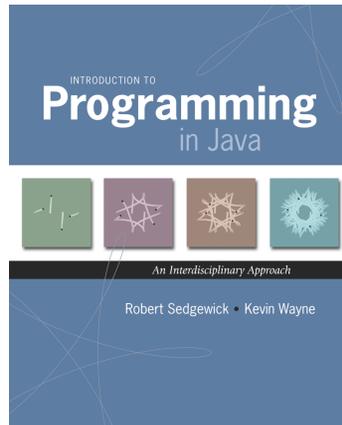


Why Programming?

1.1 Your First Program



Introduction to Programming in Java: An Interdisciplinary Approach · Robert Sedgewick and Kevin Wayne · Copyright © 2008 · January 29, 2009 3:12 PM

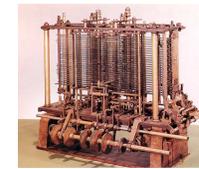
Idealized computer. "Please simulate the motion of a system of N heavenly bodies, subject to Newton's laws of motion and gravity."

Prepackaged software solutions. Great, if it does exactly what you need.

Computer programming. Art of making a computer do what **you** want.



Ada Lovelace



Analytic Engine

Languages

Machine languages. Tedious and error-prone.

Natural languages. Ambiguous and hard for computer to parse.

Kids Make Nutritious Snacks.
Red Tape Holds Up New Bridge.
Police Squad Helps Dog Bite Victim.
Local High School Dropouts Cut in Half.

[real newspaper headlines, compiled by Rich Pattis]

High-level programming languages. Acceptable tradeoff.

"Instead of imagining that our main task is to instruct a computer what to do, let us concentrate rather on explaining to human beings what we want a computer to do." – Donald Knuth



Why Java?

Java features.

- Widely used.
- Widely available.
- Embraces full set of modern abstractions.
- Variety of automatic checks for mistakes in programs.

Java economy.

- Mars rover.
- Cell phones.
- Blu-ray Disc.
- Web servers.
- Medical devices.
- Supercomputing.

\$100 billion,
5 million developers



James Gosling
<http://java.net/jag>

Why Java?

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- Variety of automatic checks for mistakes in programs.

Caveat. No perfect language.

Our approach.

- Minimal subset of Java.
- Develop general programming skills that are applicable to:
C, C++, C#, Perl, Python, Ruby, Matlab, Fortran, Fortress, ...

A Rich Subset of the Java Language

| Built-In Types | | System | | Math Library | |
|----------------|---------|----------------------|--|--------------|------------|
| int | double | System.out.println() | | Math.sin() | Math.cos() |
| long | String | System.out.print() | | Math.log() | Math.exp() |
| char | boolean | System.out.printf() | | Math.sqrt() | Math.pow() |

| Flow Control | | Parsing | |
|--------------|-------|----------------------|--|
| if | else | Integer.parseInt() | |
| for | while | Double.parseDouble() | |

| Boolean | | Punctuation | | Assignment | |
|---------|-------|-------------|---|------------|--|
| true | false | { | } | = | |
| | && | (|) | | |
| ! | | , | ; | | |

| String | | Arrays | | Objects | |
|----------|-------------|----------|--|------------|----------|
| + | "" | a[i] | | class | static |
| length() | compareTo() | new | | public | private |
| charAt() | matches() | a.length | | toString() | equals() |
| | | | | new | main() |

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Programming in Java

Create, Compile, Execute

Programming in Java.

- **Create** the program by typing it into a text editor, and **save it as** HelloWorld.java

```
/*  
 * Prints "Hello, World"  
 * Everyone's first Java program.  
 */  
  
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello, World");  
    }  
}
```

HelloWorld.java

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Programming in Java.

- Create the program by typing it into a text editor, and save it as HelloWorld.java
- **Compile** it by typing at the command-line:
javac HelloWorld.java

command-line →

```
% javac HelloWorld.java
```

(or click the Compile button in DrJava)

- This creates a Java bytecode file named: HelloWorld.class

Programming in Java.

- Create the program by typing it into a text editor, and save it as HelloWorld.java
- Compile it by typing at the command-line:
javac HelloWorld.java
- **Execute** it by typing at the command-line:
java HelloWorld

command-line →

```
% javac HelloWorld.java
% java HelloWorld
Hello, World
```

(or click the Run button in DrJava)

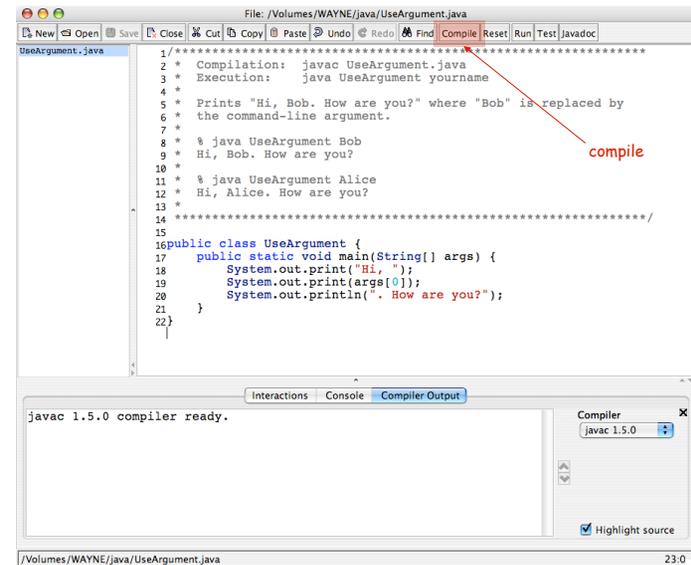


Dr. Java

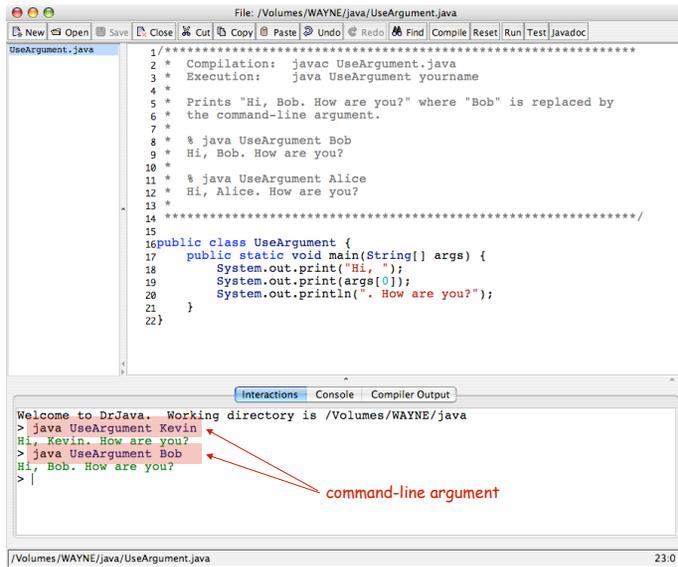


<http://drjava.org>

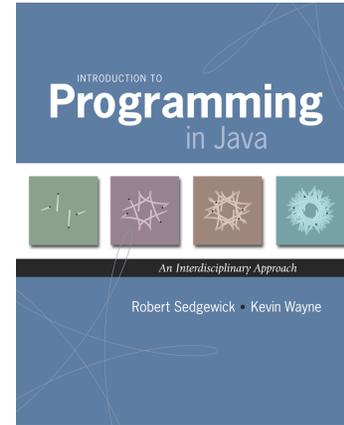
Dr. Java



Dr. Java



1.2 Built-in Types of Data



Built-in Data Types

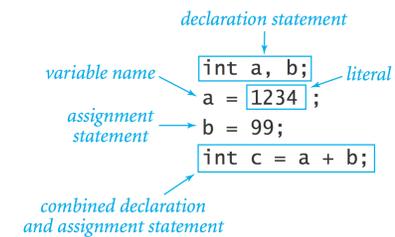
Data type. A set of values and operations defined on those values.

| type | set of values | literal values | operations |
|---------|-------------------------|------------------------------|------------------------------------|
| char | characters | 'A' '@' | compare |
| String | sequences of characters | "Hello World" "CS is fun" | concatenate |
| int | integers | 17 12345 | add, subtract, multiply, divide |
| double | floating point numbers | 3.1415 6.022e23 | add, subtract, multiply, divide |
| boolean | truth values | true false | and, or, not |

Basic Definitions

Variable. A name that refers to a value.

Assignment statement. Associates a value with a variable.



Trace

Trace. Table of variable values after each statement.

| | a | b | t |
|------------|------------------|------------------|------|
| int a, b; | <i>undefined</i> | <i>undefined</i> | |
| a = 1234; | 1234 | <i>undefined</i> | |
| b = 99; | 1234 | 99 | |
| int t = a; | 1234 | 99 | 1234 |
| a = b; | 99 | 99 | 1234 |
| b = t; | 99 | 1234 | 1234 |

Text

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Text

String data type. Useful for program input and output.

| | |
|-------------------------|-------------------------|
| <i>values</i> | sequences of characters |
| <i>typical literals</i> | "Hello," "1 " " * " |
| <i>operation</i> | concatenate |
| <i>operator</i> | + |

| <i>expression</i> | <i>value</i> |
|---------------------------|--------------|
| "Hi, " + "Bob" | "Hi, Bob" |
| "1" + " 2 " + "1" | "1 2 1" |
| "1234" + " " + " " + "99" | "1234 + 99" |
| "1234" + "99" | "123499" |

Subdivisions of a Ruler

```
public class Ruler {
    public static void main(String[] args) {
        String ruler1 = "1";
        String ruler2 = ruler1 + " 2 " + ruler1;
        String ruler3 = ruler2 + " 3 " + ruler2;
        String ruler4 = ruler3 + " 4 " + ruler3;
        System.out.println(ruler4);
    }
}
```

"1"
"1 2 1"
"1 2 1 3 1 2 1"
string concatenation

```
% java Ruler
1 2 1 3 1 2 1 4 1 2 1 3 1 2 1
```

```

| | | | | | | | | | | | | | |
1 2 1 3 1 2 1 4 1 2 1 3 1 2 1
```

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Integers

`int` data type. Useful for expressing algorithms.

values
typical literals
operations
operators

| | | | | | |
|-----|--|----------|--------|-----------|---------|
| | integers between -2^{31} and $+2^{31}-1$ | | | | |
| | 1234 | 99 | -99 | 0 | 1000000 |
| add | subtract | multiply | divide | remainder | |
| + | - | * | / | % | |

| expression | value | comment |
|---------------|-------|--------------------|
| $5 + 3$ | 8 | |
| $5 - 3$ | 2 | |
| $5 * 3$ | 15 | |
| $5 / 3$ | 1 | no fractional part |
| $5 \% 3$ | 2 | remainder |
| $1 / 0$ | | run-time error |
| $3 * 5 - 2$ | 13 | * has precedence |
| $3 + 5 / 2$ | 5 | / has precedence |
| $3 - 5 - 2$ | -4 | left associative |
| $(3 - 5) - 2$ | -4 | better style |

Integer Operations

```
public class IntOps {
    public static void main(String[] args) {
        int a = Integer.parseInt(args[0]);
        int b = Integer.parseInt(args[1]);
        int sum = a + b;
        int prod = a * b;
        int quot = a / b;
        int rem = a % b;
        System.out.println(a + " + " + b + " = " + sum);
        System.out.println(a + " * " + b + " = " + prod);
        System.out.println(a + " / " + b + " = " + quot);
        System.out.println(a + " % " + b + " = " + rem);
    }
}
```

command-line arguments

```
% javac IntOps.java
% java IntOps 1234 99
1234 + 99 = 1333
1234 * 99 = 122166
1234 / 99 = 12
1234 % 99 = 46
```

Java automatically converts a, b, and rem to type String

$$1234 = 12 * 99 + 46$$

Floating-Point Numbers

Floating-Point Numbers

double data type. Useful in scientific applications.

| | | | | |
|------------------|--------------------------------|----------|----------|--------|
| values | approximations to real numbers | | | |
| typical literals | 3.14159 | 6.022e23 | -3.0 | 2.0 |
| operations | add | subtract | multiply | divide |
| operators | + | - | * | / |

| expression | value |
|-----------------|--------------------|
| 3.141 + .03 | 3.171 |
| 3.141 - .03 | 3.111 |
| 6.02e23 / 2 | 3.01e23 |
| 5.0 / 3.0 | 1.6666666666666667 |
| 10.0 % 3.141 | 0.577 |
| 1.0 / 0.0 | Infinity |
| Math.sqrt(2.0) | 1.4142135623730951 |
| Math.sqrt(-1.0) | NaN |

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Math Library

public class Math

double abs(double a) absolute value of a
 double max(double a, double b) maximum of a and b
 double min(double a, double b) minimum of a and b

Note 1: abs(), max(), and min() are defined also for int, long, and float.

double sin(double theta) sine function
 double cos(double theta) cosine function
 double tan(double theta) tangent function

Note 2: Angles are expressed in radians. Use toDegrees() and toRadians() to convert.
 Note 3: Use asin(), acos(), and atan() for inverse functions.

double exp(double a) exponential (e^a)
 double log(double a) natural log (log_e a, or ln a)
 double pow(double a, double b) raise a to the bth power (a^b)

long round(double a) round to the nearest integer
 double random() random number in [0, 1)
 double sqrt(double a) square root of a

double E value of e (constant)
 double PI value of π (constant)

See booksite for other available functions.

Excerpts from Java's mathematics library

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Quadratic Equation

Ex. Solve quadratic equation $x^2 + bx + c = 0$.

$$\text{roots} = \frac{-b \pm \sqrt{b^2 - 4c}}{2}$$

```
public class Quadratic {
    public static void main(String[] args) {
        // parse coefficients from command-line
        double b = Double.parseDouble(args[0]);
        double c = Double.parseDouble(args[1]);

        // calculate roots
        double discriminant = b*b - 4.0*c;
        double d = Math.sqrt(discriminant);
        double root1 = (-b + d) / 2.0;
        double root2 = (-b - d) / 2.0;

        // print them out
        System.out.println(root1);
        System.out.println(root2);
    }
}
```

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Testing

Testing. Some valid and invalid inputs.

```
% java Quadratic -3.0 2.0
2.0
1.0
% java Quadratic -1.0 -1.0
1.618033988749895
-0.6180339887498949
% java Quadratic 1.0 1.0
NaN
NaN
% java Quadratic 1.0 hello
java.lang.NumberFormatException: hello
% java Quadratic 1.0
java.lang.ArrayIndexOutOfBoundsException
```

$x^2 - 3x + 2$

$x^2 - x - 1$

$x^2 + x + 1$

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Booleans

boolean data type. Useful to control logic and flow of a program.

| | |
|-------------------|---------------|
| <i>values</i> | true or false |
| <i>literals</i> | true false |
| <i>operations</i> | and or not |
| <i>operators</i> | && ! |

| a | !a | a | b | a && b | a b |
|-------|-------|-------|-------|--------|--------|
| true | false | false | false | false | false |
| false | true | false | true | false | true |
| | | true | false | false | true |
| | | true | true | true | true |

Truth-table definitions of boolean operations

Comparisons

Comparisons. Take operands of one type and produce an operand of type `boolean`.

| <i>op</i> | <i>meaning</i> | true | false |
|-----------|------------------------------|--------|--------|
| == | <i>equal</i> | 2 == 2 | 2 == 3 |
| != | <i>not equal</i> | 3 != 2 | 2 != 2 |
| < | <i>less than</i> | 2 < 13 | 2 < 2 |
| <= | <i>less than or equal</i> | 2 <= 2 | 3 <= 2 |
| > | <i>greater than</i> | 13 > 2 | 2 > 13 |
| >= | <i>greater than or equal</i> | 3 >= 2 | 2 >= 3 |

non-negative discriminant? $(b*b - 4.0*a*c) >= 0.0$
beginning of a century? $(year \% 100) == 0$
legal month? $(month >= 1) \&\& (month <= 12)$

Leap Year

- Q. Is a given year a leap year?
- A. Yes if either (i) divisible by 400 or (ii) divisible by 4 but not 100.

```
public class LeapYear {
    public static void main(String[] args) {
        int year = Integer.parseInt(args[0]);
        boolean isLeapYear;

        // divisible by 4 but not 100
        isLeapYear = (year % 4 == 0) && (year % 100 != 0);

        // or divisible by 400
        isLeapYear = isLeapYear || (year % 400 == 0);

        System.out.println(isLeapYear);
    }
}
```

```
% java LeapYear 2004
true
% java LeapYear 1900
false
% java LeapYear 2000
true
```

Type Conversion

Type conversion. Convert from one type of data to another.

- Automatic: no loss of precision; or with strings.
- Explicit: cast; or method.

| <i>expression</i> | <i>expression type</i> | <i>expression value</i> |
|---------------------------|------------------------|-------------------------|
| "1234" + 99 | String | "123499" |
| Integer.parseInt("123") | int | 123 |
| (int) 2.71828 | int | 2 |
| Math.round(2.71828) | long | 3 |
| (int) Math.round(2.71828) | int | 3 |
| (int) Math.round(3.14159) | int | 3 |
| 11 * 0.3 | double | 3.3 |
| (int) 11 * 0.3 | double | 3.3 |
| 11 * (int) 0.3 | int | 0 |
| (int) (11 * 0.3) | int | 3 |

Random Integer

Ex. Generate a pseudo-random number between 0 and N-1.

```

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

```

Annotations in the code:

- String to int (method) - points to `Integer.parseInt(args[0])`
- double between 0.0 and 1.0 - points to `Math.random()`
- double to int (cast) - points to `(int)`
- int to double (automatic) - points to `r * N`
- int to String (automatic) - points to `" + n`

```

% java RandomInt 6
random integer is 3
% java RandomInt 6
random integer is 0
% java RandomInt 10000
random integer is 3184

```

Summary

A data type is a set of values and operations on those values.

- String text processing.
- double, int mathematical calculation.
- boolean decision making.

Be aware.

- Declare type of values.
- Convert between types when necessary.
- In 1996, Ariane 5 rocket exploded after takeoff because of bad type conversion.

