Instance Variables

Instance variables. Specifies the set of values.

- Declare outside any method.
- Always use access modifier `private`.
- Use modifier `final` with instance variables that never change.

```
public class Charge()
{
    private final double rx, ry;
    private final double q;
    .
    .
}
```

← instance variable declarations
← modifiers
← stay tuned

Anatomy of a Constructor

Constructor. Specifies what happens when you create a new object.

```
public Charge ( double x0 , double y0 , double q0 )
{
    rx = x0;
    ry = y0;
    q = q0;
}
```

← access modifier
← no return type
← constructor name (same as class name)
← argument variables
← signature
← body
← instance variable names

Invoking a constructor. Use `new` operator to create a new object.

```
Charge c1 = new Charge(.51, .63, 21.3);
Charge c2 = new Charge(.13, .94, 81.9);
```

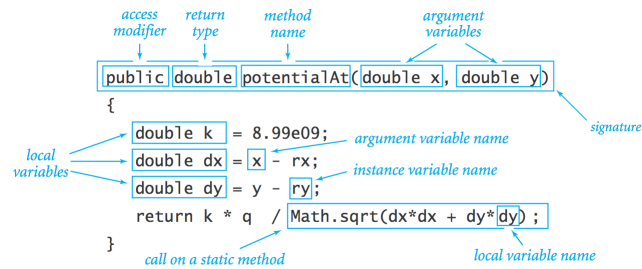
← invoke constructor

7

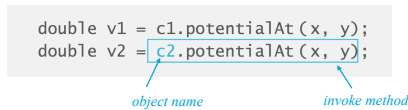
8

Anatomy of a Data Type Method

Method. Define operations on instance variables.



Invoking a method. Use dot operator to invoke a method.



Potential Visualization

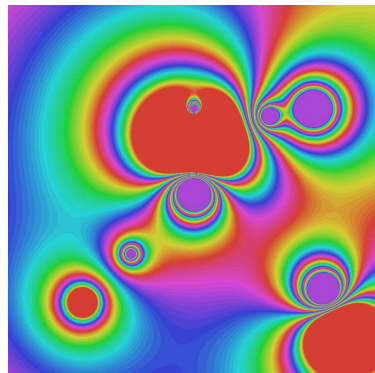
Potential visualization. Read in N point charges from a file; compute total potential at each point in unit square.

```

% more charges.txt
9
.51 .63 -100
.50 .50 40
.50 .72 10
.33 .33 5
.20 .20 -10
.70 .70 10
.82 .72 20
.85 .23 30
.90 .12 -50
    
```

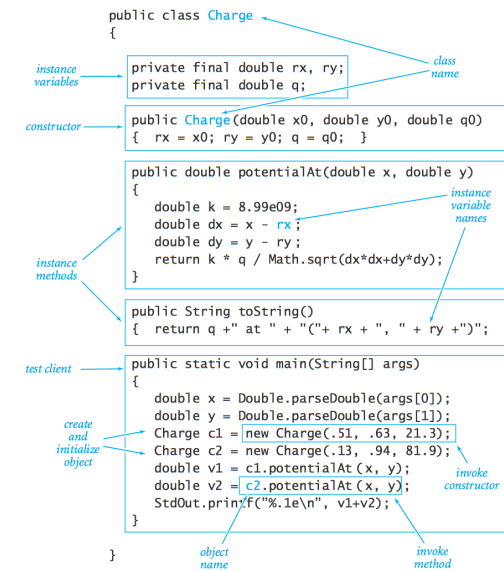
```

% java Potential < charges.txt
    
```



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Anatomy of a Class



Potential Visualization

Arrays of objects. Allocate memory for the array; then allocate memory for each individual object.

```

// read in the data
int N = StdIn.readInt();
Charge[] a = new Charge[N];
for (int i = 0; i < N; i++) {
    double x0 = StdIn.readDouble();
    double y0 = StdIn.readDouble();
    double q0 = StdIn.readDouble();
    a[i] = new Charge(x0, y0, q0);
}
    
```

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Potential Visualization

```
// plot the data
int SIZE = 512;
Picture pic = new Picture(SIZE, SIZE);
for (int row = 0; row < SIZE; row++) {
    for (int col = 0; col < SIZE; col++) {
        double V = 0.0;
        for (int i = 0; i < N; i++) {
            double x = 1.0 * row / SIZE;
            double y = 1.0 * col / SIZE;
            V += a[i].potentialAt(x, y);
        }
        Color color = getColor(V);
        pic.set(row, SIZE-1-col, color);
    }
}
pic.show();
```

$V = \sum_i (k q_i / r_i)$

compute color as a function of potential V

(0, 0) is upper left

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Turtle Graphics

Turtle Graphics

Goal. Create a data type to manipulate a turtle moving in the plane.
Set of values. Location and orientation of turtle.

API.

```
public class Turtle
    Turtle(double x0, double y0, double a0) create a new turtle at (x0, y0) facing a0,
degrees counterclockwise from the x-axis
    void turnLeft(double delta) rotate delta degrees counterclockwise
    void goForward(double step) move distance step, drawing a line
```

```
// draw a square
Turtle turtle = new Turtle(0.0, 0.0, 0.0);
turtle.goForward(1.0);
turtle.turnLeft(90.0);
turtle.goForward(1.0);
turtle.turnLeft(90.0);
turtle.goForward(1.0);
turtle.turnLeft(90.0);
turtle.goForward(1.0);
turtle.turnLeft(90.0);
```

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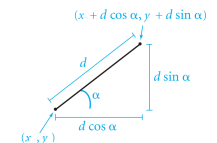
Turtle Graphics

```
public class Turtle {
    private double x, y; // turtle is at (x, y)
    private double angle; // facing this direction

    public Turtle(double x0, double y0, double a0) {
        x = x0;
        y = y0;
        angle = a0;
    }

    public void turnLeft(double delta) {
        angle += delta;
    }

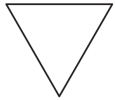
    public void goForward(double d) {
        double oldx = x;
        double oldy = y;
        x += d * Math.cos(Math.toRadians(angle));
        y += d * Math.sin(Math.toRadians(angle));
        StdDraw.line(oldx, oldy, x, y);
    }
}
```



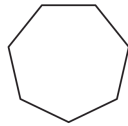
16

N-gon

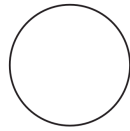
```
public class Ngon {
    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        double angle = 360.0 / N;
        double step = Math.sin(Math.toRadians(angle/2.0));
        Turtle turtle = new Turtle(0.5, 0, angle/2.0);
        for (int i = 0; i < N; i++) {
            turtle.goForward(step);
            turtle.turnLeft(angle);
        }
    }
}
```



3



7

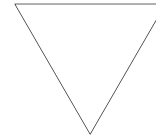


1440

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Spira Mirabilis

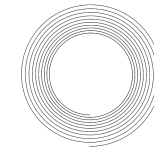
```
public class Spiral {
    public static void main(String[] args) {
        int N = Integer.parseInt(args[0]);
        double decay = Double.parseDouble(args[1]);
        double angle = 360.0 / N;
        double step = Math.sin(Math.toRadians(angle/2.0));
        Turtle turtle = new Turtle(0.5, 0, angle/2.0);
        for (int i = 0; i < 10 * N; i++) {
            step /= decay;
            turtle.goForward(step);
            turtle.turnLeft(angle);
        }
    }
}
```



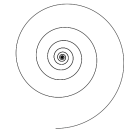
3 1.0



3 1.2



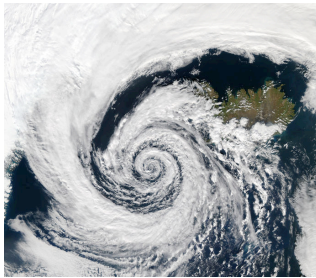
1440 1.00004



1440 1.0004

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Spira Mirabilis in Nature



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Complex Numbers

Complex Number Data Type

Goal. Create a data type to manipulate complex numbers.
Set of values. Two real numbers: real and imaginary parts.

API.

```
public class Complex
    Complex(double real, double imag)
    Complex plus(Complex b)      sum of this number and b
    Complex times(Complex b)    product of this number and b
    double abs()                magnitude
    String toString()           string representation
```

```
a = 3 + 4i, b = -2 + 3i
a + b = 1 + 7i
a × b = -18 + i
|a| = 5
```

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Applications of Complex Numbers

Relevance. A quintessential mathematical abstraction.

Applications.

- Fractals.
- Impedance in RLC circuits.
- Signal processing and Fourier analysis.
- Control theory and Laplace transforms.
- Quantum mechanics and Hilbert spaces.
- ...

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Complex Number Data Type: A Simple Client

Client program. Uses data type operations to calculate something.

```
public static void main(String[] args) {
    Complex a = new Complex( 3.0, 4.0);
    Complex b = new Complex(-2.0, 3.0);
    Complex c = a.times(b);
    StdOut.println("a = " + a);
    StdOut.println("b = " + b);
    StdOut.println("c = " + c);
}
```

result of c.toString()

```
% java TestClient
a = 3.0 + 4.0i
b = -2.0 + 3.0i
c = -18.0 + 1.0i
```

Remark. Can't write $a = b * c$ since no operator overloading in Java.

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Complex Number Data Type: Implementation

```
public class Complex {
    private final double re;
    private final double im;           instance variables

    public Complex(double real, double imag) {
        re = real;
        im = imag;
    }                                   constructor

    public String toString() { return re + " + " + im + "i"; }
    public double abs() { return Math.sqrt(re*re + im*im); }

    public Complex plus(Complex b) {
        double real = re + b.re;
        double imag = im + b.im;
        return new Complex(real, imag);
    }                                   creates a Complex object, and returns a reference to it

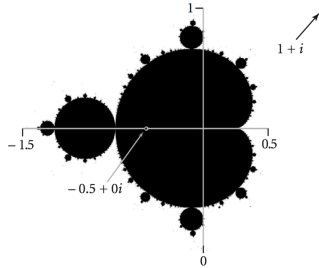
    public Complex times(Complex b) {
        double real = re * b.re - im * b.im;
        double imag = re * b.im + im * b.re;
        return new Complex(real, imag);
    }                                   refers to b's instance variable
}                                       methods
```

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Mandelbrot Set

Mandelbrot set. A set of complex numbers.

Plot. Plot (x, y) black if $z = x + yi$ is in the set, and white otherwise.



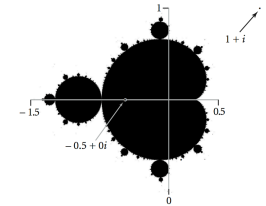
- No simple formula describes which complex numbers are in set.
- Instead, describe using an **algorithm**.

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Mandelbrot Set

Mandelbrot set. Is complex number z_0 is in set?

- Iterate $z_{t+1} = (z_t)^2 + z_0$.
- If $|z_t|$ diverges to infinity, then z_0 not in set; otherwise z_0 is in set.



t	Z_t
0	$-1/2 + 0i$
1	$-1/4 + 0i$
2	$-7/16 + 0i$
3	$-79/256 + 0i$
4	$-26527/65536 + 0i$
5	$-1443801919/4294967296 + 0i$

$z = -1/2$ is in Mandelbrot set

t	Z_t
0	$1 + i$
1	$1 + 3i$
2	$-7 + 7i$
3	$1 - 97i$
4	$-9407 - 193i$
5	$88454401 + 3631103i$

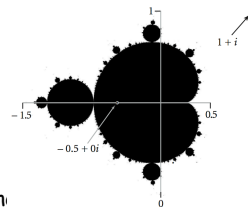
$z = 1 + i$ not in Mandelbrot set

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Plotting the Mandelbrot Set

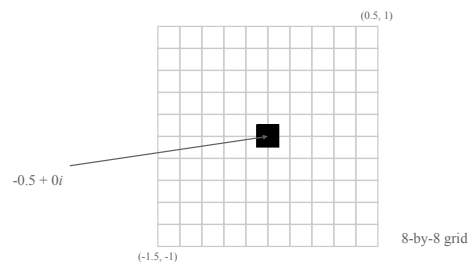
Practical issues.

- Cannot plot infinitely many points.
- Cannot iterate infinitely many times.



Approximate solution.

- Sample from an N -by- N grid of points in the plane
- Fact: if $|z_t| > 2$ for any t , then z not in Mandelbrot set.
- Pseudo-fact: if $|z_{255}| \leq 2$ then z "likely" in Mandelbrot set.



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Complex Number Data Type: Another Client

Mandelbrot function with complex numbers.

- Is z in the Mandelbrot set?
- Returns white (definitely no) or black (probably yes).

```
public static Color mand(Complex z0) {
    Complex z = z0;
    for (int t = 0; t < 255; t++) {
        if (z.abs() > 2.0) return Color.WHITE;
        z = z.times(z);
        z = z.plus(z0);
    }
    return Color.BLACK;
}
```

More dramatic picture: replace `Color.WHITE` with grayscale or color.

`new Color(255-t, 255-t, 255-t)`

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Complex Number Data Type: Another Client

Plot the Mandelbrot set in gray scale.

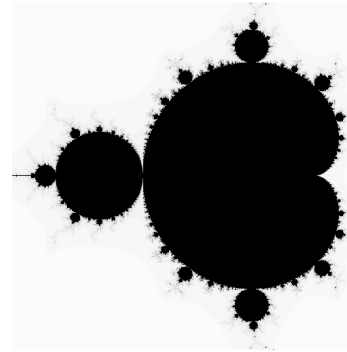
```
public static void main(String[] args) {
    double xc = Double.parseDouble(args[0]);
    double yc = Double.parseDouble(args[1]);
    double size = Double.parseDouble(args[2]);
    int N = 512;
    Picture pic = new Picture(N, N);

    for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++) {
            double x0 = xc - size/2 + size*i/N;
            double y0 = yc - size/2 + size*j/N;
            Complex z0 = new Complex(x0, y0);
            Color color = mand(z0);
            pic.set(i, N-1-j, color);
        }
    }
    pic.show();
}
```

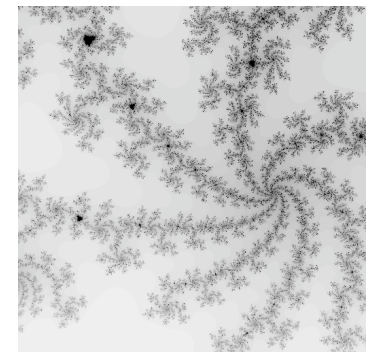
scale to screen coordinates
(0, 0) is upper left

Mandelbrot Set

```
% java Mandelbrot -.5 0 2
```



```
% java Mandelbrot .1045 -.637 .01
```

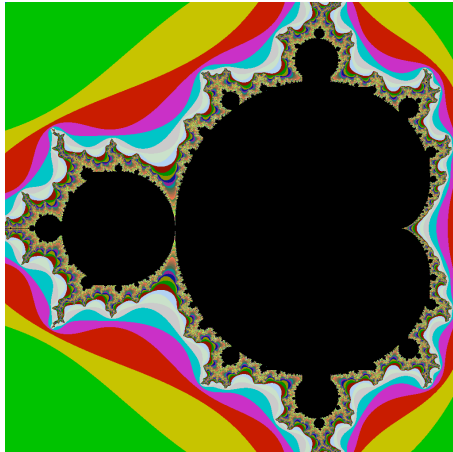


30

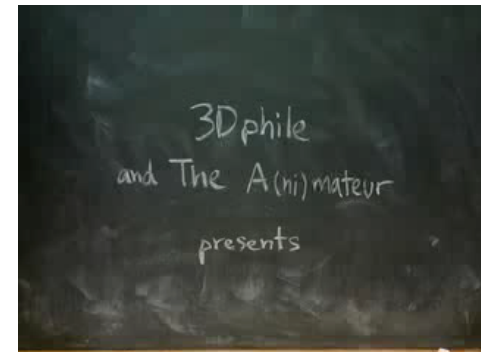
31

Mandelbrot Set

```
% java ColorMandelbrot -.5 0 2 < mandel.txt
```



Mandelbrot Set Music Video



[http://www.jonathancoulton.com/songdetails/Mandelbrot Set](http://www.jonathancoulton.com/songdetails/Mandelbrot%20Set)

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