
WELCOME TO CS-1180!!

Acknowledgements: Slides created based off material provided by Dr. Travis Doom

JAVA

- Object-oriented
- Popular choice in industry
- Portable
 - Execution without recompiling
- Many libraries, IDEs, etc.
 - VSCode, IntelliJ, NetBeans, Eclipse, etc.

VOCABULARY

- Semantics
 - Meaning
- Syntax
 - Grammar
- Style
 - Conventions for readability
- Compiler/IDE
 - Spellchecker



HELLOWORLD EXAMPLE

- Semantics
 - Classes
 - Containers for a portion of a design
 - Method (/function/subroutine) header
 - Containers for a specific task
 - main method
 - Method body
 - Statements implementing an algorithm

HELLOWORLD EXAMPLE

- Syntax
 - One class per java file
 - Name matches file name
 - One main method
 - Keywords
 - public, class, static, void, main, etc.
 - Identifiers
 - Your names for classes, methods, variables, etc
 - Literals
 - Unchanging constant value
 - Ex: 5, 'a', 7.5

HELLOWORLD EXAMPLE

- Style
 - White space usage
 - Descriptive names
 - Capital letters for class names; lower case for methods
 - Curly braces
 - Statements
 - Generally, end with a semicolon
 - Whitespace is ignored

COMMENTS

- Incredibly important

- Three ways:

- `//` one line comment

- `/*`

- Block comment

- `*/`

- `/**` @author Clarissa

- Java doc comments have specific syntax to generate separate documentation

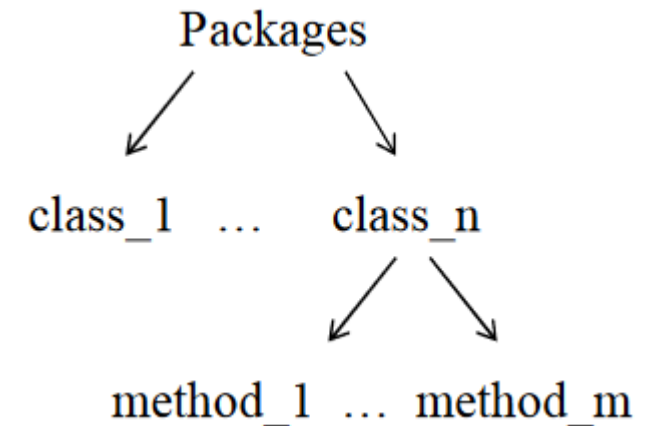
- `*/`

VARIABLES

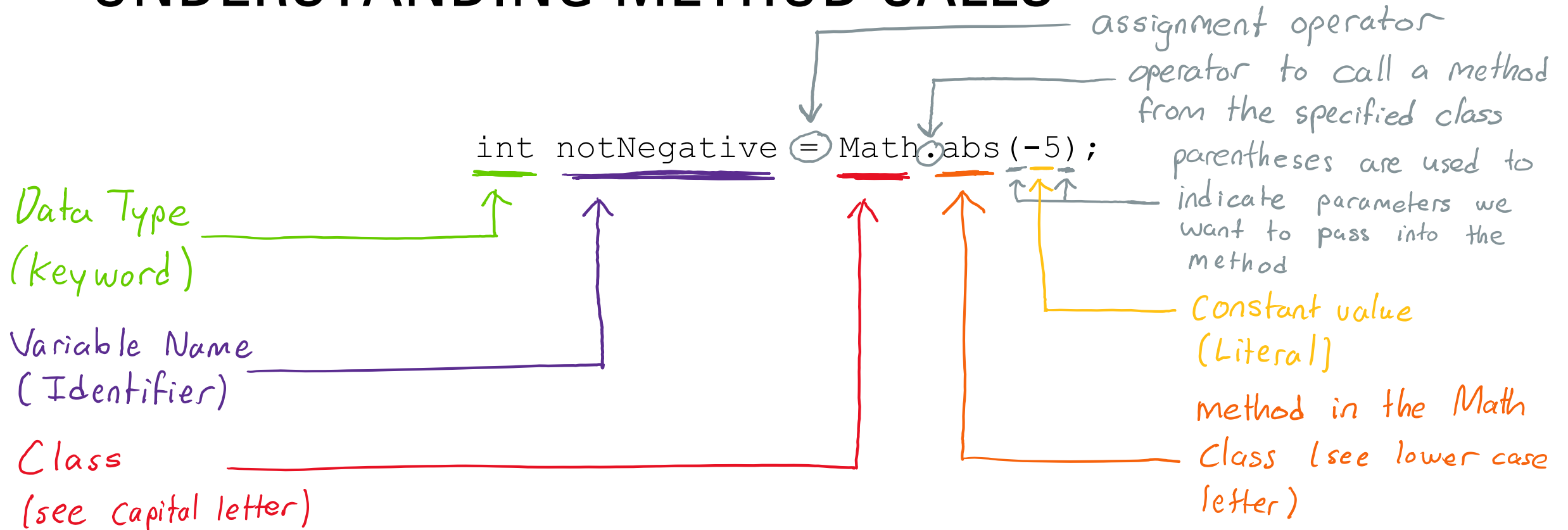
- Named location to hold information
- Data type to describe the type of information
- Ex: `dataType variableName`
- Primitive data types
 - byte, short, **int**, long, float, **double**, **boolean**, **char**
- Assignments
 - LHS: must be a variable
 - RHS: can be a literal, variable, method, equation, anything that results in a value
 - Ex: `value = 5;`
`letter = 'a';`

JAVA LIBRARY METHODS

- java.lang (built-in)
 - System class performs system-level tasks
 - Ex: `System.out.println("Hello World");`
 - Math class includes useful math operations
 - Ex: `Math.abs(-5);`
 - String class features useful string operations
 - Ex: `String.valueOf(-5);`
- java.util (must import)
 - Ex: `import java.util.Scanner;`

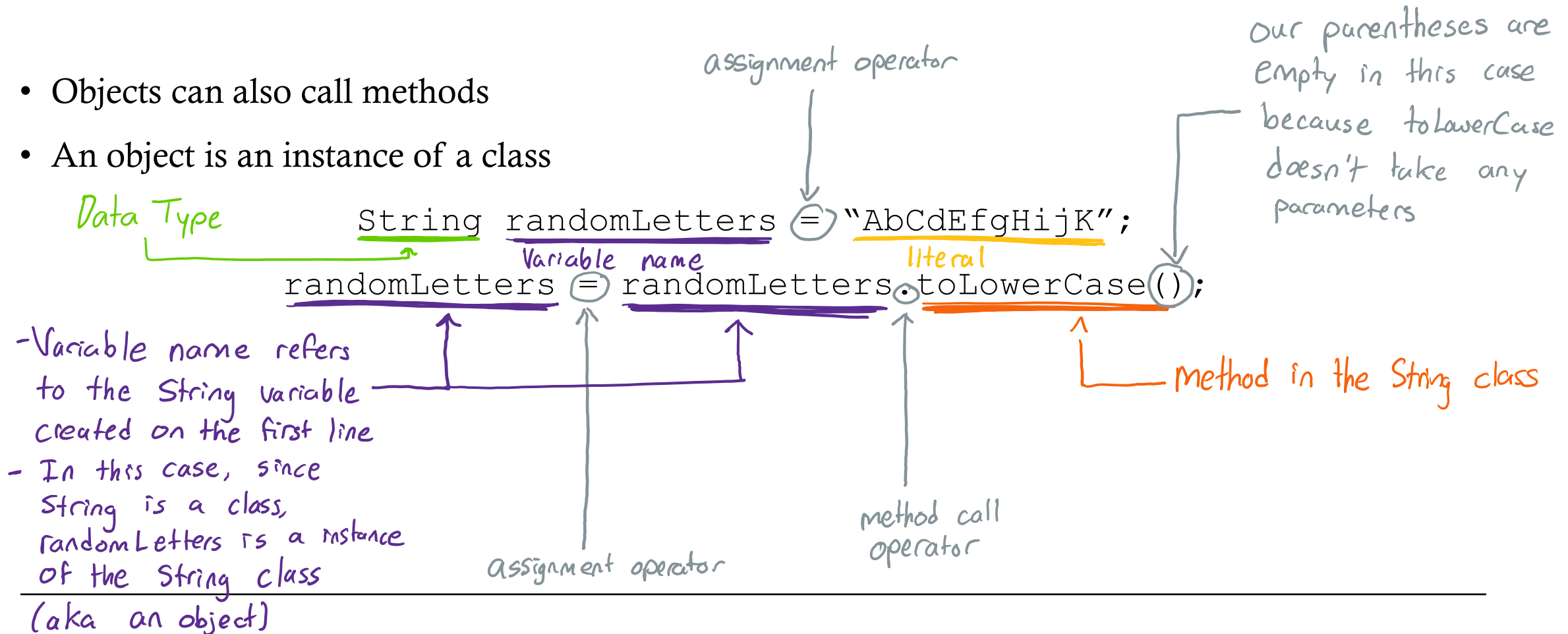


UNDERSTANDING METHOD CALLS



UNDERSTAND METHOD CALLS

- Objects can also call methods
- An object is an instance of a class



CONSOLE I/O

- Output

- `System.out.println("Hello!");`
- `System.out.print("Hi");`
- `System.out.printf("Pi starts with %.1f", 3.14159);`

- Input

- `Scanner input = new Scanner(System.in);`
- `String answer = input.nextLine();`
- `int answer = input.nextInt();`

MORE ON FORMAT

- `System.out.printf(format, v1, v2, ...vn);`
- `String s = String.format(format, v1, ...);`
- For each variable:
 - `%[flags][width][.precision][type]`
 - Ex: `System.out.printf("Pi starts with %.1f", 3.14159);`
 - Output: `Pi starts with 3.1`
 - Ex: `System.out.printf("%+0,20.5f", 123456789.987654321);`
 - Output: `+00123,456,789.98765`

<u>Flags</u>	<u>Meaning</u>
-	Left justified
+	prefix with +/-
0	pad with zeros
,	separate by thousands
(negatives in parens
<u>Type</u>	<u>Meaning</u>
%d	integer (digits)
%f	floating point
%e	exponential /scientific notation (floatingpoint)
%b	boolean
%c	character
%s	string

ESCAPE SEQUENCES

<code>\n</code>	newline	Advances the cursor to the next line for subsequent printing
<code>\t</code>	tab	Causes the cursor to skip over to the next tab stop
<code>\b</code>	backspace	Causes the cursor to back up, or move left, one position
<code>\r</code>	carriage return	Causes the cursor to go to the beginning of the current line, not the next line
<code>\\</code>	backslash	Causes a backslash to be printed
<code>\'</code>	single quote	Causes a single quotation mark to be printed
<code>\''</code>	double quote	Causes a double quotation mark to be printed

MORE ON SCANNER

- **Must import:** `import java.util.Scanner;`
- **Creation:** `Scanner input = new Scanner(System.in);`
- **Useful methods:**
 - `next()` returns the next token
 - `nextInt()` returns the next input as an integer
 - `nextDouble()` returns the next input as a double
 - `nextLine()` returns the next line as a String

OPERATORS

- Used to manipulate variables
- Java has 5 arithmetic operators

Operator	Meaning	Type	Example
+	Addition	Binary	total = cost + tax;
-	Subtraction	Binary	cost = total - tax;
*	Multiplication	Binary	tax = cost * rate;
/	Division	Binary	salePrice = original / 2;
%	Modulus	Binary	remainder = value % 5;

Operator	Associativity	Example	Result
- (unary negation)	Right to left	x = -4 + 3;	-1
* / %	Left to right	x = -4 + 4 % 3 * 13 + 2;	11
+ -	Left to right	x = 6 + 3 - 4 + 6 * 3;	23

JAVA.LANG.MATH

- Provides mathematic operations beyond the standard operators
 - Rounding
 - floor(x), ceil(x), round(x)
 - Trig
 - sin(x), cos(x), tan(x), atan(x), asin(x), acos(x), log(x), exp(x)
 - Other Math operations
 - pow(x, y), sqrt(x), min(x, y), max(x, y)
 - Useful constants
 - PI, E