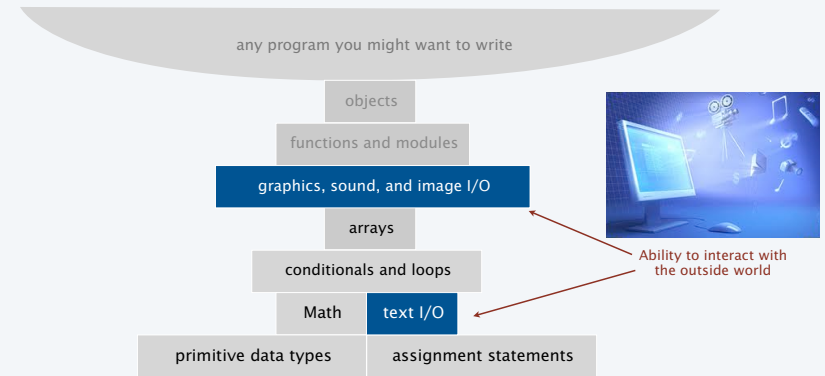


## 5. Input and Output

Section 1.5  
<http://introcs.cs.princeton.edu>

### Basic building blocks for programming



2

### Input and output

Goal: Write Java programs that interact with the outside world via *input* and *output* devices.

Typical  
INPUT  
devices



Keyboard



Trackpad



Storage



Network



Camera



Microphone

Typical  
OUTPUT  
devices



Display



Storage



Network



Printer



Speakers

Our approach.

- Define input and output *abstractions*.
- Use operating system (OS) functionality to connect our Java programs to actual devices.

3

### Abstraction

plays an *essential* role in understanding computation.

Interested in thinking more deeply about this concept?  
Consider taking a philosophy course.

An *abstraction* is something that exists only as an idea.

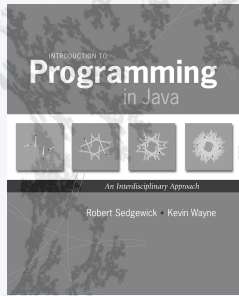
Example: "Printing" is the idea of a program producing text as output.

Good abstractions *simplify* our view of the world, by *unifying* diverse real-world artifacts.



This lecture. Abstractions relating to providing input to and taking output from our programs.

4



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## 5. Input and Output

- Standard input and output
- Standard drawing
- Fractal drawings
- Animation

## Quick review

**Terminal.** An abstraction for providing input and output to a program.

Input from command line

```
% java DrawCards 10
```

Output to standard output stream

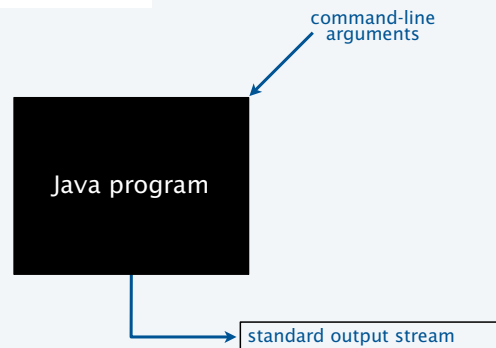
```
7♥ 2♥ Q♦ A♠ Q♠ 2♦ Q♥ 6♦ 5♥ 10♦
```

Virtual VT-100 terminal

6

## Input-output abstraction (so far)

A mental model of what a Java program does.



7

## Review: command-line input

**Command-line input.** An abstraction for providing arguments (parameters) to a program.

### Basic properties

- Strings you type after the program name are available as `args[0]`, `args[1]`, ... at *run* time.
- Arguments are available when the program *begins* execution.
- Need to call system conversion methods to convert the strings to other types of data.

```
public class RandomInt
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        double r = Math.random();
        int t = (int) (r * N);
        System.out.println(t);
    }
}
```

```
% java RandomInt 6
3
% java RandomInt 10000
3184
```

8

## Review: standard output

Infinity. An abstraction describing something having no limit.

Standard output stream. An abstraction for an infinite output sequence.

### Basic properties

- Strings from `System.out.println()` are added to the end of the standard output stream.
- Standard output stream is sent to terminal application by default.

```
public class RandomSeq
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        for (int i = 0; i < N; i++)
            System.out.println(Math.random());
    }
}
```

```
% java RandomSeq 4
0.9320744627218469
0.4279508713950715
0.08994615071160994
0.6579792663546435

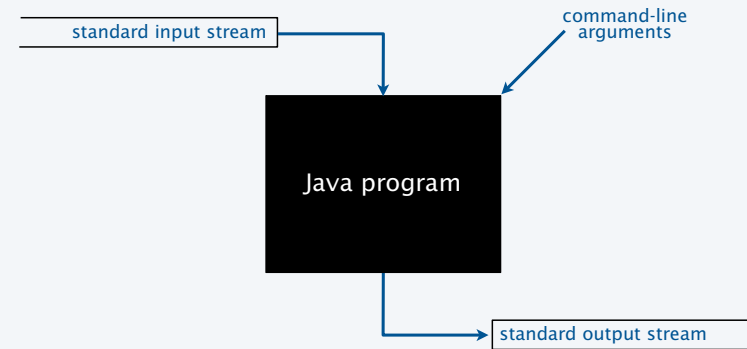
% java RandomSeq 1000000
0.09474882292442943
0.2832974030384712
0.1833964252856476
0.2952177517730442
0.8035985765979008
0.7469424300071382
0.5835267075283997
0.3455279612587455
...
```

No limit on amount  
of output

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## Improved input-output abstraction

Add an infinite *input* stream.

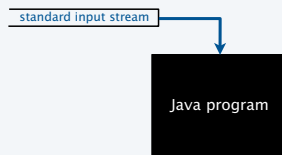


10

## Standard input

Infinity. An abstraction describing something having no limit.

Standard input stream. An abstraction for an infinite *input* sequence.



### Advantages over command-line input

- Can provide new arguments *while* the program is executing.
- No limit on the amount of data we can input to a program.
- Conversion to primitive types is explicitly handled (stay tuned).

11

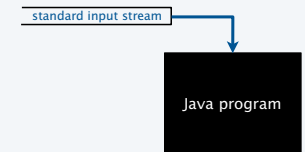
## StdIn library

Developed for this course, but broadly useful

- Implement abstractions invented for UNIX in the 1970s.
- Available for download at [booksite](#).
- Included in introcs software you downloaded at the beginning of the course.



public class StdIn	
<code>boolean isEmpty()</code>	true iff no more values
<code>int readInt()</code>	read a value of type int
<code>double readDouble()</code>	read a value of type double
<code>long readLong()</code>	read a value of type long
<code>boolean readBoolean()</code>	read a value of type boolean
<code>char readChar()</code>	read a value of type char
<code>String readString()</code>	read a value of type String
<code>String readLine()</code>	read the rest of the line
<code>String readAll()</code>	read the rest of the text



12

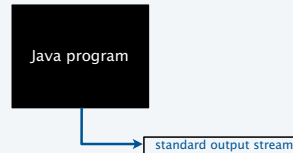
## StdOut library

Developed for this course, but broadly useful

- Implement abstractions invented for UNIX in the 1970s.
- Available for download at [booksite](#).
- Included in introcs software you downloaded at the beginning of the course.



public class StdOut	
void print(String s)	<i>put s on the output stream</i>
void println()	<i>put a newline on the output stream</i>
void println(String s)	<i>put s, then a newline on the stream</i>
void printf(String f, ...)	<i>formatted output</i>



Q. These are the same as System.out. Why not just use System.out?

A. We provide a consistent set of simple I/O abstractions in one place.

A. We can change the implementation to intercept your output, *facilitating grading*.

use StdOut  
from now on

13

## StdIn/StdOut warmup

Interactive input

- Prompt user to type inputs on standard input stream.
- Mix input stream with output stream.

```
public class AddTwo
{
    public static void main(String[] args)
    {
        StdOut.print("Type the first integer: ");
        int x = StdIn.readInt();
        StdOut.print("Type the second integer: ");
        int y = StdIn.readInt();
        int sum = x + y;
        StdOut.println("Their sum is " + sum);
    }
}
```

```
% java AddTwo
Type the first integer: 1
Type the second integer: 2
Their sum is 3
```

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## StdIn application: average the numbers on the standard input stream

Average

- Read a stream of numbers.
- Compute their average.

Q. How do I specify the end of the stream?

A. <Ctrl-d> (standard for decades).

A. <Ctrl-z> (Windows).

```
public class Average
{
    public static void main(String[] args)
    {
        double sum = 0.0; // cumulative total
        int N = 0; // number of values
        while (!StdIn.isEmpty())
        {
            double x = StdIn.readDouble();
            sum = sum + x;
            N++;
        }
        StdOut.println(sum / N);
    }
}
```

```
% java Average
10.0 5.0 6.0
3.0 7.0 32.0
<Ctrl-d>
10.5
```

Key points

- No limit on the size of the input stream.
- Input and output can be interleaved.

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## Typical applications of standard input and standard output

Generate a stream of random numbers

```
public class RandomSeq
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        for (int i = 0; i < N; i++)
            StdOut.println(Math.random());
    }
}
```

Compute the average of a stream of numbers

```
public class Average
{
    public static void main(String[] args)
    {
        double sum = 0.0; // cumulative total
        int N = 0; // number of values
        while (!StdIn.isEmpty())
        {
            double x = StdIn.readDouble();
            sum = sum + x;
            N++;
        }
        StdOut.println(sum / N);
    }
}
```

Both streams are *infinite* (no limit on their size).

Q. Do I always have to type in my input data and print my output?

A. No! Keep data and results in *files* on your computer, or use *pipng* to connect programs.

16

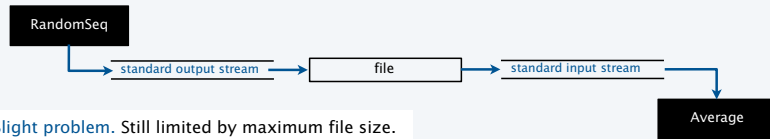
## Redirection: keep data in files on your computer

### Redirect standard output to a file

```
% java RandomSeq 1000000 > data.txt
% more data.txt
0.09474882292442943
0.2832974030384712
0.1833964252856476
0.2952177517730442
0.8035985765979008
0.7469424300071382
0.5835267075283997
0.3455279612587455
...
```

### Redirect from a file to standard input

```
% java Average < data.txt
0.4947655567740991
```



Slight problem. Still limited by maximum file size.

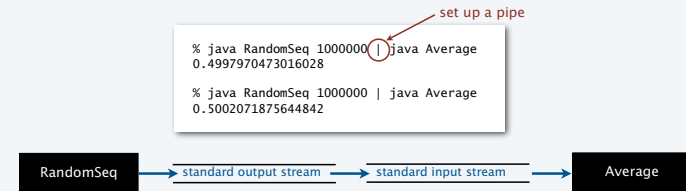
17

## Piping: entirely avoid saving data

Q. There's no room for a huge file on my computer. Now what?

A. No problem! Use *piping*.

Piping. Connect standard output of one program to standard input of another.



Critical point. No limit *within programs* on the amount of data they can handle.

It is the job of the *operating system* to collect data on standard output and provide it to standard input.

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## Streaming algorithms

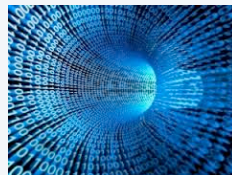
### Early computing

- Amount of available memory was much smaller than amount of data to be processed.
- *But* dramatic increases happened every year.
- Redirection and piping enabled programs to handle much more data than computers can store.



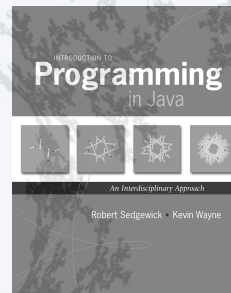
### Modern computing

- Amount of available memory *is* much smaller than amount of data to be processed.
- Dramatic increases *still* happen every year.
- *Streaming algorithms* enable our programs to handle much more data than our computers can store.



Lesson. Avoid limits *within your program* whenever possible.

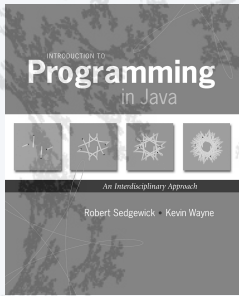
19



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## 5. Input and Output

- Standard input and output
- Standard drawing
- Fractal drawings
- Animation



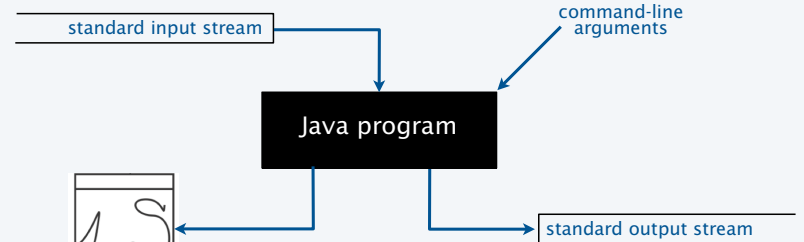
## 5. Input and Output

- Standard input and output
- **Standard drawing**
- Fractal drawings
- Animation

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## Further improvements to our I/O abstraction

Add the ability to create a *drawing*.



### StdDraw library

- Developed for this course, but broadly useful.
- Available for download at booksite.
- Included in introcs software.

## StdDraw library

<code>public class StdDraw</code>	
<code>void line(double x0, double y0, double x1, double y1)</code>	
<code>void point(double x, double y)</code>	
<code>void text(double x, double y, String s)</code>	
<code>void circle(double x, double y, double r)</code>	← also filledCircle(), filledSquare(), and filledPolygon()
<code>void square(double x, double y, double r)</code>	
<code>void polygon(double x, double y, double r)</code>	
<code>void picture(double x, double y, String filename)</code>	<i>place .gif, .jpg or .png file</i>
<code>void setPenRadius(double r)</code>	
<code>void setPenColor(Color c)</code>	
<code>void setFont(Font f)</code>	
<code>void setXscale(double x0, double x1)</code>	<i>reset x range to [x0, x1]</i>
<code>void setYscale(double y0, double y1)</code>	<i>reset y range to [y0, y1]</i>
<code>void setCanvasSize(int w, int h)</code>	
<code>void clear(Color c)</code>	<i>clear the canvas; color it c</i>
<code>void show(int dt)</code>	<i>show all; pause dt millisecs</i>
<code>void save(String filename)</code>	<i>save to .jpg or .png file</i>

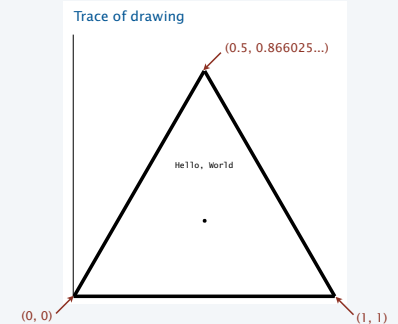
Java program



standard drawing

## "Hello, World" for StdDraw

```
public class Triangle
{
    public static void main(String[] args)
    {
        double x = Math.sqrt(3.0) / 2.0;
        StdDraw.setPenRadius(0.01);
        StdDraw.line(0.0, 0.0, 1.0, 0.0);
        StdDraw.line(1.0, 0.0, 0.5, x);
        StdDraw.line(0.5, x, 0.0, 0.0);
        StdDraw.point(0.5, x/3.0);
        StdDraw.text(0.5, 0.5, "Hello, World");
    }
}
```



## "Hello, World" for StdDraw

Annotations in the screenshot:

- Standard Draw window: window for standard drawing
- Code editor: virtual terminal for editor
- Terminal window: virtual terminal for OS commands

```

public class Triangle
{
    public static void main(String[] args)
    {
        double x = Math.sqrt(3.0) / 2.0;
        StdDraw.setPenRadius(0.01);
        StdDraw.line(0.0, 0.0, 1.0, 0.0);
        StdDraw.line(1.0, 0.0, 0.5, x);
        StdDraw.line(0.5, x, 0.0, 0.0);
        StdDraw.point(0.5, x/3.0);
        StdDraw.text(0.5, 0.5, "Hello, World");
    }
}

% javac Triangle.java
% java Triangle
    
```

## StdDraw application: data visualization

```

public class PlotFilter
{
    public static void main(String[] args)
    {
        double xmin = StdIn.readDouble();
        double ymin = StdIn.readDouble();
        double xmax = StdIn.readDouble();
        double ymax = StdIn.readDouble();
        StdDraw.setXscale(xmin, xmax);
        StdDraw.setYscale(ymin, ymax);
        while (!StdIn.isEmpty())
        {
            double x = StdIn.readDouble();
            double y = StdIn.readDouble();
            StdDraw.point(x, y);
        }
    }
}
    
```

Annotations in the screenshot:

- read coords of bounding box
- rescale
- read and plot a point
- bounding box coords
- sequence of point coordinates (13,509 cities)

```

% more < USA.txt
669905.0 247205.0 1244962.0 490000.0
1097038.8890 245552.7780
1103961.1110 247133.3330
1104677.7780 247205.5560
...
% java PlotFilter < USA.txt
    
```

## StdDraw application: plotting a function

**Goal.** Plot  $y = \sin(4x) + \sin(20x)$  in the interval  $(0, \pi)$ .

**Method.** Take  $N$  samples, regularly spaced.

```

public class PlotFunctionEx
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        double[] x = new double[N+1];
        double[] y = new double[N+1];
        for (int i = 0; i <= N; i++)
        {
            x[i] = Math.PI * i / N;
            y[i] = Math.sin(4*x[i]) + Math.sin(20*x[i]);
        }
        StdDraw.setXscale(0, Math.PI);
        StdDraw.setYscale(-2.0, +2.0);
        for (int i = 0; i < N; i++)
            StdDraw.line(x[i], y[i], x[i+1], y[i+1]);
    }
}
    
```

Lesson 1: Plotting is easy.

```

% java PlotFunctionEx 20
    
```

Lesson 2: Take a sufficiently large sample—otherwise you might miss something!

```

% java PlotFunctionEx 200
    
```

COMPUTER SCIENCE  
SEdgeWICK / WAYNE

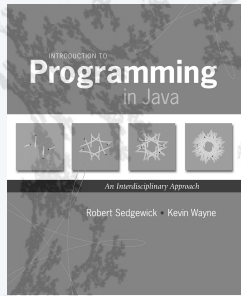
5. Input and Output

- Standard input and output
- **Standard drawing**
- Fractal drawings
- Animation

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5. Input and Output

- Standard input and output
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## 5. Input and Output

- Standard input and output
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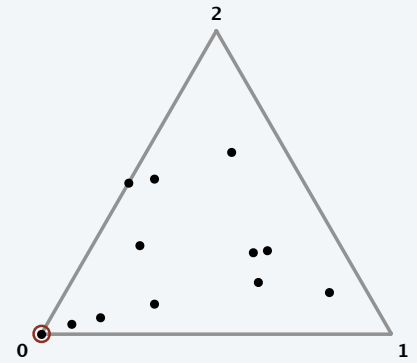
### StdDraw application: a random game

Draw an equilateral triangle, number the vertices 0, 1, 2 and make 0 the *current point*.

- Pick a vertex at random.
- Draw a point halfway between that vertex and the current point.
- Repeat  $N$  times.

0	1	2	3	4	5	6	7	8	9	10
2	1	2	0	1	0	0	0	2	1	1

vertex	ID	probability	new x	new y
(0, 0)	0	1/3	.5x	.5y
(1, 0)	1	1/3	.5x + .5	.5y
(.5, $\sqrt{3}/2$ )	2	1/3	.5x + .25	.5y + .433



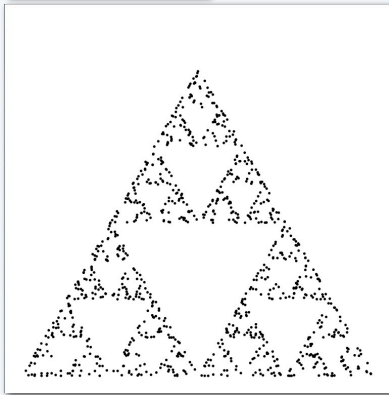
### StdDraw application: a random game

```
public class Chaos
{
    public static void main(String[] args)
    {
        int T = Integer.parseInt(args[0]);

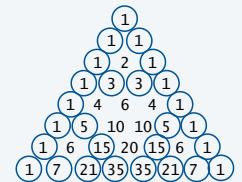
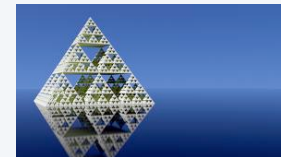
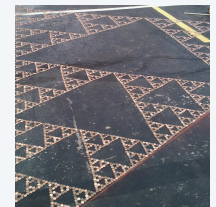
        double c = Math.sqrt(3.0) / 2.0;
        double[] cx = { 0.000, 1.000, 0.500 };
        double[] cy = { 0.000, 0.000, c };

        StdDraw.setPenRadius(0.01);
        double x = 0.0, y = 0.0;
        for (int t = 0; t < T; t++)
        {
            int r = (int) (Math.random() * 3);
            x = (x + cx[r]) / 2.0;
            y = (y + cy[r]) / 2.0;
            StdDraw.point(x, y);
        }
    }
}
```

% java Chaos 10000



### Sierpinski triangles in the wild





## Iterated function systems

What happens when we change the rules?

probability	new x	new y
40%	$.31x - .53y + .89$	$-.46x - .29y + 1.10$
15%	$.31x - .08y + .22$	$.15x - .45y + .34$
45%	$.55y + .01$	$.69x - .20y + .38$

IFS.java (Program 2.2.3) is a *data-driven* program that takes the coefficients from *standard input*.

```
% more < coral.txt
3
0.40 0.15 0.45
3 3
0.307692 -0.531469 0.8863493
0.307692 -0.076923 0.2166292
0.000000 0.545455 0.0106363
3 3
-0.461538 -0.293706 1.0962865
0.153846 -0.447552 0.3383760
0.692308 -0.195804 0.3808254
```

```
% java IFS 10000 < coral.txt
```



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## Iterated function systems

Another example of changing the rules

probability	new x	new y
2%	0.5	.27y
15%	$-.14x + .26y + .57$	$.25x + .22y - .04$
13%	$.17x - .21y + .41$	$.22x + .18y + .09$
70%	$.78x + .03y + .11$	$-.03x + .74y + .27$

```
% more barnsley.txt
4
.02 .15 .13 .70
4 3
.000 .000 .500
-.139 .263 .570
.170 -.215 .408
.781 .034 .1075
4 3
.000 .270 .000
.246 .224 -.036
.222 .176 .0893
-.032 .739 .270
```

```
% java IFS 10000 < barnsley.txt
```



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## Iterated function systems

Simple iterative computations yield patterns that are remarkably similar to those found in the natural world.

Q. What does computation tell us about nature?

Q. What does nature tell us about computation?

20th century sciences. Formulas.

21st century sciences. Algorithms?

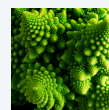
Note. You have seen many practical applications of integrated function systems, in movies and games.



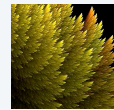
an IFS fern



a real fern



a real plant



an IFS plant



35

## Introduction to Programming in Java



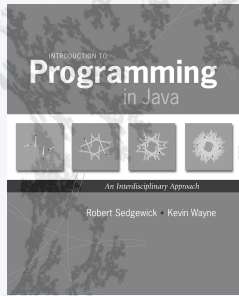
An Interdisciplinary Approach

Robert Sedgewick • Kevin Wayne

<http://introcs.cs.princeton.edu>

## 5. Input and Output

- Standard input and output
- Standard drawing
- **Fractal drawings**
- Animation



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## 5. Input and Output

- Standard input and output
- Standard drawing
- Fractal drawings
- **Animation**

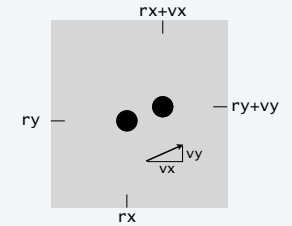
## Animation

To create **animation** with StdDraw.

Repeat the following:

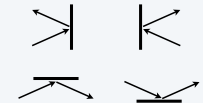
- Clear the screen.
- Move the object.
- Draw the object.
- Display and pause briefly.

When display time is much greater than the screen-clear time, we have the illusion of motion.



### Bouncing ball.

- Ball has position  $(rx, ry)$  and constant velocity  $(vx, vy)$ .
- To *move* the ball, update position to  $(rx+vx, ry+vy)$ .
- If the ball hits a *vertical* wall, set  $vx$  to  $-vx$ .
- If the ball hits a *horizontal* wall, set  $vy$  to  $-vy$ .

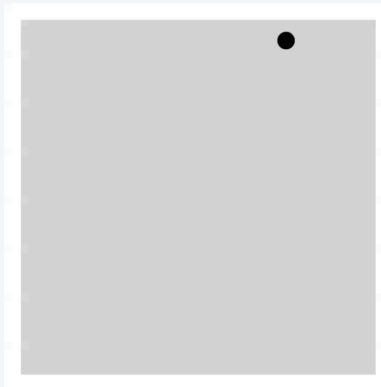


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## Bouncing ball

```
public class BouncingBall
{
    public static void main(String[] args)
    {
        double rx = .480, ry = .860;
        double vx = .015, vy = .023;
        double sz = .05;
        StdDraw.setXscale(-1.0, +1.0);
        StdDraw.setYscale(-1.0, +1.0);
        while(true)
        {
            StdDraw.setPenColor(StdDraw.GRAY);
            StdDraw.filledSquare(0.0, 0.0, 1.0);
            if (Math.abs(rx + vx) + sz > 1.0) vx = -vx;
            if (Math.abs(ry + vy) + sz > 1.0) vy = -vy;
            rx = rx + vx;
            ry = ry + vy;
            StdDraw.setPenColor(StdDraw.BLACK);
            StdDraw.filledCircle(rx, ry, sz);
            StdDraw.show(20);
        }
    }
}
```

```
% java BouncingBall
```



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## TEQ on animation

Q. What happens if we move *clear the screen* out of the loop?

```
public class BouncingBall
{
    public static void main(String[] args)
    {
        double rx = .480, ry = .860;
        double vx = .015, vy = .023;
        double sz = .05;
        StdDraw.setXscale(-1.0, +1.0);
        StdDraw.setYscale(-1.0, +1.0);
        while(true)
        {
            StdDraw.setPenColor(StdDraw.GRAY);
            StdDraw.filledSquare(0.0, 0.0, 1.0);
            if (Math.abs(rx + vx) + sz > 1.0) vx = -vx;
            if (Math.abs(ry + vy) + sz > 1.0) vy = -vy;
            rx = rx + vx;
            ry = ry + vy;
            StdDraw.setPenColor(StdDraw.BLACK);
            StdDraw.filledCircle(rx, ry, sz);
            StdDraw.show(20);
        }
    }
}
```

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## Deluxe bouncing ball

```
public class BouncingBallDeluxe
{
    public static void main(String[] args)
    {
        double rx = .480, ry = .860;
        double vx = .015, vy = .023;
        double sz = .05;
        StdDraw.setXscale(-1.0, +1.0);
        StdDraw.setYscale(-1.0, +1.0);
        while(true)
        {
            StdDraw.setPenColor(StdDraw.GRAY);
            StdDraw.filledSquare(0.0, 0.0, 1.0);
            if (Math.abs(rx + vx) + sz > 1.0)
            { StdAudio.play("pipebang.wav"); vx = -vx; }
            if (Math.abs(ry + vy) + sz > 1.0)
            { StdAudio.play("pipebang.wav"); vy = -vy; }
            rx = rx + vx;
            ry = ry + vy;
            StdDraw.setPenColor(StdDraw.BLACK);
            StdDraw.picture(rx, ry, "TennisBall.png");
            StdDraw.show(20);
        }
    }
}
```

```
% java BouncingBallDeluxe
```

Stay tuned to next lecture for full description of StdAudio.

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## INTRODUCTION TO Programming in Java



An Interdisciplinary Approach

Robert Sedgewick • Kevin Wayne

<http://introc.cs.princeton.edu>

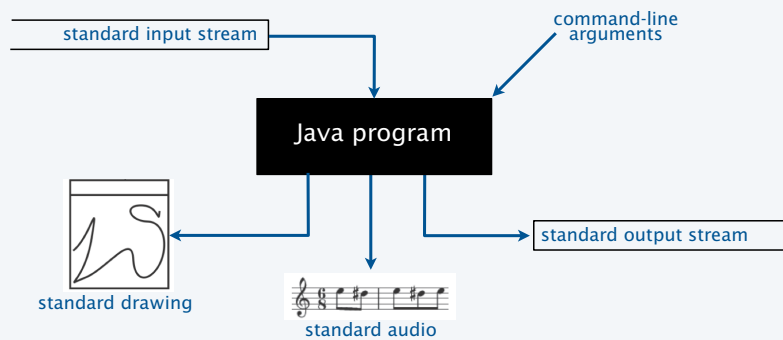
## 5. Input and Output

- Standard input and output
- Standard drawing
- Fractal drawings
- Animation

## A set of I/O abstractions for Java

Developed for this course, but broadly useful

- StdIn, StdOut, StdDraw, and StdAudio.
- Available for download at booksite (and included in introcs software).



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## INTRODUCTION TO Programming in Java



An Interdisciplinary Approach

Robert Sedgewick • Kevin Wayne

Section 1.5

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## 5. Input and Output