

# Introduction to Java Programming

"Basic programming constructs"

**Advanced Programming**

Shakirullah Waseeb  
shakir.waseeb@gmail.com

Nangarhar University

February 21, 2017



# Agenda

- 1 Operators
  - Arithmetic Operators
  - Decision Making
- 2 Classes, Objects, Methods
  - Class Declaration and Definition
  - Instantiation and Execution
- 3 Control Statement
  - Sequential, Selectional, and Repetition structures
  - Break and Continue statements
- 4 Questions and Discussion



# Agenda

- 1 Operators
  - Arithmetic Operators
  - Decision Making
- 2 Classes, Objects, Methods
  - Class Declaration and Definition
  - Instantiation and Execution
- 3 Control Statement
  - Sequential, Selectional, and Repetition structures
  - Break and Continue statements
- 4 Questions and Discussion



# Arithmetic Operators

- Operators used for arithmetic calculations

Java operation	Operator	Algebraic expression	Java expression
Addition	+	$f + 7$	<code>f + 7</code>
Subtraction	-	$p - c$	<code>p - c</code>
Multiplication	*	$bm$	<code>b * m</code>
Division	/	$x / y$ or $\frac{x}{y}$ or $x \div y$	<code>x / y</code>
Remainder	%	$r \bmod s$	<code>r % s</code>

[1]

Figure: arithmetic operators



# Arithmetic Operators Precedence

- Precedence of arithmetic operators

Operator(s)	Operation(s)	Order of evaluation (precedence)
* / %	Multiplication Division Remainder	Evaluated first. If there are several operators of this type, they're evaluated from <i>left to right</i> .
+ -	Addition Subtraction	Evaluated next. If there are several operators of this type, they're evaluated from <i>left to right</i> .
=	Assignment	Evaluated last.

[1]

Figure: precedence of arithmetic operators



# Agenda

- 1 Operators
  - Arithmetic Operators
  - Decision Making
- 2 Classes, Objects, Methods
  - Class Declaration and Definition
  - Instantiation and Execution
- 3 Control Statement
  - Sequential, Selectional, and Repetition structures
  - Break and Continue statements
- 4 Questions and Discussion



# Equality and relational operators

- **condition** is an **expression** that can be **true** or **false**
- e.g conditional expression in **if** selection statement, which make decision on condition's value
- Conditions in **if** statements can be formed using **equality** (`==`, `!=`) or **relational** (`>`, `<`, `>=`, `<=`) operators

Standard algebraic equality or relational operator	Java equality or relational operator	Sample Java condition	Meaning of Java condition
<i>Equality operators</i>			
<code>=</code>	<code>==</code>	<code>x == y</code>	x is equal to y
<code>≠</code>	<code>!=</code>	<code>x != y</code>	x is not equal to y
<i>Relational operators</i>			
<code>&gt;</code>	<code>&gt;</code>	<code>x &gt; y</code>	x is greater than y
<code>&lt;</code>	<code>&lt;</code>	<code>x &lt; y</code>	x is less than y
<code>≥</code>	<code>&gt;=</code>	<code>x &gt;= y</code>	x is greater than or equal to y
<code>≤</code>	<code>&lt;=</code>	<code>x &lt;= y</code>	x is less than or equal to y

[1]

Figure: precedence of arithmetic operators



# Agenda

- 1 Operators
  - Arithmetic Operators
  - Decision Making
- 2 **Classes, Objects, Methods**
  - **Class Declaration and Definition**
  - Instantiation and Execution
- 3 Control Statement
  - Sequential, Selectional, and Repetition structures
  - Break and Continue statements
- 4 Questions and Discussion





# Class Declaration and Definition

- classes declared with *public* keyword must be:  
saved in a separate file  
file name must be same with class name

## A simple class declaration example

```
public class SimpleClass {  
    public void dispMessage(String str){  
        System.out.println(str);  
    }  
}
```

Save it as **SimpleClass.java** and compile it as **javac SimpleClass.java**



# Agenda

- 1 Operators
  - Arithmetic Operators
  - Decision Making
- 2 **Classes, Objects, Methods**
  - Class Declaration and Definition
  - **Instantiation and Execution**
- 3 Control Statement
  - Sequential, Selectional, and Repetition structures
  - Break and Continue statements
- 4 Questions and Discussion



# Instantiation and Execution

- Every java application has a class that contain a *main* method, where application starts its execution
- Some programmers refer to such class as a *driver class*
- Example program containing *main* method

## Example program

```
public class SimpleClassApp {  
    public static void main (String args[]){  
        SimpleClass sc = new SimpleClass();  
        sc.sendMessage("A message from application");  
    }  
}
```

Save it as *SimpleClassApp.java*, compile it using command *javac SimpleClassApp.java*, and finally run it as *java SimpleClassApp*.

# Agenda

- 1 Operators
  - Arithmetic Operators
  - Decision Making
- 2 Classes, Objects, Methods
  - Class Declaration and Definition
  - Instantiation and Execution
- 3 Control Statement
  - Sequential, Selectional, and Repetition structures
  - Break and Continue statements
- 4 Questions and Discussion



# Sequential, Selectional, and Repetition structures

- Control structure:  
*sequential execution*; execute in the order in which program is written  
*transfer of control*; specify which instruction to execute next
- Sequence Structure
  - normal execution of program instruction in the order they are written
- Selection Structure
  - single selection statements ( *if* statement)
  - double selection statements ( *if .. else* statement)
  - multiple selection statements ( *switch* statement)
- Repetition Structure
  - also called looping statements
  - looping continuation condition
  - *while*, *do while*, and *for*



# Agenda

- 1 Operators
  - Arithmetic Operators
  - Decision Making
- 2 Classes, Objects, Methods
  - Class Declaration and Definition
  - Instantiation and Execution
- 3 Control Statement
  - Sequential, Selectional, and Repetition structures
  - Break and Continue statements
- 4 Questions and Discussion



# Break and Continue statements

- **break** statement:  
when executed in a *while*, *for*, *do...while* or *switch*, causes immediate exit from that statement  
typically use to escape early from a loop or to skip the remainder of a *switch*
- **continue** statement:  
when executed in a *while*, *for* or *do...while*, skips the remaining statements in the loop body and proceeds with the *next iteration* of the loop  
while and do...while: immediately test loop-continuation  
for: increment expression executes, then loop-continuation is tested



# Your Turn: Time to hear from you!



1



<sup>1</sup><https://fensafitters.files.wordpress.com/2013/07/3d095.jpg>



# References

-  P.J. Deitel, H.M. Deitel  
*Java How to program, 10th Edition* .  
Prentice Hall, 2015.
-  P.J. Deitel, H.M. Deitel  
*Java How to program, 9th Edition* .  
Prentice Hall, 2012.
-  Herbert Schildt  
*The complete reference Java2, 5th Edition* .  
McGraw-Hill/Osborne, 2002.

