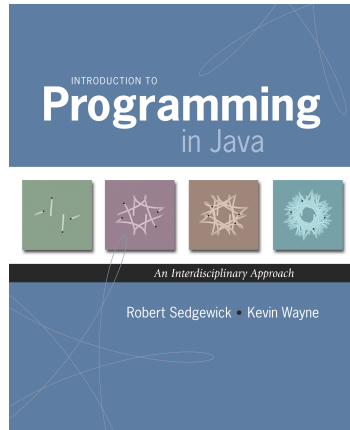


1.1 Your First Program



Languages

Machine languages. Tedious and error-prone.

Natural languages. Ambiguous; can be difficult 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

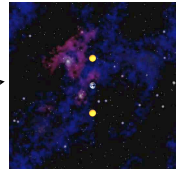


Why Programming?

Why programming? Need to tell computer what you want it to do.

Naive ideal. Natural language instructions.

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



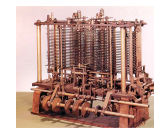
Prepackaged software solutions? Great, when what they do is what you want.



Computer programming. Enables you to make a computer do **anything** you want.



Ada Lovelace



Analytic Engine

well, almost anything
[stay tuned]

Why Program?

Why program?

- A natural, satisfying and creative experience.
- Enables accomplishments not otherwise possible.
- Opens new world of intellectual endeavor.

First challenge. Learn a programming language.

Next question. Which one?



Naive ideal. A single programming language.

Our Choice: Java

Java features.

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

Java economy.

\$100 billion,
5 million developers

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



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

5

Why Java?

Java features.

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

Facts of life.

- No language is perfect.
- We need to choose **some** language.

Our approach.

- Minimal subset of Java.
- Develop general programming skills that are applicable to many languages

"There are only two kinds of programming languages: those people always [gripe] about and those nobody uses."

– Bjarne Stroustrup



It's not about the language!

6

A Rich Subset of the Java Language

Built-In Types	
int	double
long	String
char	boolean

Flow Control	
if	else
for	while

Boolean	
true	false
	&&
!	

System	
System.out.println()	
System.out.print()	
System.out.printf()	

Parsing	
Integer.parseInt()	
Double.parseDouble()	

Punctuation	
{	}
()
,	;

Assignment	
=	

Math Library	
Math.sin()	Math.cos()
Math.log()	Math.exp()
Math.sqrt()	Math.pow()
Math.min()	Math.max()
Math.abs()	Math.PI

Primitive Numeric Types		
+	-	*
/	%	++
--	>	<
<=	>=	==
!=		

String	
+	""
length()	compareTo()
charAt()	matches()

Arrays	
a[i]	
new	
a.length	

Objects	
class	static
public	private
toString()	equals()
new	main()

7

Program Development

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Program Development

Program development in Java (bare-bones)

1. **Edit** your program.
 - Use a text editor.
 - Result: a text file such as HelloWorld.java.
2. **Compile** it to create an executable file.
 - Use the Java compiler
 - Result: a Java bytecode file file such as HelloWorld.class
 - Mistake? Go back to 1. to fix and recompile.
3. **Run** your program.
 - Use the Java runtime.
 - Result: your program's output.
 - Mistake? Go back to 1. to fix, recompile, and execute

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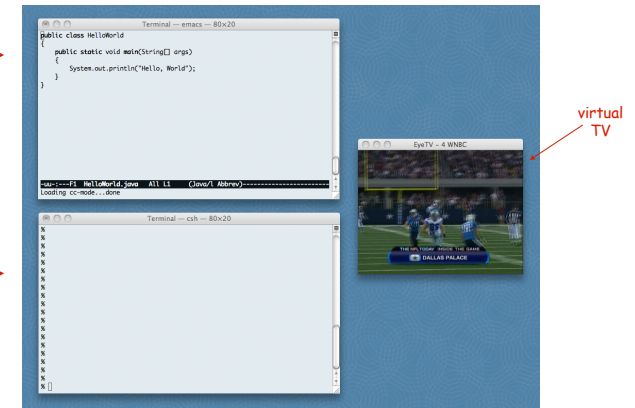
Program Development (virtual terminals)

Program development in Java (using virtual terminals).

1. **Edit** your program using any text editor.
2. **Compile** it to create an executable file.
3. **Run** your program.

editor running
in virtual terminal

second terminal
for commands



10

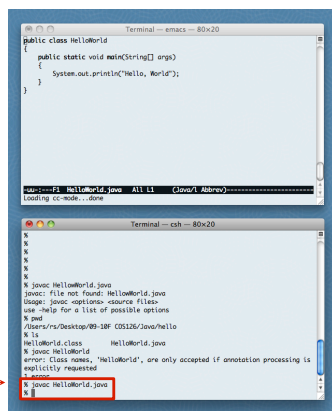
Program Development (virtual terminals)

Program development in Java (using virtual terminals).

1. Edit your program.
2. **Compile** it by typing `javac HelloWorld.java` at the command line.
3. Run your program.

creates
HelloWorld.class

invoke Java compiler
at command line



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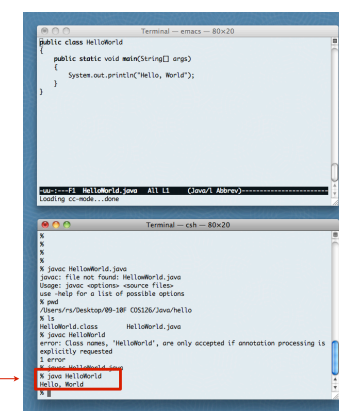
Program Development (virtual terminals)

Program development in Java (using virtual terminals).

1. Edit your program.
2. **Compile** it to create an executable file.
3. **Run** your program by typing `java HelloWorld` at the command line.

uses
HelloWorld.class

invoke Java runtime
at command line



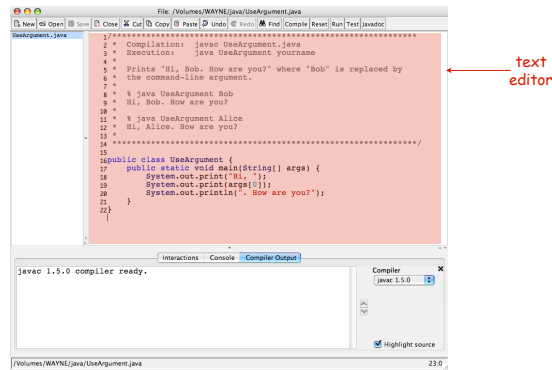
12

Program Development (using DrJava)

Program development in Java (using DrJava).



1. **Edit** your program using the built-in text editor.
2. Compile it to create an executable file.
3. Run your program.

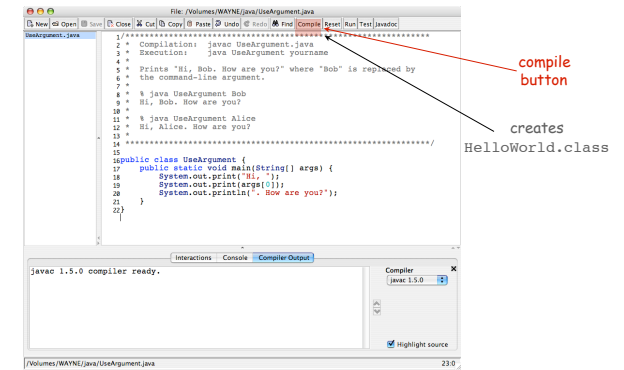


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Program Development (using DrJava)

Program development in Java (using DrJava).

1. Edit your program.
2. **Compile** it by clicking the "compile" button.
3. Run your program.

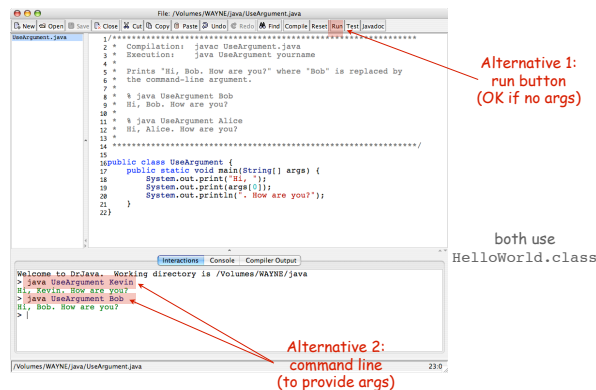


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Program Development (using DrJava)

Program development in Java (using DrJava).

1. Edit your program.
2. Compile it to create an executable file.
3. **Run** your program by clicking the "run" button or using the command line.



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Note: Program Style

Three versions of the same program.

```
// java HelloWorld
public class HelloWorld
{
    public static void main(String[] args)
    {
        System.out.println("Hello, World");
    }
}
```



Fonts, color, comments, and extra space are not relevant to Java.



```
/* *****
 * Compilation: javac HelloWorld.java
 * Execution: java HelloWorld
 * Prints "Hello, World". By tradition, this is everyone's first program.
 *
 * % java HelloWorld
 * Hello, World
 *
 * ***** */

public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello, World");
    }
}
```



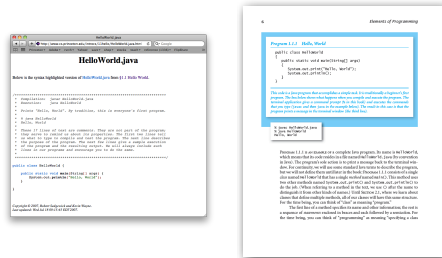
```
public class HelloWorld { public static void main(String[] args) { System.out.println("Hello, World"); } }
```

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Note: Program Style

Different styles are appropriate in different contexts.

- DrJava
- Booksite
- Book
- COS 126 assignment



Enforcing consistent style can

- Stifle creativity.
- Confuse style rules with language rules.

Emphasizing consistent style can

- Make it easier to spot errors.
- Make it easier for others to read and use code.
- Enable development environment to provide useful visual cues.

Bottom line for COS 126: Life is easiest if you use DrJava style.

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99% of program development

Debugging. Cyclic process of editing, compiling, and fixing mistakes (bugs).

You will make many mistakes as you write programs. It's normal.

As soon as we started programming, we found out to our surprise that it wasn't as easy to get programs right as we had thought. I can remember the exact instant when I realized that a large part of my life from then on was going to be spent in finding mistakes in my own programs. — Maurice Wilkes



Program Development Environment. Software to support cycle of editing to fix mistakes, compiling programs, running programs, and examining output.

Examples: Terminal/editor, DrJava.

Naive ideal. "Please compile, execute, and debug my program".

Bad news. Even a computer can't find **all** the mistakes in your program.

profound idea
[stay tuned]



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Program Development Environments: A Short History

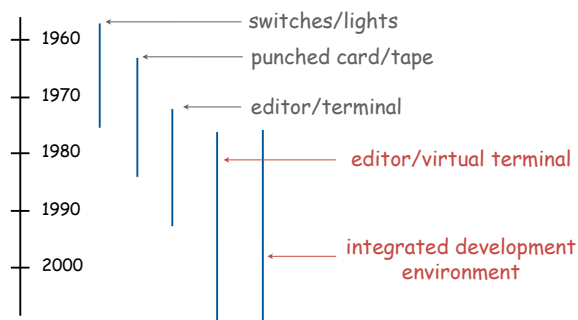
Historical context is important in computer science

- We regularly use old software.
- We regularly emulate old hardware.
- We depend upon old concepts and designs.

First requirement in any computer system: **program development**

Widely-used methods:

- switches/lights
- punched cards
- terminal
- editor/virtual terminal
- IDE



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Switches and Lights

Use **switches** to enter binary program code, **lights** to read results

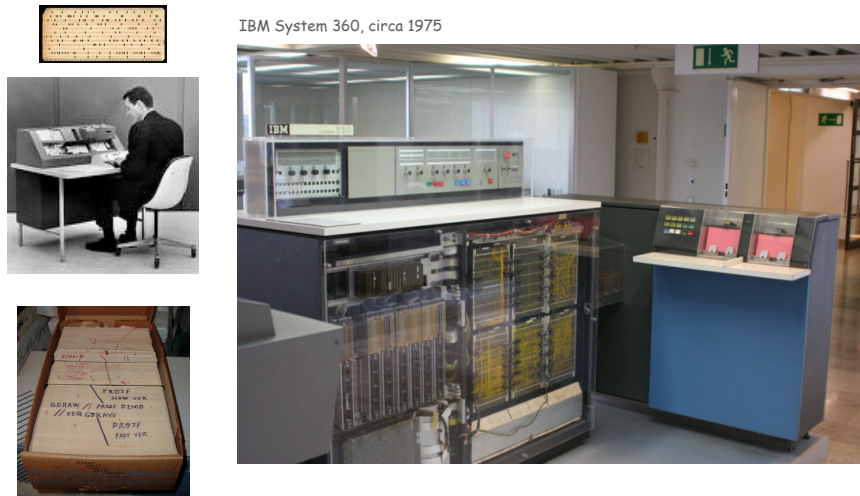
PDP-8, circa 1970



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Punched Cards/Line Printer

Use **punched cards** for program code, **line printer** for output



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Timesharing Terminal

Use **terminal** for editing program, reading output, and controlling computer



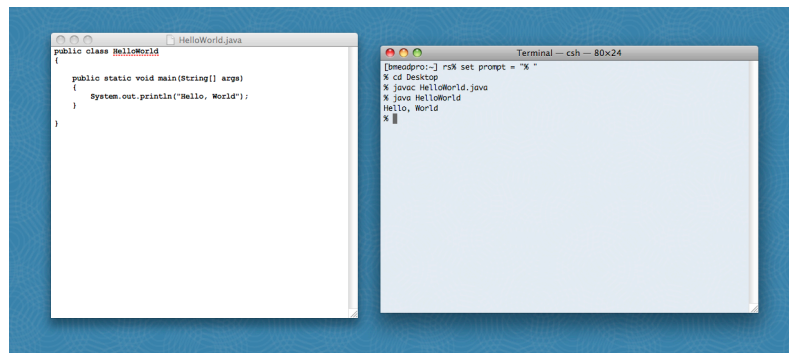
Timesharing: allowed many people to simultaneously use a single machine.

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Editor and Virtual Terminal on a Personal Computer

Use an **editor** to create and make changes to the program text.

Use a **virtual terminal** to invoke the compiler and run the executable code.



Pros:

- Works with any language.
- Useful for other tasks.
- Used by professionals.

Cons:

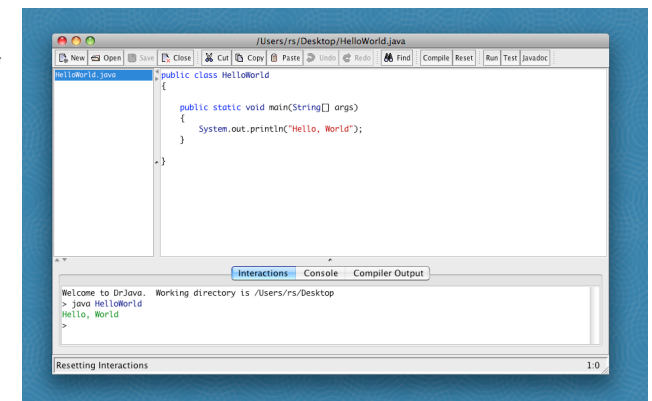
- Good enough for long programs?
- Dealing with two applications.

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Integrated Development Environment

Use a **customized application** for all program development tasks.

Ex.  <http://drjava.org>



Pros:

- Easy-to-use language-specific tools.
- System-independent (in principle).
- Used by professionals.

Cons:

- Overkill for short programs?
- Large application to learn and maintain.
- Skills may not transfer to other languages.

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Lessons from Short History

First requirement in any computer system: **program development**

Programming is primarily a **process** of finding and fixing mistakes.

Program development environment must support cycle of editing to fix errors, compiling program, running program, and examining output.

Two approaches that have served for decades:

- editor and virtual terminal
- integrated development environment

Macbook Air 2008



Xerox Alto 1978



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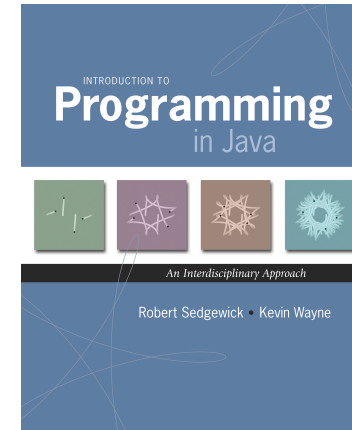
Built-in Data Types

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

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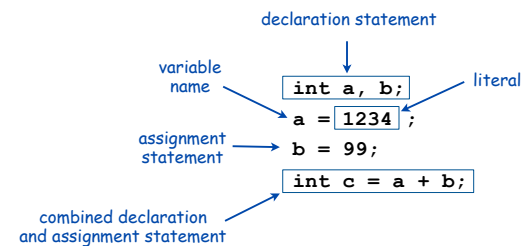
1.2 Built-in Types of Data



Basic Definitions

Variable. A name that refers to a value.

Assignment statement. Associates a value with a variable.



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Trace

Trace. Table of variable values after each statement.

	a	b	t
<code>int a, b;</code>	undefined	undefined	undefined
<code>a = 1234;</code>	1234	undefined	undefined
<code>b = 99;</code>	1234	99	undefined
<code>int t = a;</code>	1234	99	1234
<code>a = b;</code>	99	99	1234
<code>b = t;</code>	99	1234	1234

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Text

String data type. Useful for program input and output.

values	sequences of characters
typical literals	"Hello, " "1 " " * "
operation	concatenate
operator	+

String data type

Important note: meaning of characters depends on context!

"1234" + " " + " " + "99"

↑ ↑ ↑
operator character operator

"1234" + " " + " " + "99"

↑ ↑ ↑
white space white space
space characters

expression	value
"Hi, " + "Bob"	"Hi, Bob"
"1" + " " + "2" + " " + "1"	"1 2 1"
"1234" + " " + " " + "99"	"1234 + 99"
"1234" + "99"	"123499"

String concatenation examples

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Text

Example: 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

Integers

`int` data type. Useful for calculations, expressing algorithms.

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

`int` data type

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

examples of `int` operations

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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

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

1234 = 12*99 + 46

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

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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	1.4142135623730951
operations	add	subtract	multiply	divide	remainder
operators	+	-	*	/	%

double data type

expression	value
3.141 + .03	3.171
3.141 - .03	3.111
6.02e23/2	3.01E+23
5.0 / 3.0	1.6666666666666700
10.0 % 3.141	0.577
1.0 / 0.0	Infinity ← special value
Math.sqrt(2.0)	1.4142135623731000
Math.sqrt(-1.0)	NaN ← special value "not a number"

examples of double operations

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Excerpts from Java's 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
	also defined for int, long, and float
double sin(double theta)	sine function
double cos(double theta)	cosine function
double tan(double theta)	tangent function
	inverse functions asin(), acos(), and atan() also available
	In radians. Use toDegrees() and toRadians() to convert.
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)

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Quadratic Equation

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

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

Testing

Testing. Some valid and invalid inputs.

```
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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```
% java Quadratic -3.0 2.0
2.0
1.0
                                     ↙ command-line arguments

% java Quadratic -1.0 -1.0
1.618033988749895
-0.6180339887498949
                                     ↙ golden ratio

% java Quadratic 1.0 1.0
NaN
NaN
                                     ↙ not a number

% 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

Booleans

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

values	true or false		
literals	true	false	
operations	and	or	not
operators	&&		!

boolean data type

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

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Comparison Operators

Comparison operators.

- Two operands of the same type.
- Result: a value of type `boolean`.

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

comparison operators

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

comparison examples

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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
```

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Type Conversion

Type Conversion

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

- Automatic (done by Java when no loss of precision; or with strings).
- Explicitly defined by function call.
- Cast (write desired type within parens).

expression	type	value	
"1234" + 99	String	"123499"	automatic
Integer.parseInt("123")	int	123	explicit
(int) 2.71828	int	2	cast
Math.round(2.71828)	long	3	explicit
(int) Math.round(2.71828)	int	3	cast
(int) Math.round(3.14159)	int	3	cast
11 * 0.3	double	3.3	automatic
(int) 11 * 0.3	double	3.3	cast, automatic
11 * (int) 0.3	int	0	cast
(int) (11 * 0.3)	int	3	cast, automatic

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Type Conversion Example: 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);
    }
}
```

String to int (function)

double between 0.0 and 1.0

double to int (cast)

int to double (automatic)

int to String (automatic)

```
% java RandomInt 6
random integer is 3

% java RandomInt 6
random integer is 0

% java RandomInt 10000
random integer is 3184
```

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Summary

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

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

Be aware.

- Declare type of values.
- Convert between types when necessary.

Why do we need types?

- Fundamental computational abstraction.
- Type conversion must be done at some level.
- Compiler can help do it correctly.
- Example: In 1996, Ariane 5 rocket exploded after takeoff because of bad type conversion.



Example of bad type conversion



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