

The INFDEV team

Introduction

Introduction to DEV3

What have we learnt so far?

Modern, objectoriented programming languages

From Python to Java/C#

Conclusion

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The INFDEV team

Hogeschool Rotterdam Rotterdam, Netherlands



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From Python

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Lecture topics

- Intro to DEV3
- What have we learned so far?
- Basic notions of types and declarations
- Introduction to Java and C# with execution examples



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Conclusion

Take pride in what you do

- The hardest part is over
- You have now really begun with learning to program
- We are proud of you and your results so far
- Remember to enjoy how much you are learning



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Exam

- written exam
- 4 open questions
- code, type system, and semantics
- no grade: go (score≥75) or no go (otherwise)



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Exercises **Exercises**

- exercises to prepare step-by-step
- builds up to actual practicum
- there is no grade for this



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Assignments

- a connected series of programming tasks
- build a simulation similar to that of DEV2
- use the additional structure and help offered by static typing and object orientation
- mandatory, but with no direct grade



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Oral

- the oral is entirely based on the assignments
- we remove some pieces of code from the working solutions and you fill them back in
- the oral gives you the final grade for the course



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Expected study effort

- between 10 and 20 net^a hours a week
- read every term on the slides and every sample
- if you do not understand it perfectly, either ask a teacher, google, or brainstorm with other students
- every sample of code on the slides you should both understand and try out on your machine

^aNo, 9gag does not count even if the slides are open on another monitor



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Python in a nutshell

- How do all programming languages work underneath: PC, stack, and heap
- Basic code constructs: variables, conditionals, loops, primitive data types
- Customizable abstractions: functions, recursive functions, classes, methods



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Modern, object-oriented programming languages



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Introduction and motivation

- We will use Java and C#
- They are extremely similar in philosophy, syntax, type system, and semantics
- Each one apart is somewhat limited
- Together they cover a huge chunk of theory and practical applications



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Java

- Dominantly used in businesses
- Extremely Immense ecosystem of tools and libraries
- Great support on most platforms
- A large community means dozens of libraries for most common tasks

C#

- Dominant in semi-high performance applications (games, simulations)
- Extremely clean and careful design of libraries and advanced language constructs
- Good support on most platform



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Java

- Slow to evolve, because of input from developers
- Less clean design with lots of historical corner cases

C#

- Less adopted outside the Microsoft world, though Mono and .Net Core are helping
- Historical bad perception of the whole company polluted language reputation
- No immense collection of competing libraries and build systems



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Practicum and assignments

- Just choose whatever you like the most
- Both languages and all supported libraries are accepted
- Moreover, the differences between the two are minimal: learn one, but be aware that you are also learning the other
- We will point the differences out whenever needed



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From Python to Java/C#



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Where does the program go?

- In Python you can just begin writing code anywhere in a file
- This will not be true anymore in Java/C#
- Separate snippets of code cannot be just pasted in an empty file and tried out



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Where does the program go?

All snippets of Java and C# that we will see now cannot (until we see the Main) just be pasted in an empty file and run like we did for Python!!!

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 ${\sf Conclusion}$

 \bullet Most basic Python constructs translate almost directly to Java/C#

- Lines and instructions always end with a semicolon (;)
- Variables are always declared before use, specifying their type.

$$x = (10 + 20)$$

The above Python becomes, in C#:

```
int x;
x = (10 + 20);
```

or, alternatively:

```
| int x = (10 + 20);
```



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Which in Java then becomes:

```
int x;
x = (10 + 20);
```



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Which in Java then becomes:

int
$$x = (10 + 20);$$



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Basic differences

This snippet (remember: we cannot just copy and paste it) produces the same execution in both Python and Java/C#!

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```
int x = (10 + 20);
```

Stack: PC 1

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int x = (10 + 20);

Stack: PC x 2 30



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Conclusion

Java/C# support similar sets of primitive data types

- integers in various sizes: byte, short, int, long, and many others
- floats in various sizes: float and double
- strings: string

These types are richer than Python, because we can specify their size, and thus precision, instead of the one-size-fits-all solution of Python



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Conclusion

Each primitive data type has a different range and uses more or less memory

- byte is 1 byte, and it goes from -128 to 127
- short is 2 bytes, and it goes from -32,768 to 32,767
- int is 4 bytes, and it goes from -2^{31} to $2^{31}-1$
- float is 4 bytes, and it has a very wide range with non-uniform steps between adjacent values!...

Some bugs may depend on attempts to write beyond the range or at a higher precision than supported by the type.

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Conclusion

- Only exception are the logical operators
- ullet not becomes (!), or becomes ($\|\|$), and and becomes (&&)

$$b = (((10 + 20) / 2) > 5)$$

The above Python becomes, in C#:

bool b =
$$(((10 + 20) / 2) > 5);$$



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Which in Java then becomes:

bool b =
$$(((10 + 20) / 2) > 5);$$



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Operators and expressions

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Conclusion

```
bool b = (((10 + 20) / 2) > 5);
```

Stack: PC 1

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```
bool b = (((10 + 20) / 2) > 5);
```

Stack: PC b
2 true



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Conclusion

```
    Python function calls translate directly to Java/C#
```

- Only difference is, again, the semicolon
- Behaviour remains precisely the same

```
print(int(input()))
```

The above Python becomes, in C#:

```
Console.WriteLineInt32.ParseConsole.ReadLine();
```



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Conclusion

Which in Java then becomes:

System.out.println(Integer.parseInt(new Scanner(System.in).nextLine()))



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Function calls

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Console.WriteLineInt32.ParseConsole.ReadLine();

Stack: PC 1

Input:

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Console.WriteLineInt32.ParseConsole.ReadLine();

Stack: PC 1



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Console.WriteLineInt32.ParseConsole.ReadLine():

Stack: Output:



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Control flow statements

- Java and C# are curly-bracket languages
- This means that any block of code must now appear between curly brackets { and }
- There are no more colons (:) to delimit declarations
- Indentation remains important for the reader^a, but the languages do not care
- Programs in Java/C# tend to be longer in part because of this

^aAnd the student aiming for a passing grade!



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Conclusion

```
    Python statements translate almost directly to Java/C#
```

- Only difference are the brackets and the lack of semicolon
- Behaviour remains precisely the same

```
x = int(input())
if (x > 0):
  print("greater")
else:
  print("smalleruoruequal")
```

The above Python becomes, in C#:

```
int x = Int32.ParseConsole.ReadLine();
if (x > 0) {
   Console.WriteLine"greater";
} else {
   Console.WriteLine"smalleruoruequal";
}
```



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Conclusion

Which in Java then becomes:

```
int x = Integer.parseInt(new Scanner(System.in).nextLine());
if (x > 0) {
   System.out.println("greater")
} else {
   System.out.println("smalleruoruequal")
}
```



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This snippet (remember: we cannot just copy and paste it) produces the same execution in both Python and Java/C#!



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```
int x = Int32.ParseConsole.ReadLine();
if (x > 0) {
   Console.WriteLine"greater";
} else {
   Console.WriteLine"smalleruoruequal";
}
```

```
Stack: PC 1 1 100
```



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```
int x = Int32.ParseConsole.ReadLine();
if (x > 0) {
  Console.WriteLine"greater";
} else {
  Console.WriteLine"smalleruoruequal";
}
```

```
Stack: PC
```



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```
int x = Int32.ParseConsole.ReadLine();
if (x > 0) {
   Console.WriteLine"greater";
} else {
   Console.WriteLine"smalleruoruequal";
}
```

```
        PC
        x

        2
        100
```



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```
int x = Int32.ParseConsole.ReadLine();
if (x > 0) {
  Console.WriteLine"greater";
} else {
  Console.WriteLine"smalleruoruequal";
}
```

```
Stack: PC x 3 100
```

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```
int x = Int32.ParseConsole.ReadLine();
if (x > 0) {
  Console.WriteLine"greater";
 } else {
  Console.WriteLine"smaller_or_equal";
```

```
х
Stack:
                100
Output:
```



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Conclusion

```
x = int(input())
cnt = 0
while (x > 0):
    cnt = (cnt + 1)
x = (x / 2)
```

The above Python becomes, in C#:

```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 0) {
  cnt = (cnt + 1);
    x = (x / 2);
}
```



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Conclusion

Which in Java then becomes:

```
int x = Integer.parseInt(new Scanner(System.in).nextLine());
int cnt = 0;
while (x > 0) {
  cnt = (cnt + 1);
  x = (x / 2);
}
```



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This snippet (remember: we cannot just copy and paste it) produces the same execution in both Python and Java/C#!



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Result_Lis_L" + cnt.ToString());
```

```
Stack: PC 1 1 Input: 32
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
   cnt = (cnt + 1);
   x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC 1
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC x 2 32
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        3
        0
        32
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
   cnt = (cnt + 1);
   x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        4
        0
        32
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        5
        1
        32
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        6
        1
        16
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        4
        1
        16
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        5
        1
        16
```



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int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        6
        2
        16
```



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int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        7
        2
        8
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC cnt x 5 2 8
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
   cnt = (cnt + 1);
   x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        6
        2
        8
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        7
        3
        8
```



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int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        8
        3
        4
```



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int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```



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int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        7
        3
        4
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC cnt x
8 4 4
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
   cnt = (cnt + 1);
   x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC cnt x 9 4 2
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        7
        4
        2
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
   cnt = (cnt + 1);
   x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC cnt x

8 4 2
```



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Modern, objectoriented programming languages

From Python to Java/C#

```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC cnt x 9 5 2
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
   cnt = (cnt + 1);
   x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC cnt x
10 5 1
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
Stack: PC cnt x
8 5 1
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        12
        5
        1
```



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```
int x = Int32.ParseConsole.ReadLine();
int cnt = 0;
while (x > 1) {
  cnt = (cnt + 1);
  x = (x / 2);
}
Console.WriteLine("Resultuisu" + cnt.ToString());
```

```
        PC
        cnt
        x

        13
        5
        1

        Output:
        "Result is 5"
```



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Part I

End of part I



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Part II

Beginning of part II



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Classes

- Java/C# are object-oriented languages
- This means that (almost) everything is an object, that is an instance of a class
- All Java/C# programs will therefore begin with a class definition



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Conclusion

A class in Java/C# looks very much like a Python class, with some minor differences:

- __init__ is a method with the name of the class itself
- all fields must be declared, like variables, within the body of the class
- self is now called this



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```
class Counter:
   def __init__(self):
    self.cnt = 0
```

The above Python becomes, in C#:

```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
}
```



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Which in Java then becomes:

```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
}
```



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Visibility

- We can limit visibility of attributes (and methods) in a class in Java/C#;
- This means we can prevent a user of a class from accidentally using something in the wrong way
- Most important attributes are
- public, means every part of the program can access it
 - private, means it can only be accessed from inside the class
- We assume for the moment that the constructor will always be public



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Conclusion

Assuming x being an instance of C, this would be an invalid program:

```
class C {
  private int a;
  public int b;
  public C() {
    a = 0;
    b = 0;
  }
}
...
Console.WriteLinex.a;
```

In what sense invalid?



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Conclusion

Assuming x being an instance of C, this would be an invalid program:

```
class C {
  private int a;
  public int b;
  public C() {
    a = 0;
    b = 0;
  }
}
...
Console.WriteLinex.a;
```

In what sense invalid?

The **compiler** will literally refuse to run the program by saying that a is private, and thus may not be accessed.



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Conclusion

Which in Java then becomes:

```
class C {
  private int a;
  public int b;
  public C() {
    a = 0;
    b = 0;
  }
}
...
System.out.println(x.a)
```



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Conclusion

Assuming x being an instance of C, this would be a valid program, just like in Python:

```
class C {
  private int a;
  public int b;
  public C() {
    a = 0;
    b = 0;
  }
}
...
Console.WriteLinex.b;
```

This suggests that Python is like Java/C# where all class attributes are automatically declared as public.



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Which in Java then becomes:

```
class C {
   private int a;
   public int b;
   public C() {
      a = 0;
      b = 0;
   }
}
...
System.out.println(x.b)
```



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If we want to add methods, we also need to be aware of the type of each of their parameter and of the type they return.

```
class Counter:
    def __init__(self):
        self.cnt = 0
    def incr(self,diff):
        self.cnt = (self.cnt + diff)
```

The above Python becomes, in C#:

```
class Counter {
  private int cnt;
  public Counter() {
    cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
```



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Conclusion

Which in Java then becomes:

```
class Counter {
  private int cnt;
  public Counter() {
    cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
```



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Methods

- Methods can, just like attributes, either private or public
- public methods can be called from anywhere
- private methods may only be called from inside the class itself



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Conclusion

Now that we have a class, we can instantiate it and call its methods.

```
class Counter:
    def __init__(self):
        self.cnt = 0
    def incr(self,diff):
        self.cnt = (self.cnt + diff)
    c = Counter()
    c.incr(5)
```

The above Python becomes, in C#:

```
class Counter {
  private int cnt;
  public Counter() {
    cnt = 0;
  }
  public void incr(int diff) {
      this.cnt = (this.cnt + diff);
    }
}
...
Counter c = new Counter();
c.incr(5);
```



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Which in Java then becomes:

```
class Counter {
  private int cnt;
  public Counter() {
    cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```



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Methods

This snippet (remember: we cannot just copy and paste it) produces the same execution in both Python and Java/C#!



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```

Stack: PC



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```

Stack: PC 11



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```

```
Stack: PC 11

Heap: 1 cnt=
```



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```

```
Stack: PC c 12 ref 1

Heap: 1 cnt=0
```



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```



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```
class Counter {
  private int cnt;
  public Counter() {
    this.cnt = 0;
  }
  public void incr(int diff) {
    this.cnt = (this.cnt + diff);
  }
}
...
Counter c = new Counter();
c.incr(5);
```



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Conclusion

Method access determines where they can be called. Suppose ${\bf x}$ is of type C:

```
class C {
   private int a;
   public int b;
   public C() {
      this.a = 0;
      this.b = 0;
   }
   public void incrA(int diff) {
      this.a = (this.a + diff);
   }
   private void incrB(int diff) {
      this.b = (this.b + diff);
   }
}
...
x.incrA(10);
```

Will this program be allowed to run?



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Conclusion

Method access determines where they can be called. Suppose ${\bf x}$ is of type C:

```
class C {
   private int a;
   public int b;
   public C() {
      this.a = 0;
      this.b = 0;
   }
   public void incrA(int diff) {
      this.a = (this.a + diff);
   }
   private void incrB(int diff) {
      this.b = (this.b + diff);
   }
}
...
x.incrA(10);
```

Will this program be allowed to run?

Yes, because incrA is a public method.



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Conclusion

Which in Java then becomes:

```
class C {
  private int a;
  public int b;
  public C() {
    this.a = 0;
    this.b = 0;
  }
  public void incrA(int diff) {
    this.a = (this.a + diff);
  }
  private void incrB(int diff) {
    this.b = (this.b + diff);
  }
}
...
x.incrA(10);
```



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Method access determines where they can be called. Suppose ${\bf x}$ is of type C:

```
class C {
  private int a;
  public int b;
  public C() {
    this.a = 0;
    this.b = 0;
  }
  public void incrA(int diff) {
    this.a = (this.a + diff);
  }
  private void incrB(int diff) {
    this.b = (this.b + diff);
  }
}
...
x.incrB(10);
```

Will this program be allowed to run?



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Method access determines where they can be called. Suppose ${\bf x}$ is of type C:

```
class C {
   private int a;
   public int b;
   public C() {
      this.a = 0;
      this.b = 0;
   }
   public void incrA(int diff) {
      this.a = (this.a + diff);
   }
   private void incrB(int diff) {
      this.b = (this.b + diff);
   }
}
...
x.incrB(10);
```

Will this program be allowed to run?

No, because incrB is a private method.



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Which in Java then becomes:

```
class C {
   private int a;
   public int b;
   public C() {
     this.a = 0;
     this.b = 0;
   }
   public void incrA(int diff) {
      this.a = (this.a + diff);
   }
   private void incrB(int diff) {
      this.b = (this.b + diff);
   }
}
...
x.incrB(10);
```



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Static methods

Surprisingly, both Java and C# miss simple functions like those of Python: this means that they need to be emulated as methods.



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Conclusion

Simple Python functions become $static\ methods$ in both Java and C#.

```
def f(x):
  return (x + 10)
```

The above Python needs to be put inside a class and be marked as static, in both Java and C#:

```
class MyClass {
  static public int f(int x) {
    return (x + 10);
  }
}
```



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Conclusion

Which in Java then becomes:

```
class MyClass {
  static public int f(int x) {
    return (x + 10);
  }
}
```



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static methods are called without an instance of the class left of the dot, but rather with the name of the class they are declared in

```
class MyClass {
   static public int f(int x) {
     return (x + 10);
   }
}...
Console.WriteLineMyClass.f10:
```



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Which in Java then becomes:

```
class MyClass {
  static public int f(int x) {
    return (x + 10);
  }
}
...
System.out.println(MyClass.f(10))
```



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Static methods

This snippet (remember: we cannot just copy and paste it) produces the same execution in both Python and Java/C#!



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```
class MyClass {
   static public int f(int x) {
     return (x + 10);
   }
}
...
Console.WriteLineMyClass.f10;
```

```
Stack: PC 1
```



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```
class MyClass {
  static public int f(int x) {
    return (x + 10);
  }
}
...
Console.WriteLineMyClass.f10;
```

Stack: PC 7



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```
class MyClass {
  static public int f(int x) {
    return (x + 10);
  }
}
...
Console.WriteLineMyClass.f10;
```

```
        PC
        ...
        PC
        ret
        x

        7
        ...
        3
        null
        10
```



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```
class MyClass {
   static public int f(int x) {
     return (x + 10);
   }
}
...
Console.WriteLineMyClass.f10;
```

```
        PC
        ...
        PC
        ret

        7
        ...
        3
        20
```



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```
class MyClass {
  static public int f(int x) {
    return (x + 10);
  }
}
...
Console.WriteLineMyClass.f10;
```

```
Stack: PC 8
Output: 20
```



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Conclusion

The extttMain method

- Java and C# programs do not just begin at the top of a file.
- The program is a class with a special static method, called main.
- The arguments to this method are an array of strings, the command line parameters^a.

^aJust ignore, it is mostly not used.



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Conclusion

Here is our first actual Java/C# program of the day!

```
class Program {
  static public void main(String[] args) {
    Console.WriteLine"Hellouworld!";
  }
}
```



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Conclusion

Here is our first actual Java/C# program of the day!

```
class Program {
  static public void main(String[] args) {
    Console.WriteLine"Hellouworld!";
  }
}
```

We will now run it: this is the first program we could copy in a file and just compile and run!



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Which in Java then becomes:

```
class Program {
  static public void main(String[] args) {
    System.out.println("Hellouworld!")
  }
}
```

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```
class Program {
   static public void Main(String[] args) {
      Console.WriteLine"Hello_world!";
   }
}
```

```
Stack: PC 1
```

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```
class Program {
  static public void Main(String[] args) {
    Console.WriteLine"Hello_world!";
  }
}
```

```
        PC
        ...
        PC
        ret
        args

        6
        ...
        3
        null
        null
```



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```
class Program {
  static public void Main(String[] args) {
    Console.WriteLine"Hello ... world!";
```

```
PC
                           PC.
                                   ret
Stack:
                                   null
          "Hello world!"
```

Output:



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From Python

Conclusion



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From Python to Java/C#

Conclusion

What have we seen so far?

- Intro to DEV3
- What we have learned so far: Python, from variables to basic classes
- Primitive types and declarations: an intuition about the type system
- Introduction to Java and C#: from variables to basic classes, with execution examples



This is it!

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From Python to Java/C#

Conclusion

The best of luck, and thanks for the attention!