

CS 113 – Computer Science I

Lecture 04 –Methods II

Tuesday 09/17/2023

Announcements

HW01 – grades returned last night

HW02 – due next Monday

Office hours:

- Adams: Thursday 2:45-4:00pm
- TAs:
 - Sunday – Friday
 - 7:00pm-9:30pm Park 230

Outline

Methods

Review

- 1.How do you print in Java?
- 2.How do you read input?
- 3.What does a declaration statement do?
- 4.What does an assignment statement do?
- 5.Give me an example of an illegal variable name.
- 6.Give me an example of an operator.

Using methods

Abstraction:

allows us to use functionality without knowing how it works



Demo

Demo 1: Ask user for a number, and return the square root

```
Math.sqrt(<number>);
```

Lets round that answer to an integer

Lets now do this for 2 numbers

Lets now do this for 4 numbers

Lets now do this for 6 numbers

Creating Methods

Idea: Define re-useable portions of code

Analogy: machines with inputs and outputs

Two steps for programming with functions:

1. Define the function (name, inputs, outputs, implementation)
2. Call the function with inputs and wait for its output

All methods should be contained inside a class

Anatomy of a method

- All methods have the following things:
 - Name
 - Parameter
 - Body
 - Return Type

```
public static int method1 (int param1,  
                           String param2) {  
    /**  
        body of the method  
    */  
    return 0;  
}
```


Method signature

```
public static int method1 (int param1, String param2)
```

Method documentation

```
/**  
Description of the method  
* @param param1 description  
* @param param2 description  
* @return what the method returns  
*/  
public static int method1 (int param1,  
                           String param2) {  
    /**
```

Defining methods in Java: syntax

```
public static void main(String[] args) {  
    // function statements  
}
```

```
public static float foo(int a, float b, String c) {  
    // function statements  
    System.out.println(c);  
    return a*b;  
}
```

Calling methods in Java: syntax

```
public static float foo(int a, float b, String c) {  
    // function statements  
    System.out.println(c);  
    return a*b;  
}
```

parameters

```
public static void main(String[] args) {  
    // function statements  
    int value = 3;  
    String c = "hello";  
    float result = foo(value, -2.5, c);  
    System.out.println(result);  
}
```

arguments

Executing a method: steps

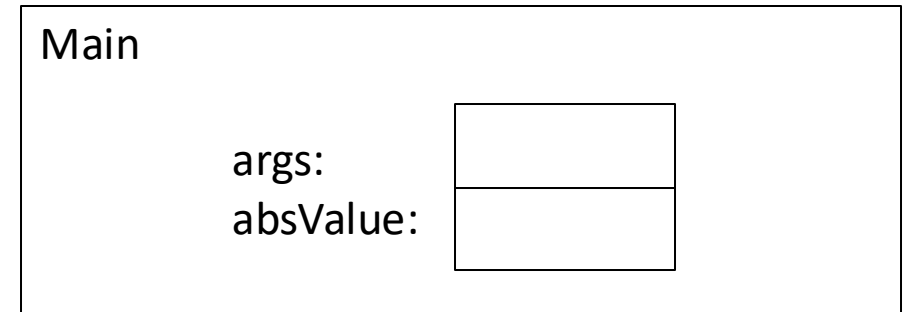
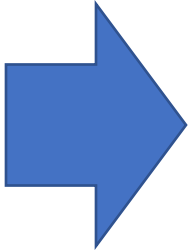
1. When you encounter a method, pause!
2. Create a *frame* to hold the method state
3. Copy argument values
4. Execute the method, line by line. Continue until
 1. you hit a return statement
 2. you run out of statements
5. Send back return value (can be nothing if function is *void*)
6. Delete the method's frame
7. Resume original function

Exercise: Draw stack diagram

```
public class Neg {  
  
    public static double neg(double x) {  
        double value = x * -1  
        return value;  
    }  
  
    public static void main(String[] args) {  
        double absValue = 0;  
        absValue = neg(-3.4);  
    }  
}
```

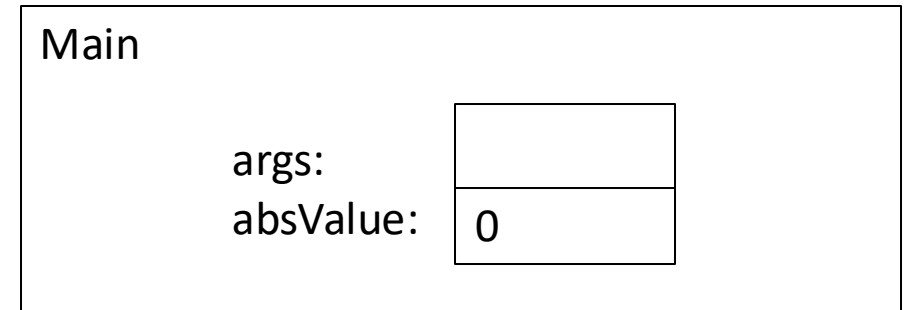
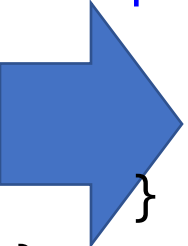
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```




Exercise: Draw stack diagram

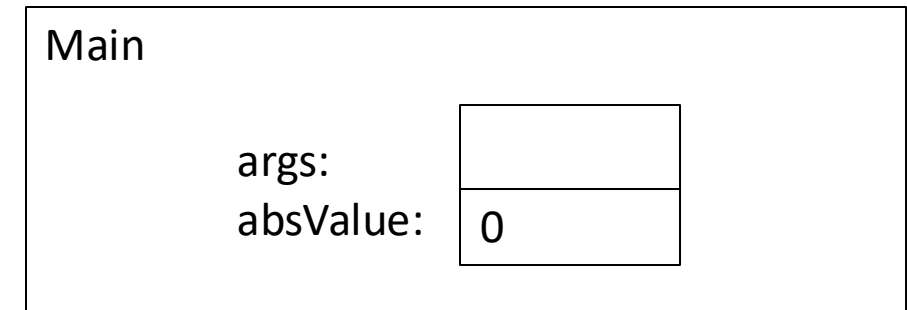
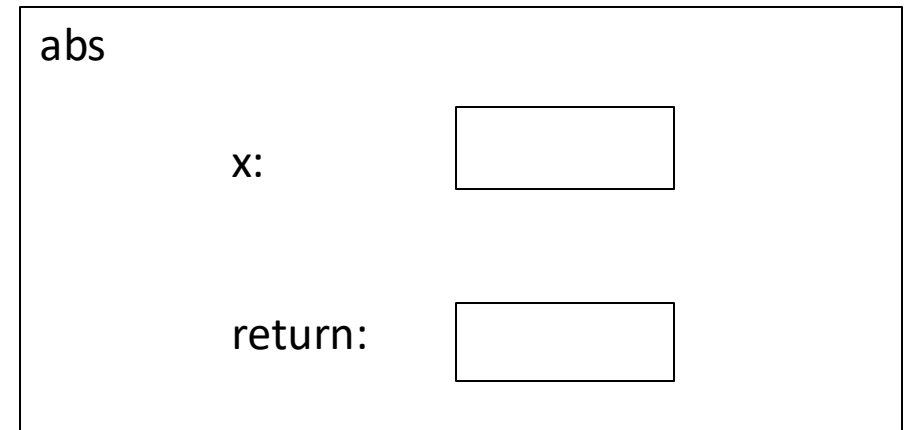
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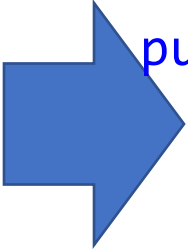


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```



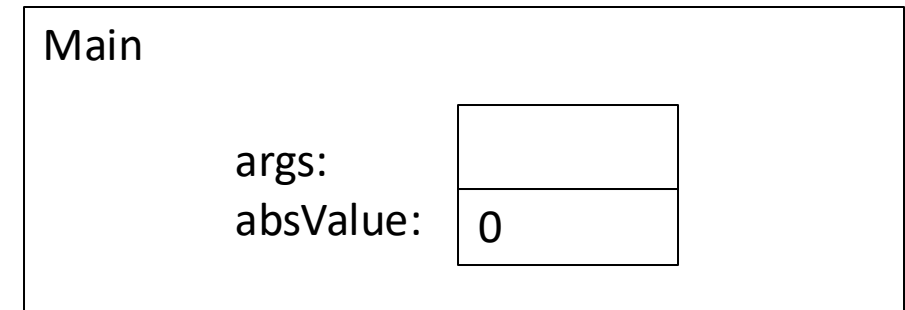
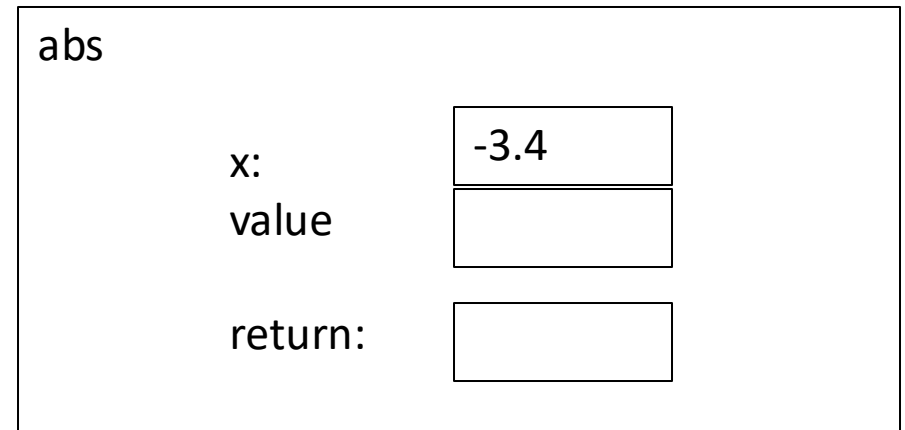
Exercise: Draw stack diagram

```
public class Neg {
```



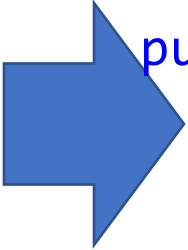
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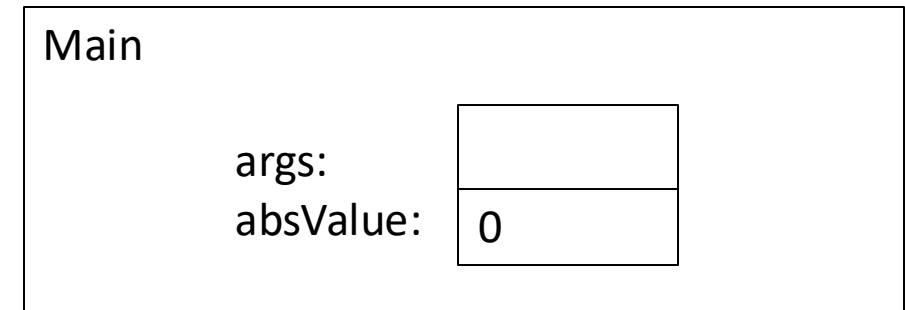
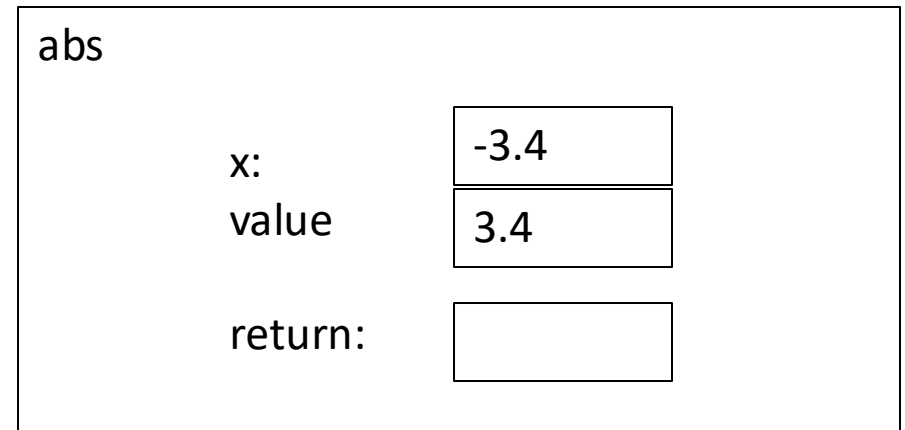
Exercise: Draw stack diagram

```
public class Neg {
```



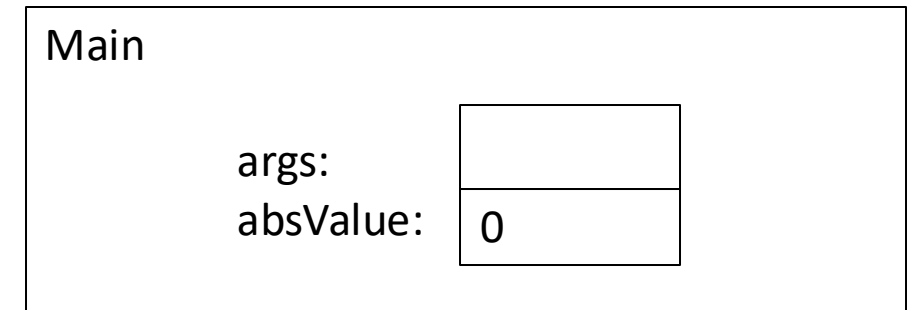
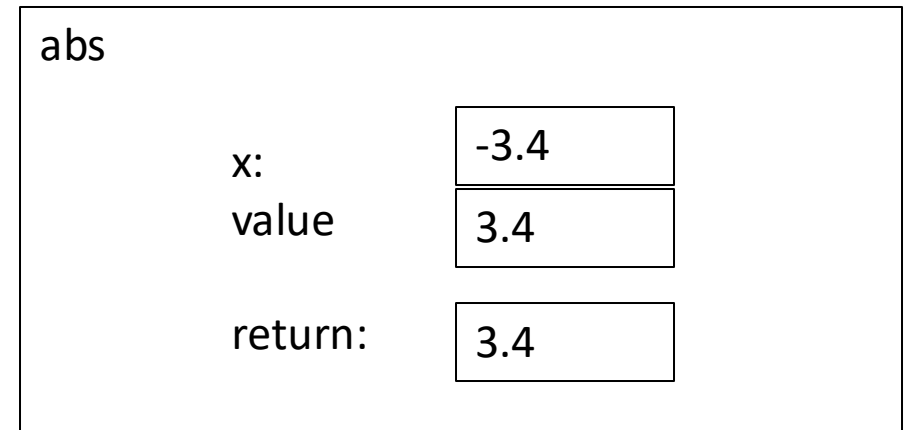

```
    public static double neg(double x) {  
        double value = x * -1;  
        return value;  
    }
```

```
    public static void main(String[] args) {  
        double absValue = 0;  
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    }  
}
```



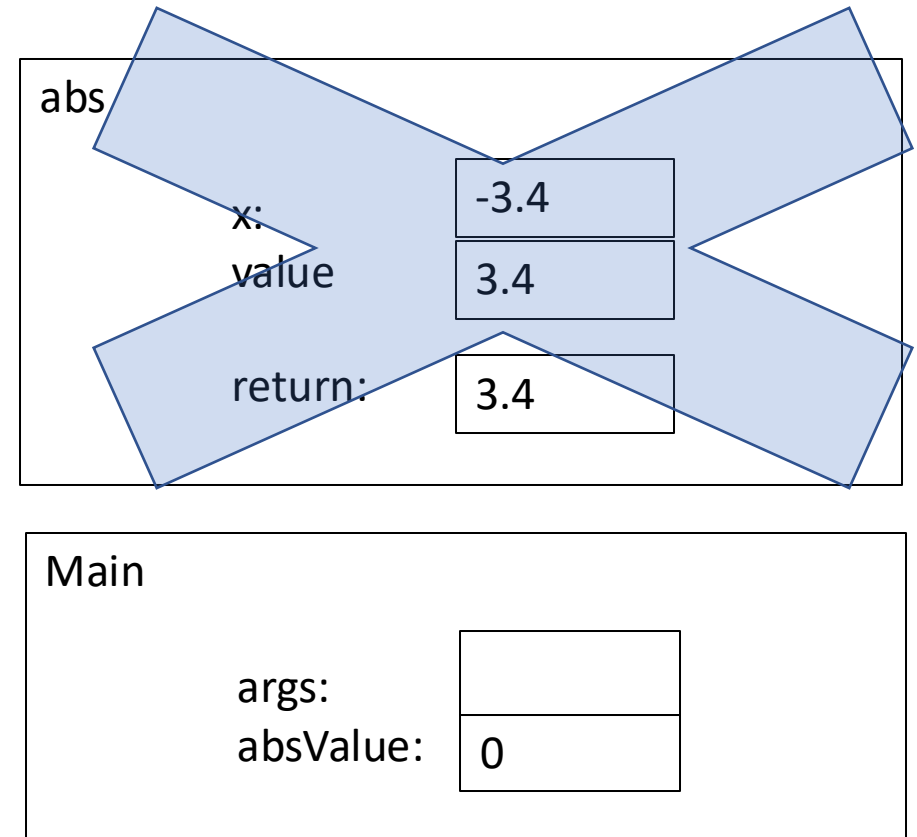
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```



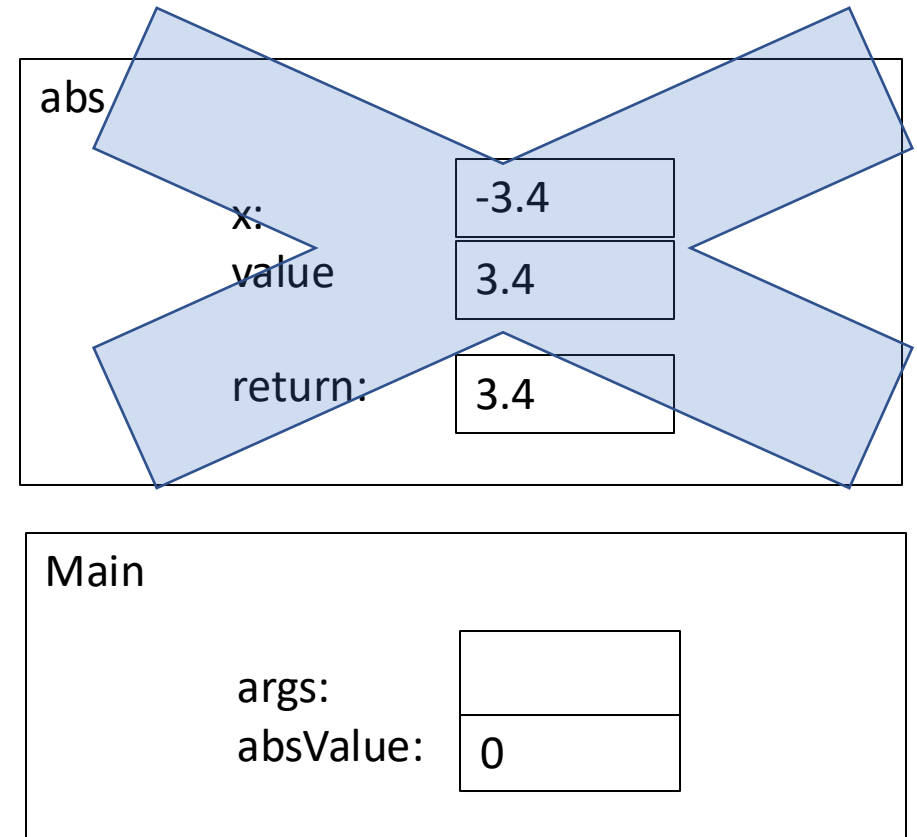
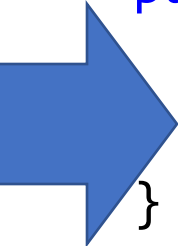
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        return value;  
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        double absValue = 0;  
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}
```



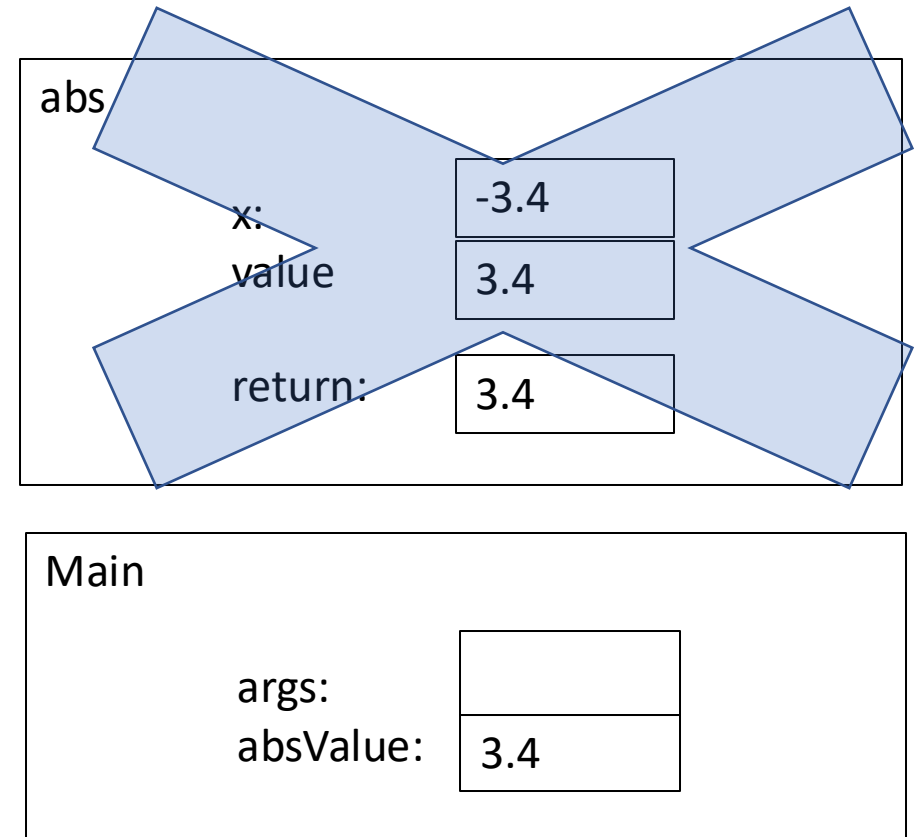
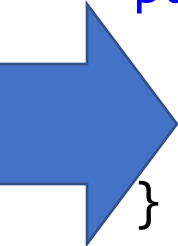
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        double absValue = 0;  
        absValue = neg(-3.4);  
    }  
}
```



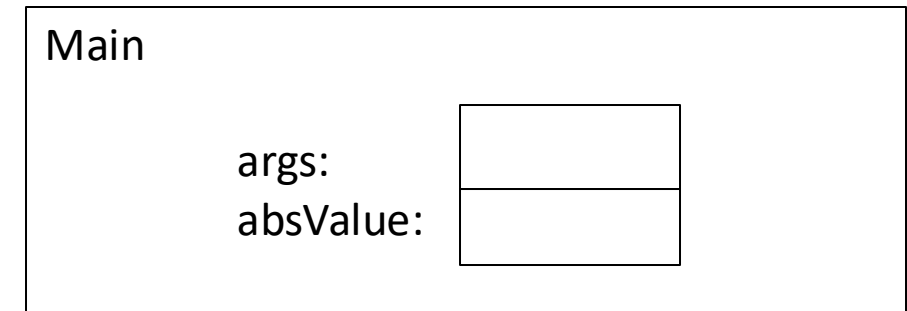
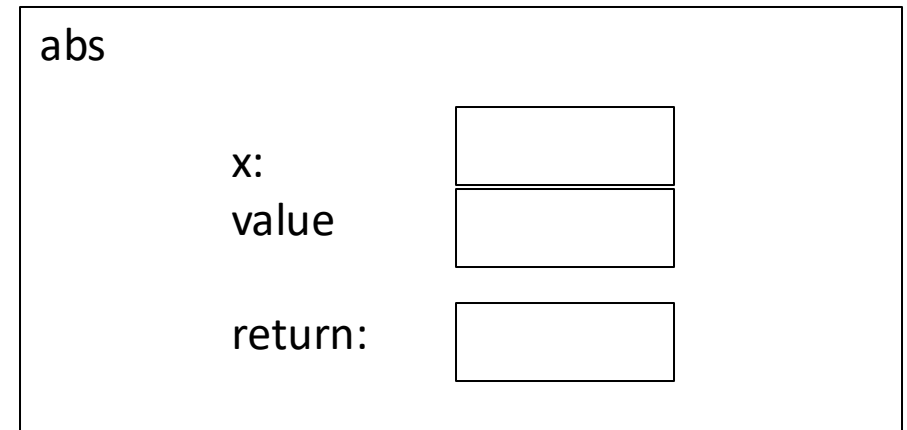
Exercise: Draw stack diagram

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        double absValue = 0;  
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}
```



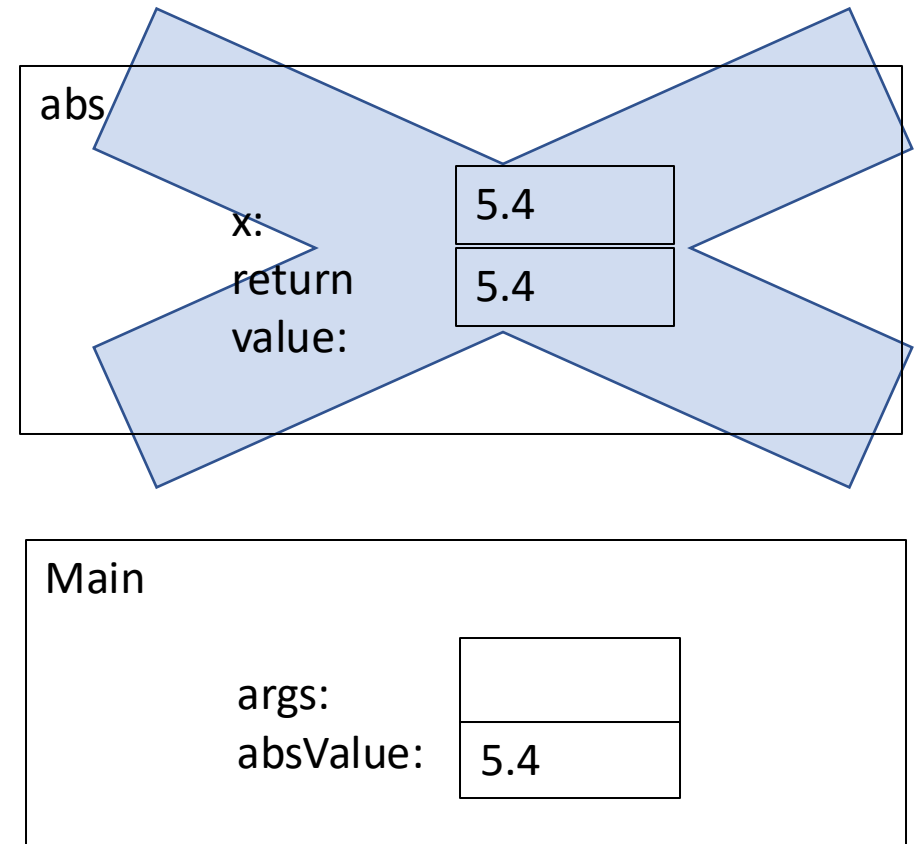
Exercise: Draw stack diagram

```
public class Neg {  
  
    public static double neg(double x) {  
        double value = x * -1  
        return value;  
    }  
  
    public static void main(String[] args) {  
        double absValue = 0;  
        absValue = neg(5.4);  
    }  
}
```



Exercise: Draw stack diagram

```
public class Abs {  
  
    public static double abs(double x) {  
        if (x < 0) {  
            return -x;  
        }  
        return x;  
    }  
  
    public static void main(String[] args) {  
        double absValue = 0;  
        absValue = abs(5.4);  
    }  
}
```



What is different here?

```
// Function: area
// Description: computes the area of a rectangle
// Input: width (double)
// Input: height (double)
// returns (double), the area as width * height
// side effects: none
public static double area(double width, double height) {
    return width * height;
}
```

```
// Function: area
// Description: computes the area of a rectangle
// Input: width (double)
// Input: height (double)
// returns (none)
// Side effect: prints the area to the console
public static void area(double width, double height) {
    double a = width * height;
    System.out.println("Area is " + a);
}
```

Warning: don't confuse printing with returning

```
// Function: area
// Description: computes the area of a rectangle
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    double a = width * height;
    System.out.println("Area is " + a);
}
```

Benefits of methods

- Split large problems into small problems
- Easier to maintain code/cleaner code
 - Only need to fix mistakes
 - DRY: Don't repeat yourself
- Implement once, re-use in different programs
- Abstract details so user doesn't need to worry about details

Method: IsInteger

```
$ java CheckInput
Enter an integer: apple
That is not an integer!!
Enter an integer: 0.0
That is not an integer!!
Enter an integer: 0-3
That is not an integer!!
Enter an integer: -4
You entered: -4
```

```
$ java CheckInput
Enter an integer:
That is not an integer!!
Enter an integer: 498756.0
That is not an integer!!
Enter an integer: 498756
You entered: 498756
```

Method specifications

Idea: “contract” between the function user and the method implementation

- Inputs and their types

- Return type

- Description of how function behaves, including special cases and side effects

A **side effect** refers to changes the method makes that last after the method returns (e.g. printing to the console is a side effect)

The **method signature** includes just the inputs and outputs of the function

Method Specifications

```
/**  
 * Returns a random real number from a Gaussian distribution with  
 * mean &mu and standard deviation &sigma  
 *  
 * @param mu the mean  
 * @param sigma the std  
 * @ return a real number distributed according to the Gaussian distribution  
 * /  
public static double gaussian(double mu, double sigma) {  
    return mu + sigma * gaussian();  
}
```

Why have method specifications?

- Make the behavior of function clear
- Enable user to use function without having to look at the implementation

Unit testing

Verify that method is implemented correctly

Call the method with different inputs and check the results

In a library, we can use the main method to test methods

Top down design

1. Identify features of the program
 1. List them out!
2. Identify verbs and nouns in feature list
 1. Verbs: functions
 2. Nouns: objects/variables
3. Sketch major steps – how features should fit together
 1. Algorithm!
4. Write program skeleton
 1. Include function **stubs** (placeholders for our functions)
 2. Function **stub**: empty function with parameters and return type
5. Implement and test function stubs one at a time