

Lecture 1

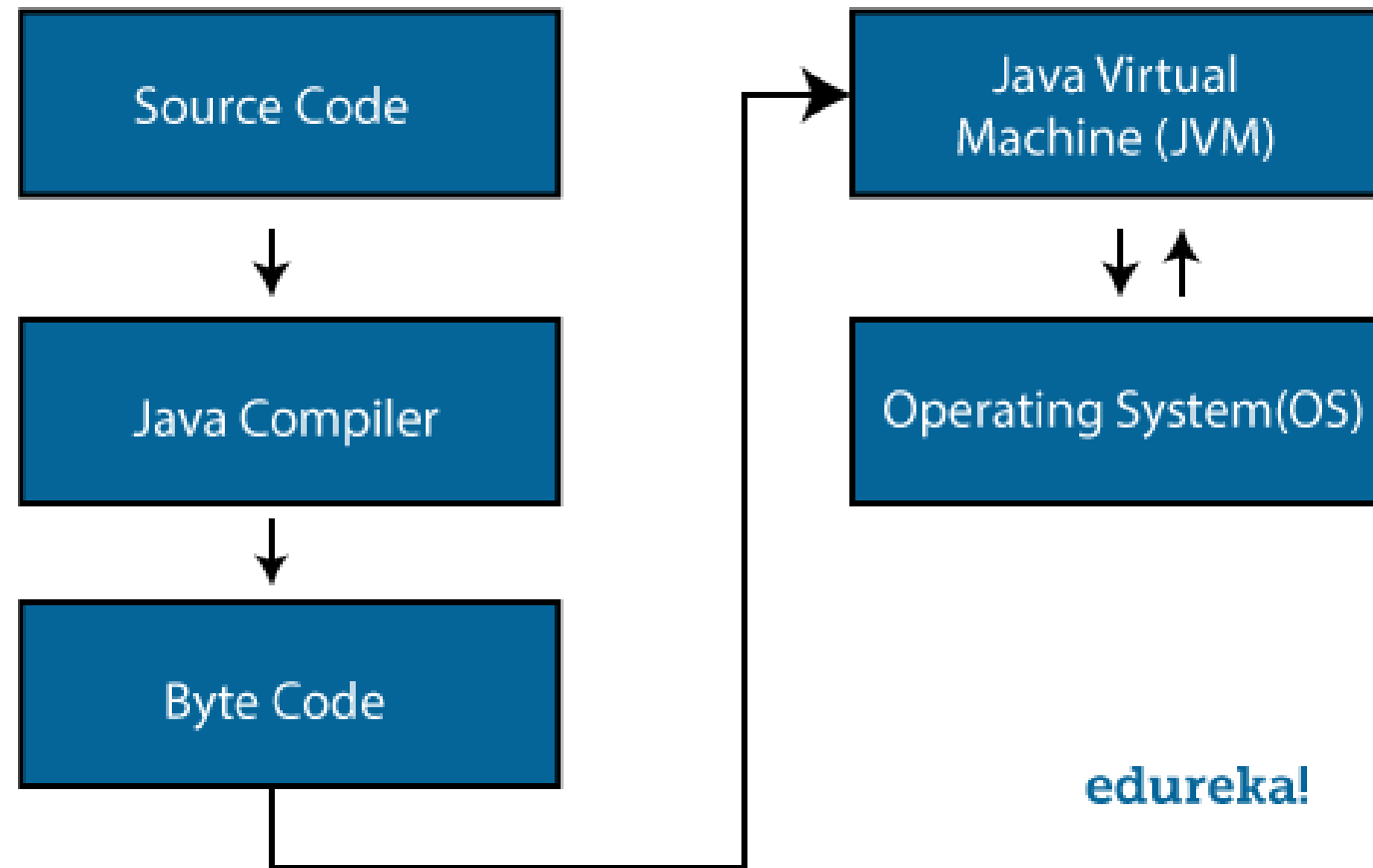
JAVA Review

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JAVA Application

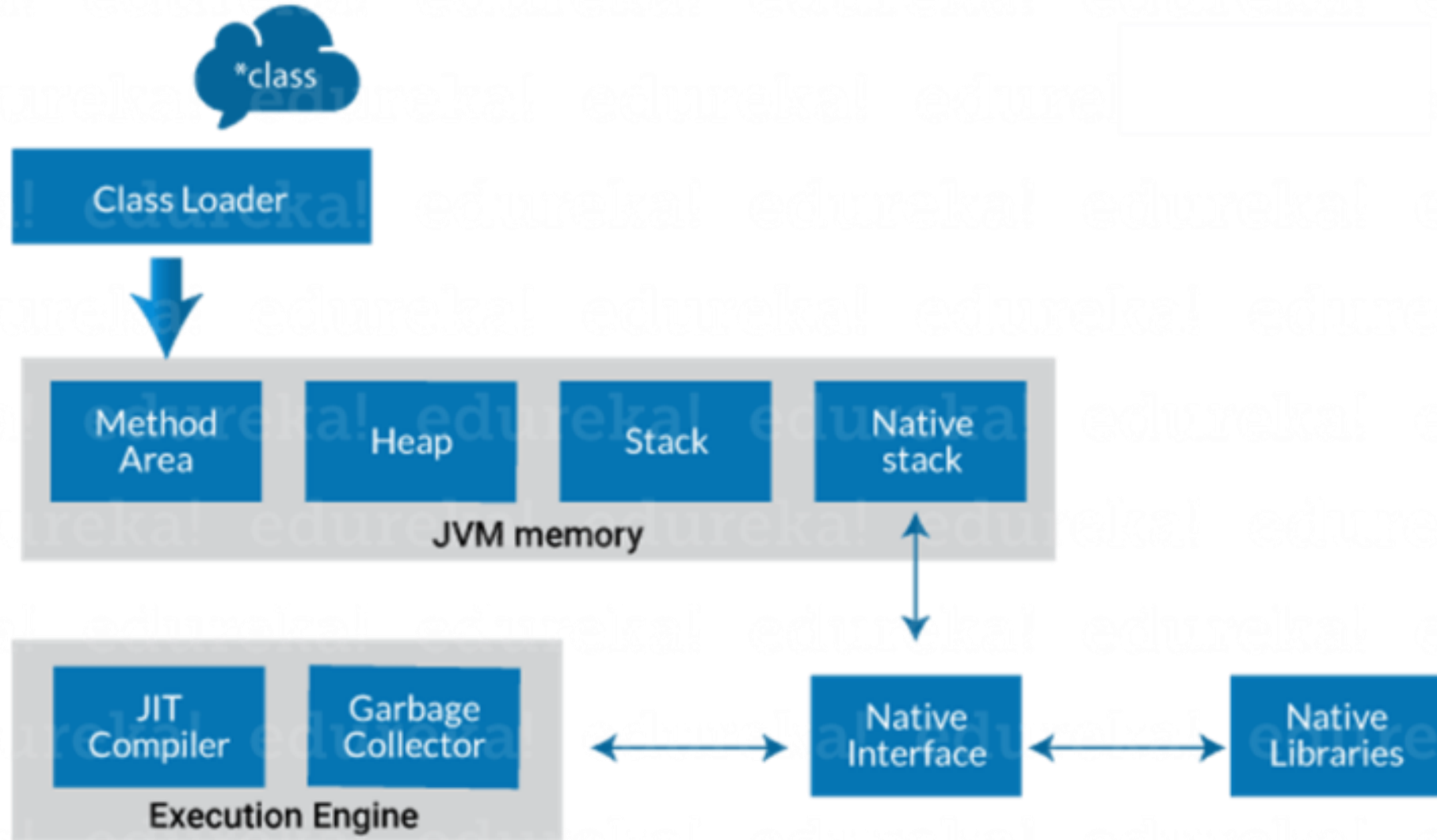
- Collection of classes
 - One of them have a designated main method.
 - Can be packed into JAVA archive (.jar) and run as an executable (.exe) in JAVA ready machine
- Create by SUN Microsystem
 - Slogan from 1995: Write (and compile) once, run anywhere
 - Bought by Oracle in 2010,
 - Thus, Oracle's implementation (licensed) is the de facto standard.
 - OpenJDK is one of the notable free implementation.

JAVA Programing



edureka!

JAVA Virtual Machine – JVM



HelloYou.java

```
1 import java.util.Scanner;
2
3 public class HelloYou {
4     public static void main(String args[]) {
5         Scanner in = new Scanner(System.in);
6         System.out.print("Enter your name: ");
7         String yourName = in.nextLine();
8         System.out.println("Hello "+yourName+"!");
9     }
10 }
11
12
```

Some Reserves

boolean	default	for	private	switch
break	double	if	<i>protected</i>	this
case	else	import	public	throws
catch	extends	int	return	try
char	final	new	static	void
class	float	<i>package</i>	super	while

Built-in Data Types

<i>type</i>	<i>set of values</i>	<i>common operators</i>	<i>sample literal values</i>
int	integers	+ - * / %	99 12 2147483647
double	floating-point numbers	+ - * /	3.14 2.5 6.022e23
boolean	boolean values	&& !	true false
char	characters		'A' '1' '%' '\n'
String	sequences of characters	+	"AB" "Hello" "2.5"

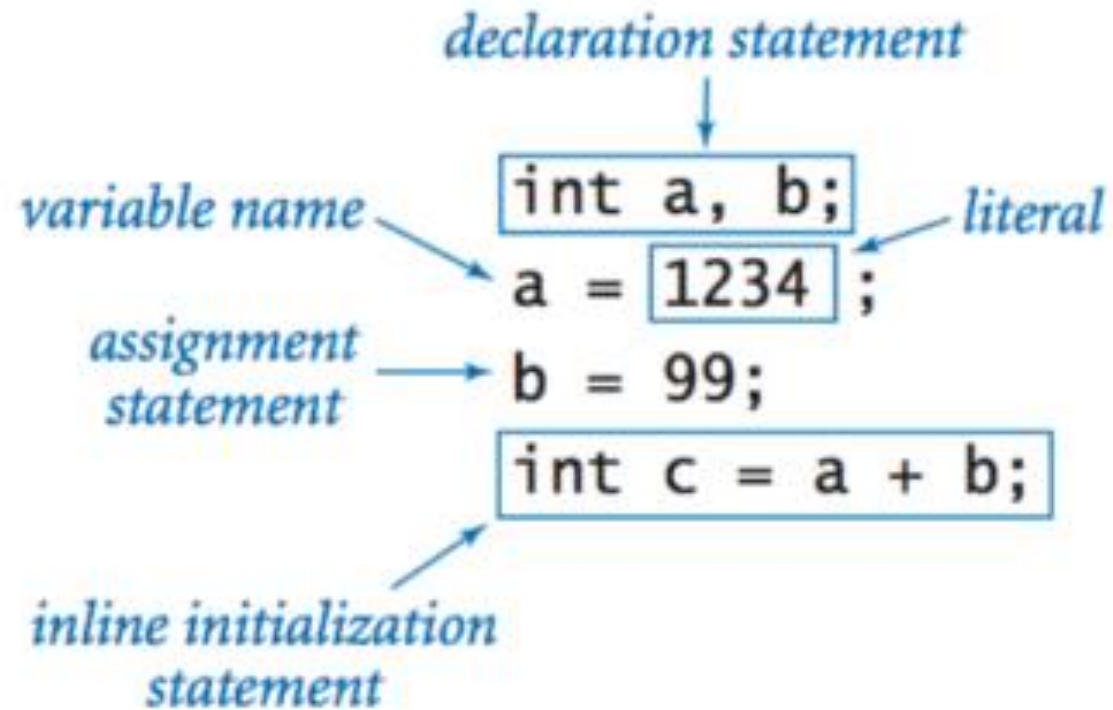
Primitives and Wrapper Classes

- Boolean type
 - `boolean` → `Boolean`
- Character type
 - `char` → `Character` ***Unicode*
- Integer types
 - `byte` → `Byte`
 - `short` → `Short`
 - `int` → `Integer`
 - `long` → `Long`
- Floating point
 - `float` → `Float`
 - `double` → `Double`

Literals

- boolean
 - {true, false}
- char
 - {'a','b',...}
- int
 - Decimal: 232
 - Octal: 0231 *** leading zero*
 - Hexadecimal: 0X1A *** capital X*
 - Binary: 0b1101
- String
 - "String" *** not primitives*
- Object
 - null

Declaration and assignment



Operators

Integers.

<i>values</i>	integers between -2^{31} and $+2^{31}-1$					
<i>typical literals</i>	1234 99 0 1000000					
<i>operations</i>	<i>sign</i>	<i>add</i>	<i>subtract</i>	<i>multiply</i>	<i>divide</i>	<i>remainder</i>
<i>operators</i>	+ -	+	-	*	/	%

Floating-point numbers.

<i>values</i>	real numbers (specified by IEEE 754 standard)			
<i>typical literals</i>	3.14159	6.022e23	2.0	1.4142135623730951
<i>operations</i>	<i>add</i>	<i>subtract</i>	<i>multiply</i>	<i>divide</i>
<i>operators</i>	+	-	*	/

Booleans.

<i>values</i>	<i>true or false</i>		
<i>literals</i>	true	false	
<i>operations</i>	and	or	not
<i>operators</i>	&&		!

Comparison Operators

<i>op</i>	<i>meaning</i>	<i>true</i>	<i>false</i>
<code>==</code>	<i>equal</i>	<code>2 == 2</code>	<code>2 == 3</code>
<code>!=</code>	<i>not equal</i>	<code>3 != 2</code>	<code>2 != 2</code>
<code><</code>	<i>less than</i>	<code>2 < 13</code>	<code>2 < 2</code>
<code><=</code>	<i>less than or equal</i>	<code>2 <= 2</code>	<code>3 <= 2</code>
<code>></code>	<i>greater than</i>	<code>13 > 2</code>	<code>2 > 13</code>
<code>>=</code>	<i>greater than or equal</i>	<code>3 >= 2</code>	<code>2 >= 3</code>

String

<code>public class String</code>		
<code>String(String s)</code>		<i>create a string with the same value as <code>s</code></i>
<code>String(char[] a)</code>		<i>create a string that represents the same sequence of characters as in <code>a[]</code></i>
<code>int length()</code>		<i>number of characters</i>
<code>char charAt(int i)</code>		<i>the character at index <code>i</code></i>
<code>String substring(int i, int j)</code>		<i>characters at indices <code>i</code> through <code>(j-1)</code></i>
<code>boolean contains(String substring)</code>		<i>does this string contain <code>substring</code>?</i>
<code>boolean startsWith(String prefix)</code>		<i>does this string start with <code>prefix</code>?</i>
<code>boolean endsWith(String postfix)</code>		<i>does this string end with <code>postfix</code>?</i>
<code>int indexOf(String pattern)</code>		<i>index of first occurrence of <code>pattern</code></i>
<code>int indexOf(String pattern, int i)</code>		<i>index of first occurrence of <code>pattern</code> after <code>i</code></i>
<code>String concat(String t)</code>		<i>this string, with <code>t</code> appended</i>
<code>int compareTo(String t)</code>		<i>string comparison</i>
<code>String toLowerCase()</code>		<i>this string, with lowercase letters</i>
<code>String toUpperCase()</code>		<i>this string, with uppercase letters</i>
<code>String replace(String a, String b)</code>		<i>this string, with <code>as</code> replaced by <code>bs</code></i>
<code>String trim()</code>		<i>this string, with leading and trailing whitespace removed</i>
<code>boolean matches(String regexp)</code>		<i>is this string matched by the regular expression?</i>
<code>String[] split(String delimiter)</code>		<i>strings between occurrences of <code>delimiter</code></i>
<code>boolean equals(Object t)</code>		<i>is this string's value the same as <code>t</code>'s?</i>
<code>int hashCode()</code>		<i>an integer hash code</i>

Special Characters

<i>Special characters</i>	<i>Display</i>
\'	Single quotation mark
\"	Double quotation mark
\\	Backslash
\t	Tab
\b	Backspace
\r	Carriage return
\f	Formfeed
\n	Newline

Output

Printing.

<code>void System.out.print(String s)</code>	<i>print s</i>
<code>void System.out.println(String s)</code>	<i>print s, followed by a newline</i>
<code>void System.out.println()</code>	<i>print a newline</i>

Parsing from String to number

Parsing command-line arguments.

<code>int Integer.parseInt(String s)</code>	<i>convert s to an int value</i>
<code>double Double.parseDouble(String s)</code>	<i>convert s to a double value</i>
<code>long Long.parseLong(String s)</code>	<i>convert s to a long value</i>

Math Library

```
public class Math
```

<code>double abs(double a)</code>	<i>absolute value of a</i>
<code>double max(double a, double b)</code>	<i>maximum of a and b</i>
<code>double min(double a, double b)</code>	<i>minimum of a and b</i>
<code>double sin(double theta)</code>	<i>sine of theta</i>
<code>double cos(double theta)</code>	<i>cosine of theta</i>
<code>double tan(double theta)</code>	<i>tangent of theta</i>
<code>double toRadians(double degrees)</code>	<i>convert angle from degrees to radians</i>
<code>double toDegrees(double radians)</code>	<i>convert angle from radians to degrees</i>
<code>double exp(double a)</code>	<i>exponential (e^a)</i>
<code>double log(double a)</code>	<i>natural log ($\log_e a$, or $\ln a$)</i>
<code>double pow(double a, double b)</code>	<i>raise a to the bth power (a^b)</i>
<code>long round(double a)</code>	<i>round a to the nearest integer</i>
<code>double random()</code>	<i>random number in [0, 1)</i>
<code>double sqrt(double a)</code>	<i>square root of a</i>
<code>double E</code>	<i>value of e (constant)</i>
<code>double PI</code>	<i>value of π (constant)</i>

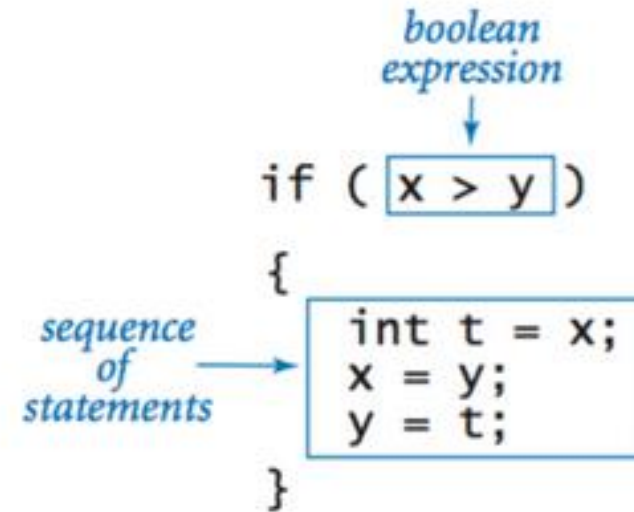
Type Conversion

<i>expression</i>	<i>expression type</i>	<i>expression value</i>
(1 + 2 + 3 + 4) / 4.0	double	2.5
Math.sqrt(4)	double	2.0
"1234" + 99	String	"123499"
11 * 0.25	double	2.75
(int) 11 * 0.25	double	2.75
11 * (int) 0.25	int	0
(int) (11 * 0.25)	int	2
(int) 2.71828	int	2
Math.round(2.71828)	long	3
(int) Math.round(2.71828)	int	3
Integer.parseInt("1234")	int	1234

Implicit type casting

- `int → long → float → double`
- Ex: `double d = 10; // cast int to double`

Condition



Loops

initialization is a separate statement
`int power = 1;`

loop-continuation condition
`while (power <= n/2)`

braces are optional when body is a single statement
`{`
`power = 2*power;`
`}`

body

initialize another variable in a separate statement
`int power = 1;`

declare and initialize a loop control variable
`for (int i = 0;`

loop-continuation condition
`i <= n;`

increment
`i++)`

`{`
`System.out.println(i + " " + power);
 power = 2*power;
}`

body

Do-while loop and break

```
do
{ // Scale x and y to be random in (-1, 1).
  x = 2.0*Math.random() - 1.0;
  y = 2.0*Math.random() - 1.0;
} while (Math.sqrt(x*x + y*y) > 1.0);
```

```
int factor;
for (factor = 2; factor <= n/factor; factor++)
    if (n % factor == 0) break;

if (factor > n/factor)
    System.out.println(n + " is prime");
```

Switch Statement

```
switch (day) {  
    case 0: System.out.println("Sun"); break;  
    case 1: System.out.println("Mon"); break;  
    case 2: System.out.println("Tue"); break;  
    case 3: System.out.println("Wed"); break;  
    case 4: System.out.println("Thu"); break;  
    case 5: System.out.println("Fri"); break;  
    case 6: System.out.println("Sat"); break;  
}
```

Array

Inline array initialization.

```
String[] SUITS = { "Clubs", "Diamonds", "Hearts", "Spades" };

String[] RANKS = {
    "2", "3", "4", "5", "6", "7", "8", "9", "10",
    "Jack", "Queen", "King", "Ace"
};
```


Typical array-processing code

<i>create an array with random values</i>	<pre>double[] a = new double[n]; for (int i = 0; i < n; i++) a[i] = Math.random();</pre>
<i>print the array values, one per line</i>	<pre>for (int i = 0; i < n; i++) System.out.println(a[i]);</pre>
<i>find the maximum of the array values</i>	<pre>double max = Double.NEGATIVE_INFINITY; for (int i = 0; i < n; i++) if (a[i] > max) max = a[i];</pre>
<i>compute the average of the array values</i>	<pre>double sum = 0.0; for (int i = 0; i < n; i++) sum += a[i]; double average = sum / n;</pre>
<i>reverse the values within an array</i>	<pre>for (int i = 0; i < n/2; i++) { double temp = a[i]; a[i] = a[n-1-i]; a[n-i-1] = temp; }</pre>
<i>copy sequence of values to another array</i>	<pre>double[] b = new double[n]; for (int i = 0; i < n; i++) b[i] = a[i];</pre>

2D Array

Inline initialization.

```
double [][] a =  
{  
    { 99.0, 85.0, 98.0, 0.0 },  
    { 98.0, 57.0, 79.0, 0.0 },  
    { 92.0, 77.0, 74.0, 0.0 },  
    { 94.0, 62.0, 81.0, 0.0 },  
    { 99.0, 94.0, 92.0, 0.0 },  
    { 80.0, 76.5, 67.0, 0.0 },  
    { 76.0, 58.5, 90.5, 0.0 },  
    { 92.0, 66.0, 91.0, 0.0 },  
    { 97.0, 70.5, 66.5, 0.0 },  
    { 89.0, 89.5, 81.0, 0.0 },  
    { 0.0, 0.0, 0.0, 0.0 }  
};
```

Using an Object

The diagram illustrates the steps to create and use a String object in Java. It consists of three lines of code, each with a blue box highlighting a specific part. Blue arrows point from descriptive text to these highlighted parts.

```
String s;  
s = new String("Hello, World");  
char c = s.charAt(4);
```

declare a variable (object name) points to the `String s;` line.

invoke a constructor to create an object points to the `new String("Hello, World")` expression in the second line.

object name points to the `s` variable in the third line.

invoke an instance method that operates on the object's value points to the `charAt(4)` method call in the third line.

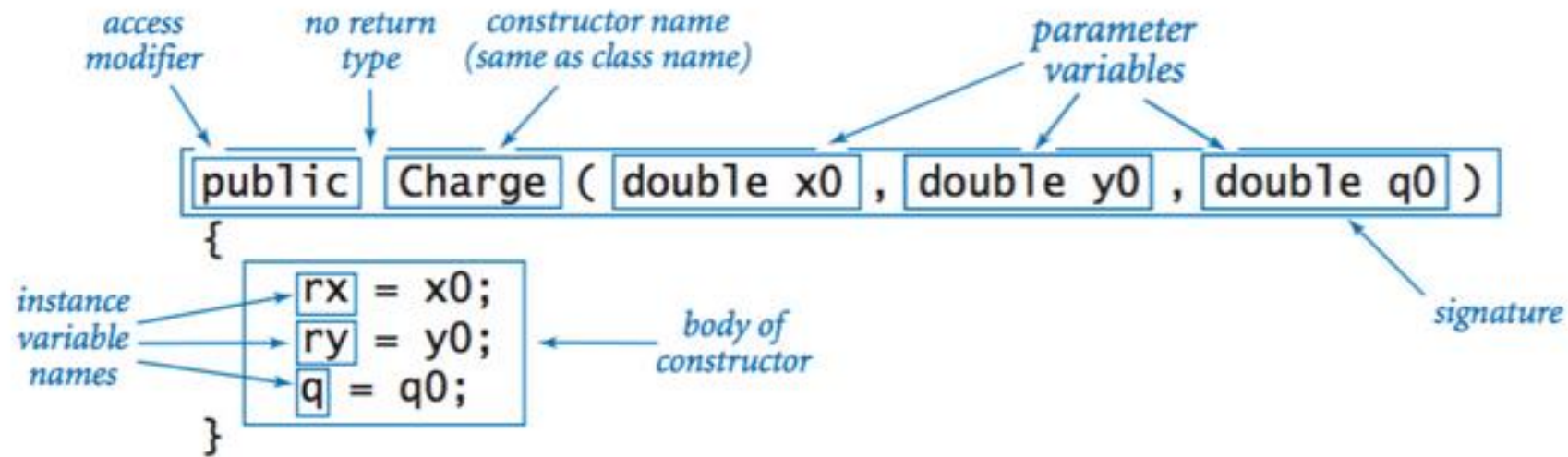
Instance Variable

```
public class Charge
{
    private final double rx, ry;
    private final double q;
    .
    .
    .
}
```

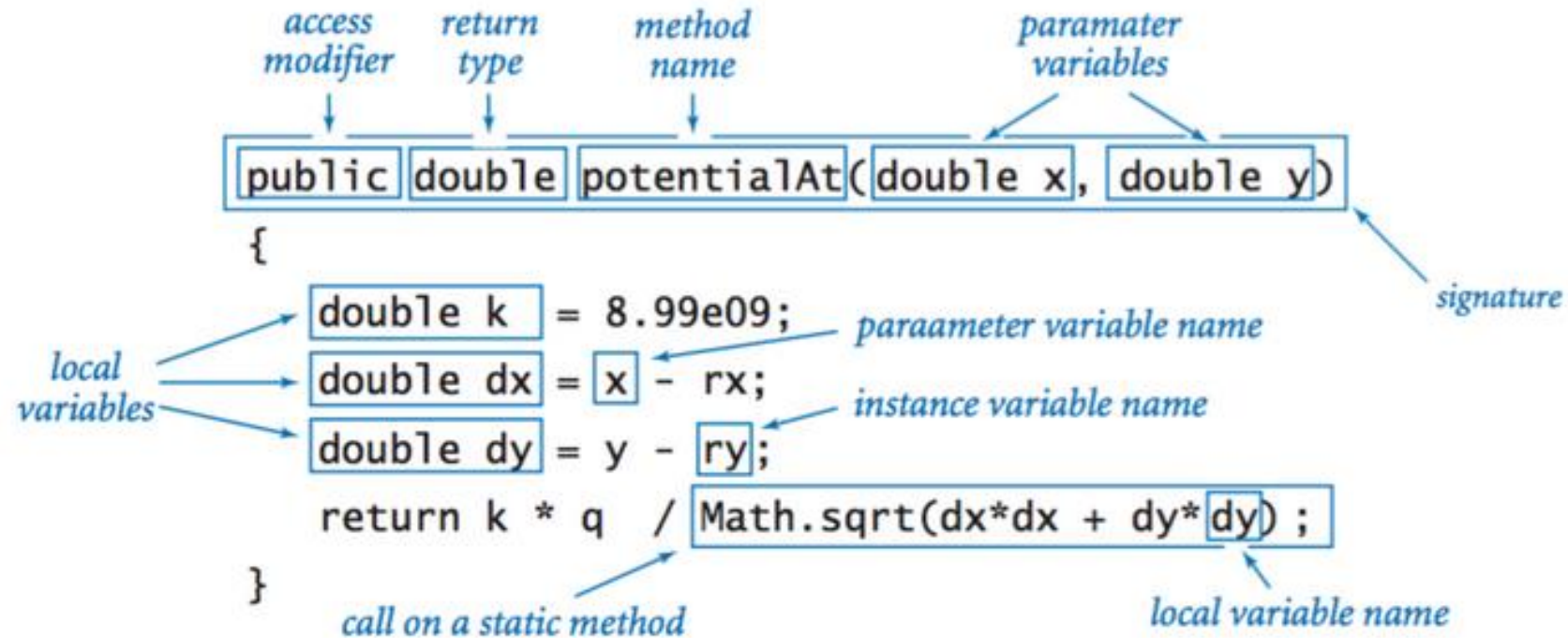
The diagram illustrates the components of instance variable declarations in a Java class. The code snippet shows a public class named `Charge` containing two instance variables: `private final double rx, ry;` and `private final double q;`. Annotations include:

- instance variable declarations*: Points to the lines containing the variable declarations.
- access modifiers*: Points to the `private` and `final` keywords in the declarations.

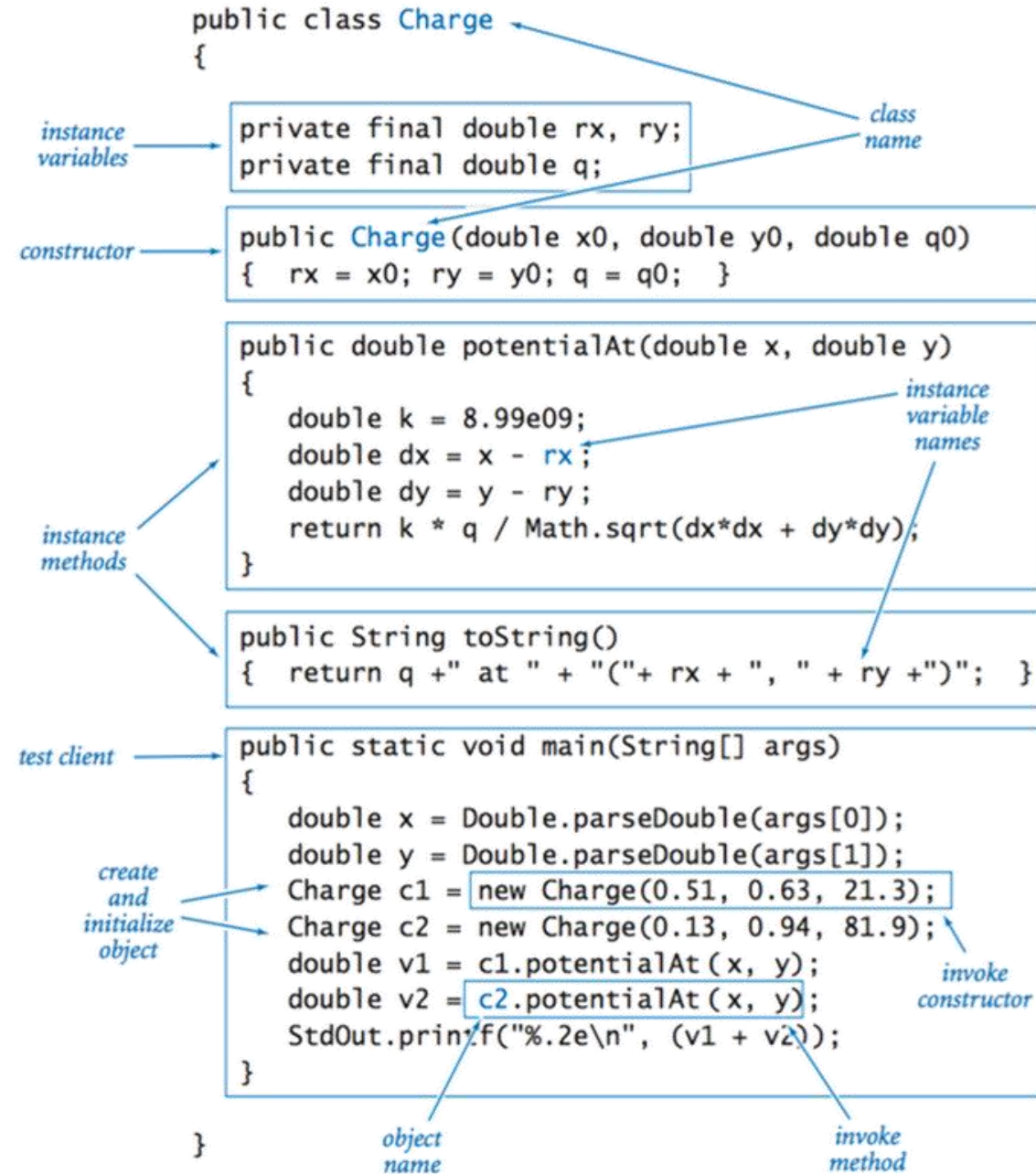
Object Constructors



Instance Methods



Classes



Access Modifier

- private
- protected
- public
- Used for classes, variables, and methods

Ternary Operator (Conditional Operator)

Setting max

- Condition statement

```
if (a>b) {  
    max = a;  
} else {  
    max = b;  
}
```

- Ternary Operator

```
max = (a>b)?a:b;
```

References

- <https://introcs.cs.princeton.edu/java/11cheatsheet/>
- <https://www.upgrad.com/blog/types-of-literals-in-java/>
- http://www2.hawaii.edu/~tp_200/lectureNotes/review_of_some_java_basics.htm
- <http://comet.lehman.cuny.edu/sfakhouri/teaching/cmp/cmp338/lecturenotes-3rdEdition/Chapter-01.pdf>