

Java Basics

Data types specifics, Console Interface,
Collections (Maps, Lists, Sets), Generics



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Questions



sli.do

#db-advanced



Data Types in Java

Integer Types

- **byte** (-128 to 127): signed 8-bit
- **short** (-32,768 to 32,767): signed 16-bit
- **int** (-2,147,483,648 to 2,147,483,647): signed 32-bit
- **long** (-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807): signed 64-bit

```
byte b = 1;  
int i = 5;  
long num = 3L;  
short sum = (short) (b + i + num);
```

Capital I is harder to
confuse with 1

int short
long byte

Floating-Point Types

- Floating-point types are:
 - **float** ($\pm 1.5 \times 10^{-45}$ to $\pm 3.4 \times 10^{38}$)
 - 32-bits, precision of 7 digits
 - **double** ($\pm 5.0 \times 10^{-324}$ to $\pm 1.7 \times 10^{308}$)
 - 64-bits, precision of 15-16 digits
- The default value of floating-point types:
 - Is **0.0F** for the **float** type
 - Is **0.0D** for the **double** type

double

float



Floating-Point Types – Examples

```
float f = 0.33f;           "f" specifies a float
double d = 1.67;
double sum = f + d;        Double by default
float fSum = f + d; // This will not compile
double infinity = 3.14 / 0;
```

```
System.out.println(f); // 0.33
System.out.println(d); // 1.67
System.out.println(sum); // 2.00000013113022
System.out.println(infinity); // Infinity
```

BigDecimal

- The floating-point arithmetic sometime works incorrectly
 - Don't use **float** and **double** for financial calculations!
- In Java use the **BigDecimal** class for financial calculations:

```
import java.math.BigDecimal;  
  
...  
  
BigDecimal bigF = new BigDecimal("0.33");  
BigDecimal bigD = new BigDecimal("1.67");  
BigDecimal bigSum = bigF.add(bigD);  
System.out.println(bigSum); // 2.00
```

Other Primitive Data Types

■ Boolean

```
boolean b = true;  
System.out.println(b); // true  
System.out.println(!b); // false
```

■ Character

```
char ch = 'ю';  
System.out.println(ch);  
char ch = '\u03A9'; // Ω  
System.out.println(ch);
```

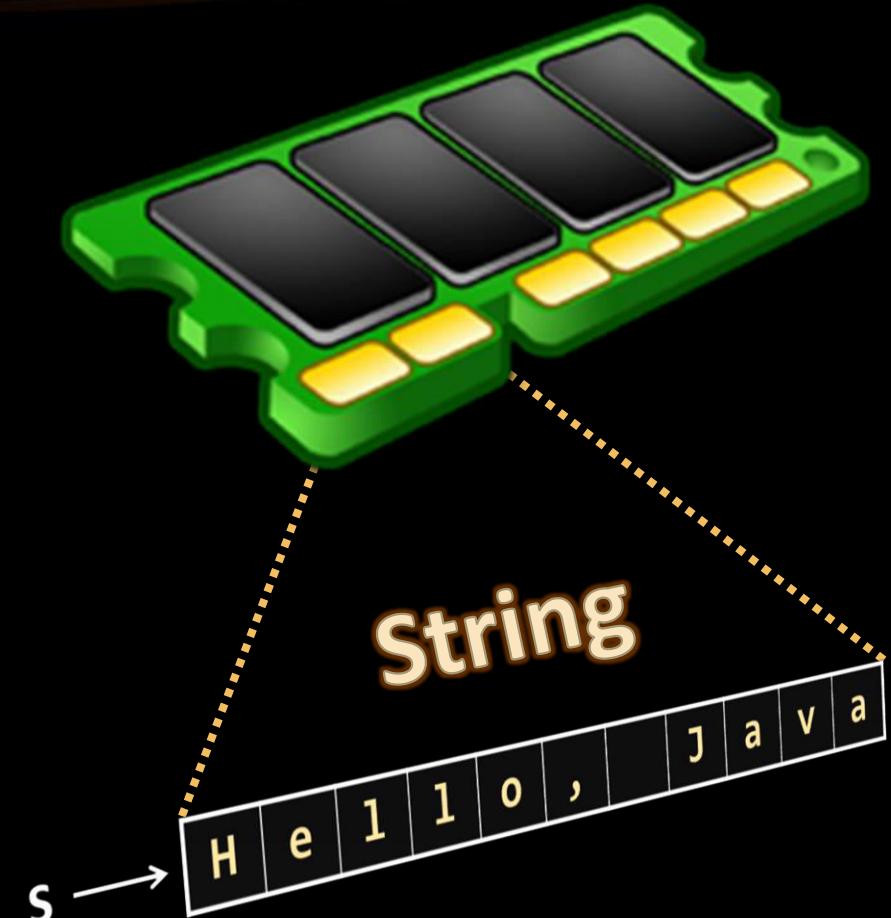
The String Data Type

- The String data type:
 - Declared by the **String** class
 - Represents a sequence of characters
 - Has a default value **null** (no value)

- Strings are enclosed in quotes:

```
String s = "Hello, Java";
```

- Strings can be concatenated
 - Using the **+** operator



The Object Type

- The Object type:

- Is declared by the **java.lang.Object** class
- Is the base type of all other types
- Can hold values of any type

Object



```
object dataContainer = 5;  
System.out.print("The value of dataContainer is: ");  
System.out.println(dataContainer);  
  
dataContainer = "Five";  
System.out.print("The value of dataContainer is: ");  
System.out.println(dataContainer);
```



Nullable Types: Integer, Long, Boolean, ...



- Each primitive type in Java has a corresponding wrapper:
 - **int** → **java.lang.Integer**
 - **double** → **java.lang.Double**
 - **boolean** → **java.lang.Boolean**
- Primitive wrappers can have a value or be **null** (no value)

```
Integer i = 5; // Integer value: 5
i = i + 1; // Integer value: 6
i = null; // No value (null)
i = i + 1; // NullPointerException
```

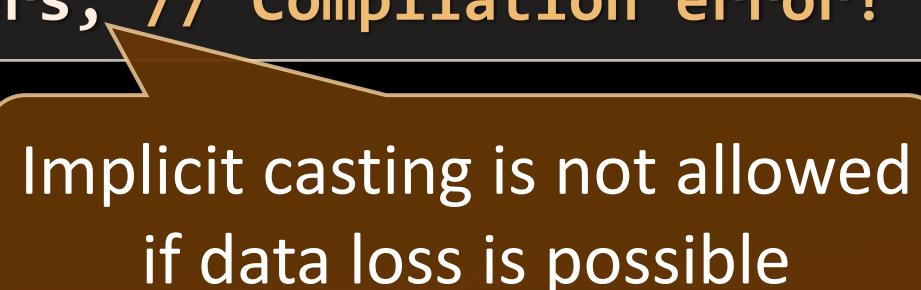
Type Conversion

- Type conversion and typecasting change one type to another
 - Java supports Explicit type conversion (casting)

```
float heightInMeters = 1.74f; // Explicit conversion
double minHeight = (double) heightInMeters; // Explicit
byte dataLoss = (byte) 12345; // Explicit with data loss
```

- Java also supports Implicit type conversion

```
double maxHeight = heightInMeters; // Implicit
//double minHeight = heightInMeters; // Compilation error!
```



Implicit casting is not allowed
if data loss is possible



Console Input and Output

Scanner and Formatted Printing

Reading From the Console

- The **java.util.Scanner** class can read strings

```
import java.util.Scanner;  
...  
  
Scanner scanner = new Scanner(System.in);  
String name = scanner.nextLine();
```

- The **scanner** takes as a parameter an input stream
- nextLine()** reads a whole line
- next()** reads the string before the next delimiter

Reading From the Console (2)

- The **java.util.Scanner** class also reads numbers

```
import java.util.Scanner;  
...  
  
Scanner scanner = new Scanner(System.in);  
int firstNum = scanner.nextInt();  
double secondNum = scanner.nextDouble();
```

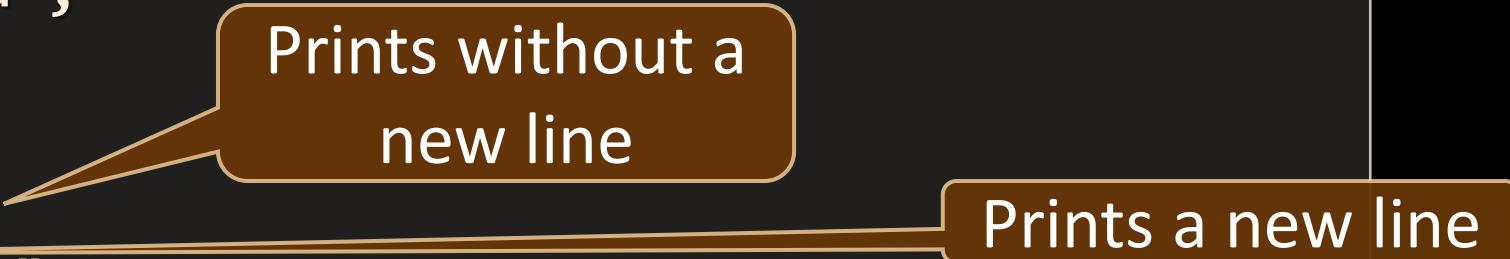
- The numbers can be separated by any sequence of whitespace characters (e.g. spaces, tabs, new lines, ...)
- Exception is thrown when non-number characters are entered

Printing to the Console

- Using **System.out.print()** and **System.out.println()**:

```
String name = "SoftUni";
String location = "Sofia";
double age = 3.5;
System.out.print(name);
System.out.println(" is " + age +
    " years old organization located in " + location + ".");
```

// Output:
// SoftUni is 0.5 years old organization located in Sofia.



Formatted Printing

- Java supports formatted printing by **System.out.printf()**

- **%s** – prints a string argument

```
System.out.printf("Name: %s", name);
```

- **%f** – prints a floating-point argument

```
System.out.printf("Height: %f", height);
```

- **%.2f** – prints a floating-point argument with 2 digits precision

```
System.out.printf("Height: %.2f", height);
```

- **%n** – prints a new line

- Learn more at <http://docs.oracle.com/javase/8/docs/api/java/util/Formatter.html>

Lists in Java

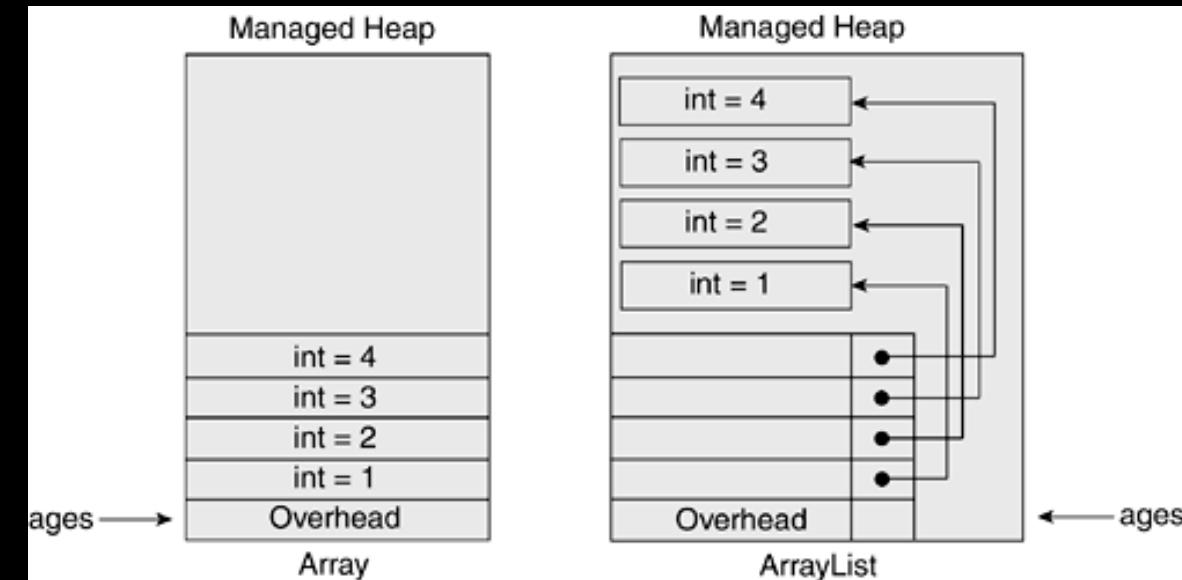
- In Java arrays have fixed length
 - Cannot add / remove / insert elements
- Lists are like resizable arrays
 - Allow add / remove / insert of elements
- Lists in Java are defined through the **ArrayList<E>** class
 - Where **E** is the type of the list, e.g. **String** or **Integer**

Prefer Interface
rather than
Class

```
List<Integer> numbers = new ArrayList<Integer>();  
numbers.add(5);  
System.out.println(numbers.get(0)); // 5
```

How array lists are stored in the memory

- Reference data type
 - Variable “ages” holds pointers to Objects in the heap as values.
 - Each Object has an address that points to a value in the memory.

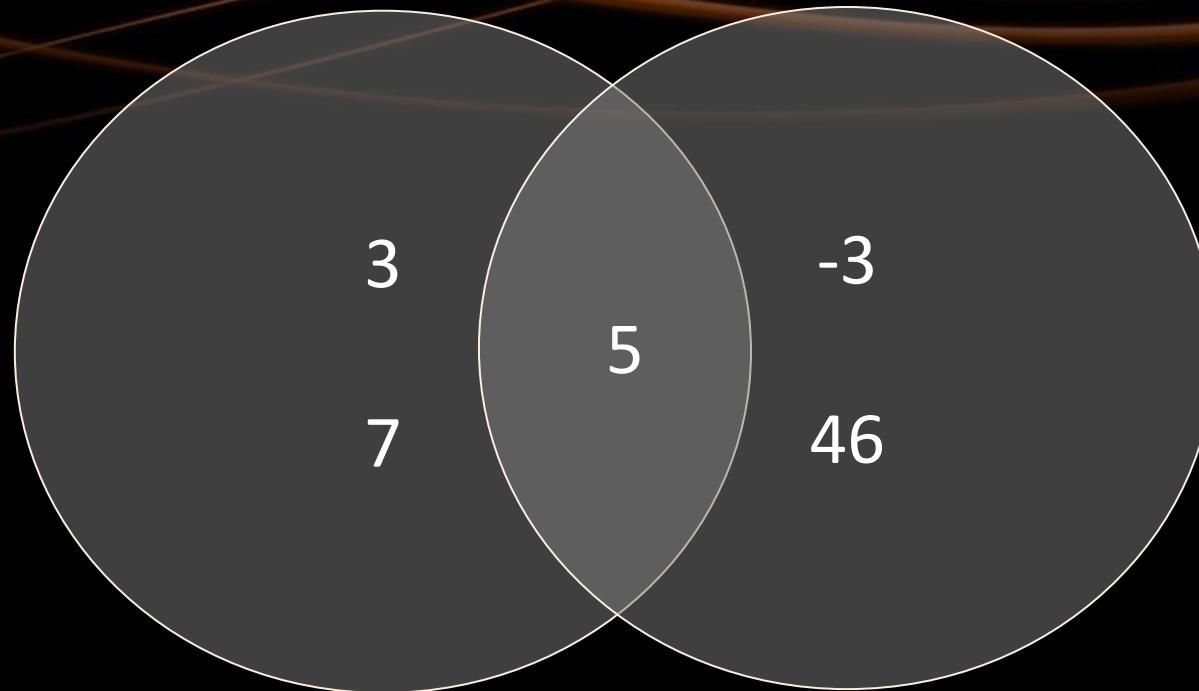


ArrayList<String> – Example

```
List<String> names = new ArrayList<String>() {{  
    add("Peter");  
    add("Maria");  
    add("Katya");  
    add("Todor");  
}};  
names.add("Nakov"); // Peter, Maria, Katya, Todor, Nakov  
names.remove(0); // Maria, Katya, Todor, Nakov  
names.remove(1); // Maria, Todor, Nakov  
names.remove("Todor"); // Maria, Nakov
```

ArrayList<Integer> – Example

```
// This will not compile!
List<int> intArr = new ArrayList<int>();  
  
// This will compile!
List<Integer> nums = new ArrayList<>(
    Arrays.asList(5, -3, 10, 25));
nums.add(55); // 5, -3, 10, 25, 55
System.out.println(nums.get(0)); // 5
System.out.println(nums); // [5, -3, 10, 25, 55]
nums.remove(2); // 5, -3, 25, 55
nums.set(0, 101); // 101, -3, 25, 55
System.out.println(nums); // [101, -3, 25, 55]
```



Sets

**HashSet<E>, TreeSet<E> and
LinkedHashSet<E>**

Sets in Java

- A set keeps unique elements
 - Provides methods for adding/removing/searching elements
 - Offers very fast performance
- **HashSet<E>**
 - The elements are randomly ordered
- **TreeSet<E>**
 - The elements are ordered incrementally
- **LinkedHashSet<E>**
 - The order of appearance is preserved

Sets Methods

- Initialization

```
Set<String> hash = new HashSet<String>();
```

- For easy reading you can use diamond inference syntax

```
Set<String> tree = new TreeSet<>();
```

- .size()
- .isEmpty()

```
Set<String> hash = new HashSet<>();
System.out.println(hash.size()); // 0
System.out.println(hash.isEmpty()); // True
```

HashSet<E> – add()

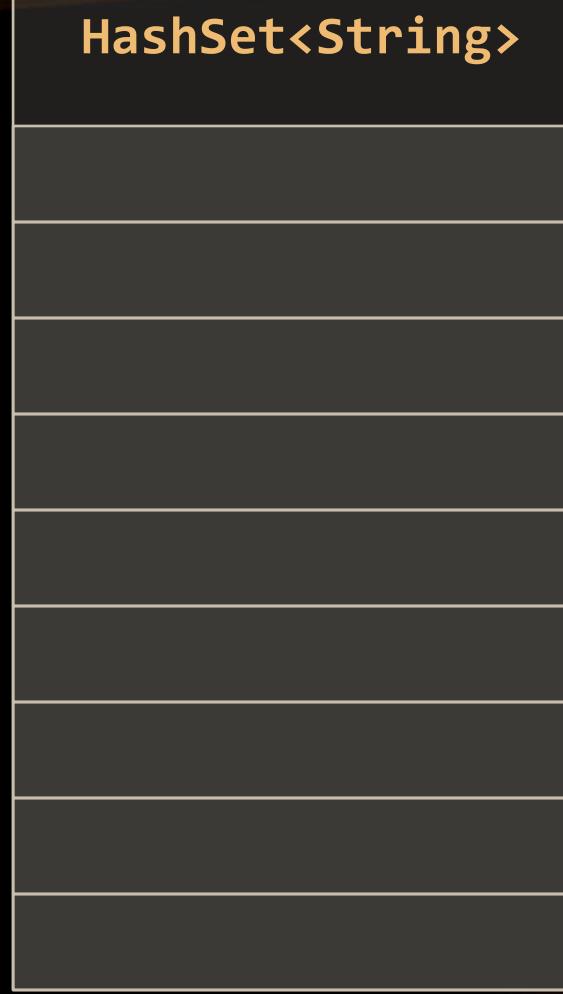
Pesho

Alice

Gosho

Hash Function

HashSet<String>



HashSet<E> – remove()

Alice

Hash Function

HashSet<String>

Pesho

Alice

Gosho

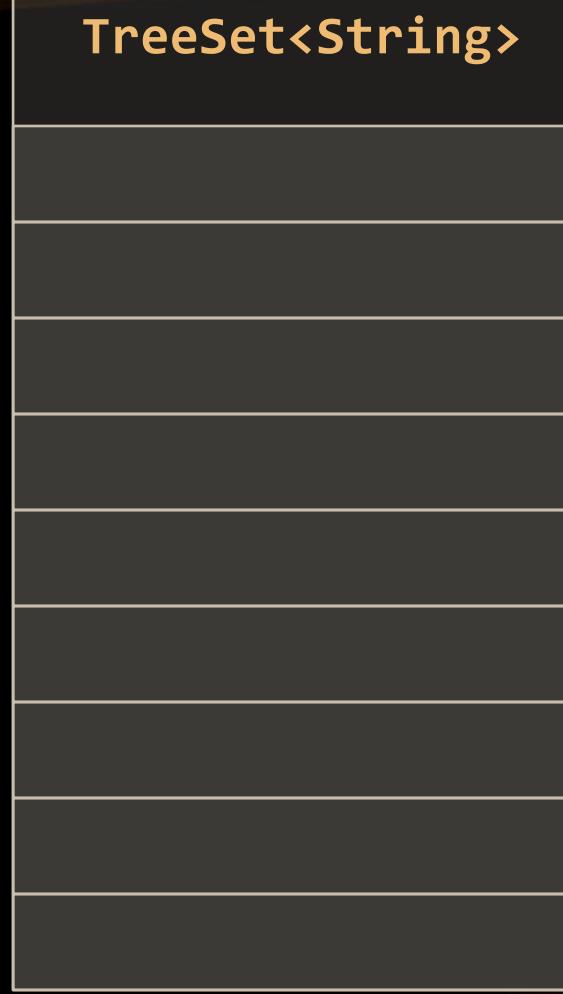
TreeSet<E> – add()

Pesho

Alice

Gosho

TreeSet<String>



LinkedHashSet<E> – add()

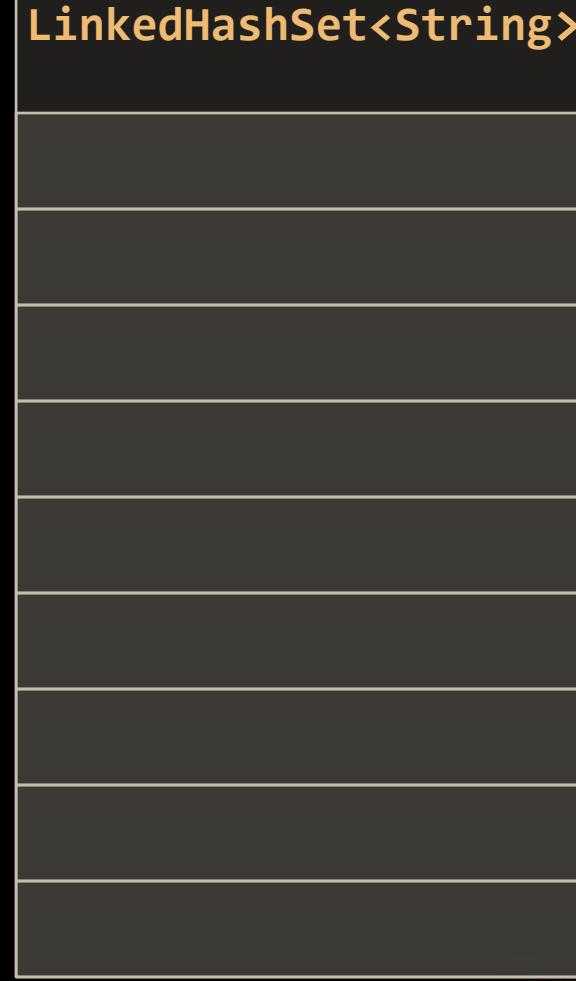
Pesho

Alice

Gosho

Hash Function

LinkedHashSet<String>



Problem: SoftUni party

- Guests are two types:
 - Regular
 - VIPs – their tickets start with digit
- Until PARTY command, you will receive guest invitations
- Next until END command, you will receive a second list with guests that actually come to the party
- Find how many guests didn't came to the party
- Print all guests that didn't came (VIPs first)

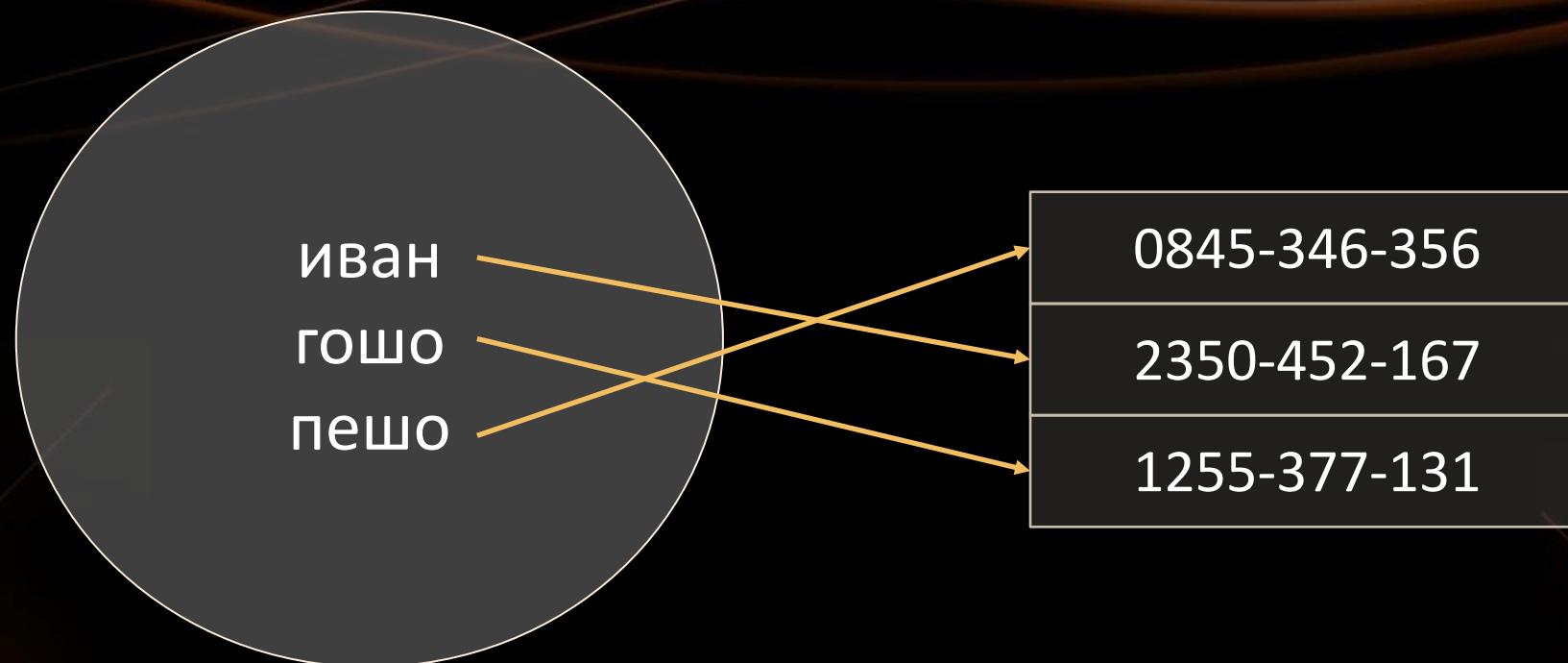
Reservation List

```
7IK9Yo0h
9NoBUajQ
Ce8vwPmE
svQXQCbc
```

Solution: SoftUni party

```
Set<String> vip = new HashSet<String>();
Set<String> regular = new TreeSet<String>();
while (true)
    String input = sc.nextLine();
    if (input.equals("PARTY"))
        break;
    else
        String sign = Character.toString(input.charAt(0));
        if (numbers.contains(sign))
            vip.add(input);
        else
            regular.add(input);
//TODO: Remove from guest, that came to party
regular.addAll(vip);
//TODO: Print results
```

Return true or false



Associative Arrays

HashMap<Key, Value>

Associative Arrays (Maps)

- Associative arrays are arrays indexed by keys
 - Not by the numbers 0, 1, 2, ...
- Hold a set of pairs <key, value>
- Traditional array
- Associative array

key	0	1	2	3	4
value	8	-3	12	408	33

key	value
John Smith	+1-555-8976
Lisa Smith	+1-555-1234
Sam Doe	+1-555-5030

Maps Methods

■ Initialization

```
HashSet<String, Integer> hash = new HashSet<String>();
```

Type of keys

Type of values

- `.size()`
- `.isEmpty()`

```
Set<String> hash = new HashSet<>();  
System.out.println(hash.size()); // 0  
System.out.println(hash.isEmpty()); // True
```

HashMap<K, V> – put()



Adisho

+388-8426-9892

Hash Function

HashMap<String, String>

HashMap<K, V> – remove()

Pesho

Hash Function

HashMap<String, String>

Gosho 0881-456-987

Pesho 0881-123-987

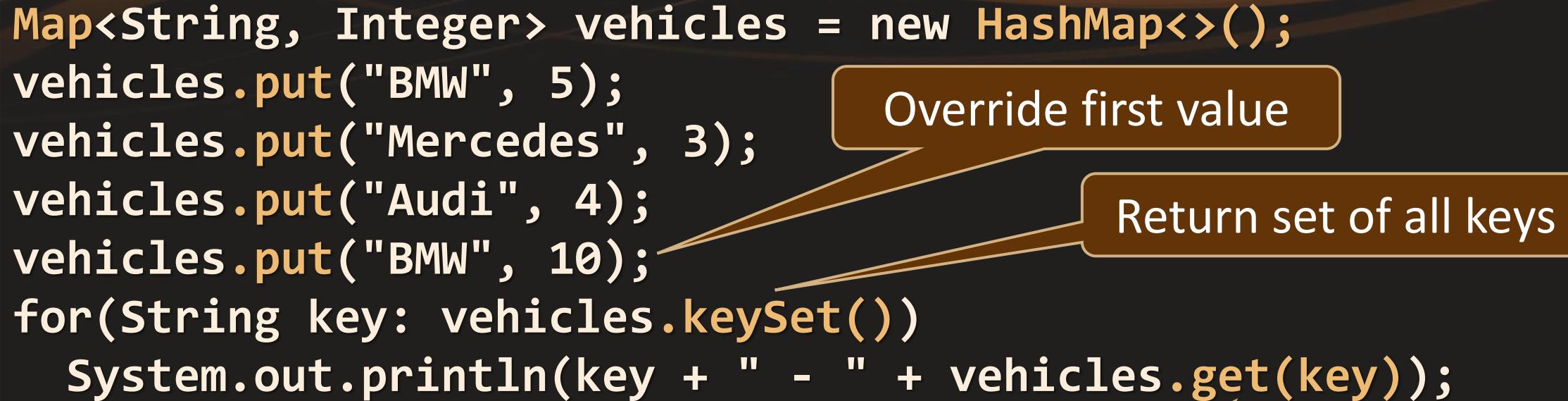
Alice +359-899-55-592

Key

Value

Looping Through Maps - Example

```
Map<String, Integer> vehicles = new HashMap<>();  
vehicles.put("BMW", 5);  
vehicles.put("Mercedes", 3);  
vehicles.put("Audi", 4);  
vehicles.put("BMW", 10);  
for(String key: vehicles.keySet())  
    System.out.println(key + " - " + vehicles.get(key));
```



Audi - 4

Mercedes - 3

BMW - 10

TreeMap<K, V> – put()

Padishah	+91-899-558-02
----------	----------------

Tree Map<String, String>	
Key	Value

HashMap<K, V>, TreeMap<K, V>, LinkedHashMap<K, V>

- **size()** – the number of key-value pairs
- **keySet()** – a set of unique keys
- **values()** – a collection of all values
- Basic operations – **put()**, **remove()**, **clear()**
- Boolean methods:
 - **containsKey()** – checks if a key is present in the dictionary
 - **containsValue()** – checks if a value is present in the dictionary

Problem: Academy Graduation

- Write a program that:
 - Read list of students and their score for some courses
 - Print on console sorted list with average score for each student



The diagram illustrates a data transformation process. On the left, there is a table representing raw student data. An orange arrow points from this table to a second table on the right, which represents the processed data where each student's average score has been calculated and sorted.

Student	Java Advanced	Java OOP
Gosho	3.75	5
Mara	4.25	6
Pesho	6	4.5

→

Student	Average
Gosho	4,375
Mara	5,125
Pesho	7,25

Solution: Count Same Values in Array

```
Map <String,Double[]> graduationList = new TreeMap<>();  
for (int i = 0; i < numberOfStudents; i++) {  
    String name = scanner.nextLine();  
    String[] scoresStrings = scanner.nextLine().split(", ");  
    Double[] scores = new Double[scoresStrings.length];  
  
    for (int j = 0; j < scoresStrings.length; j++) {  
        scores[j] = Double.parseDouble(scoresStrings[j]);  
    }  
    graduationList.put(name, scores);  
}  
//TODO print results
```

Summary

1. Java Intro - minimal Java program
2. Data Types
3. Console Interface
4. Collection
5. Generics



Java Basics



Questions?

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