Java Basics II

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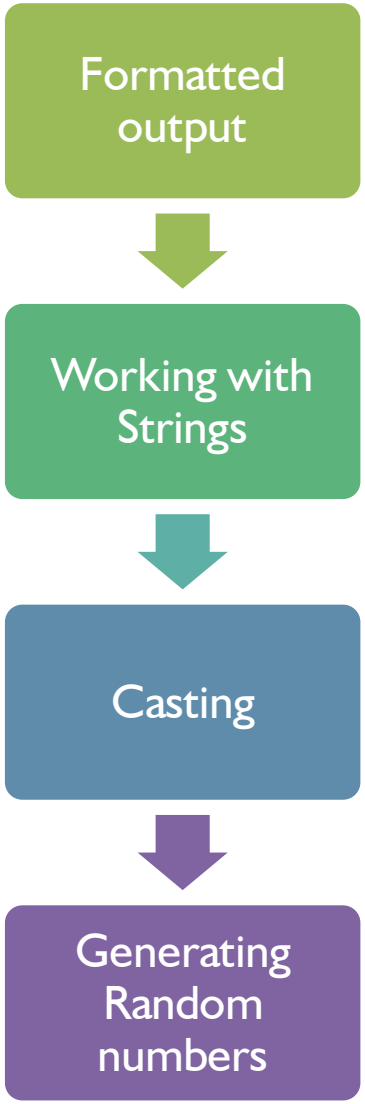
Object Oriented Programming

Agenda


Formatted output
Working with Strings
Casting
Generating Random numbers

Formatted Output

[Deitel] Chapter 28

Printing Integers & Floating-Point Numbers

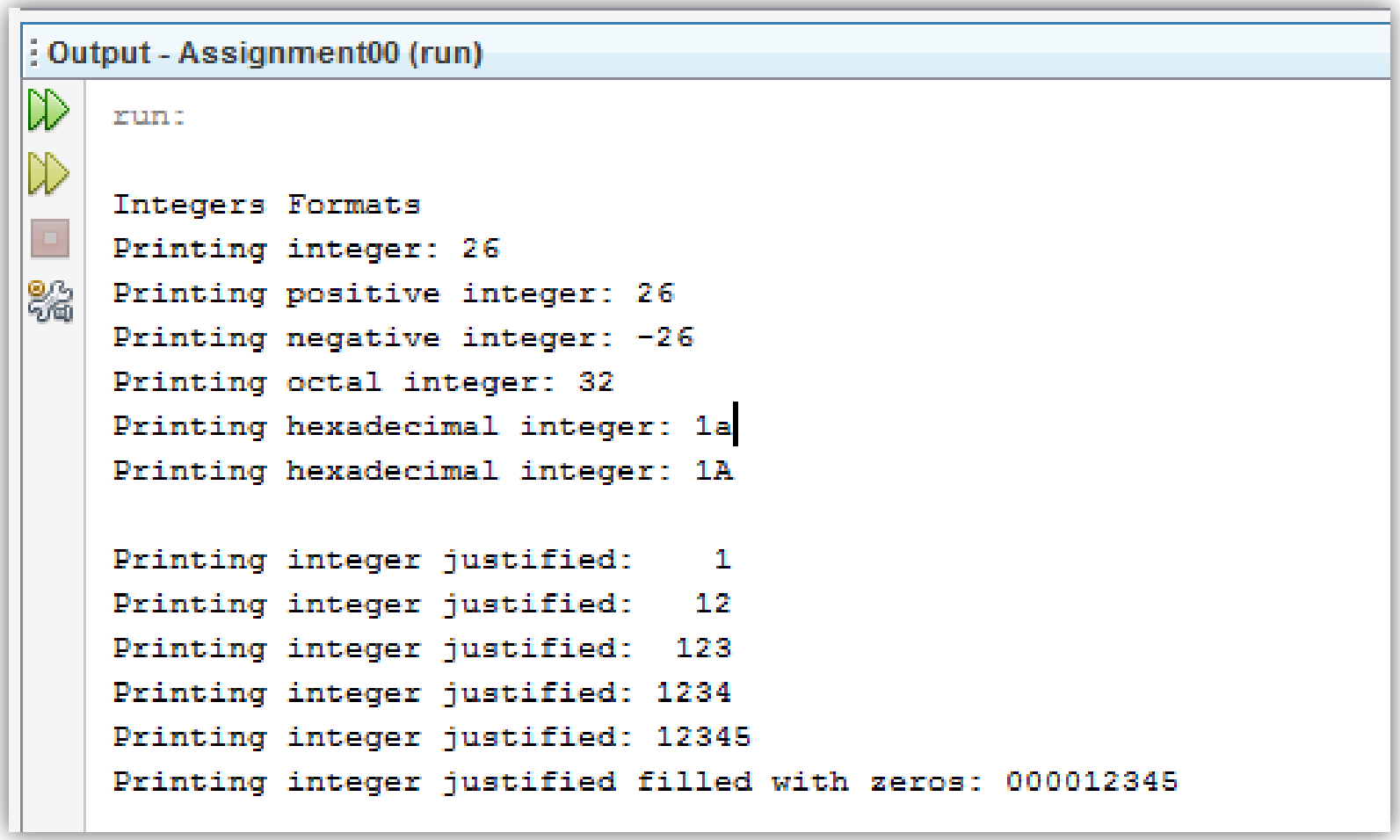
Printing Strings and characters

Printing Dates and times

Printing Integers Numbers

```
private static void printIntegerExample() {

    int number = 26;

    System.out.printf("Printing integer: %d\n", number);
    System.out.printf("Printing positive integer: %d\n", +number);
    System.out.printf("Printing negative integer: %d\n", -number);
    System.out.printf("Printing octal integer: %o\n", number);
    System.out.printf("Printing hexadecimal integer: %x\n", number);
    System.out.printf("Printing hexadecimal integer: %X\n", number);

    System.out.printf("\nPrinting integer justified: %4d\n", 1);
    System.out.printf("Printing integer justified: %4d\n", 12);
    System.out.printf("Printing integer justified: %4d\n", 123);
    System.out.printf("Printing integer justified: %4d\n", 1234);
    System.out.printf("Printing integer justified: %4d\n", 12345);
    System.out.printf("Printing integer justified filled with zeros: %09d\n", 12345);
}
```

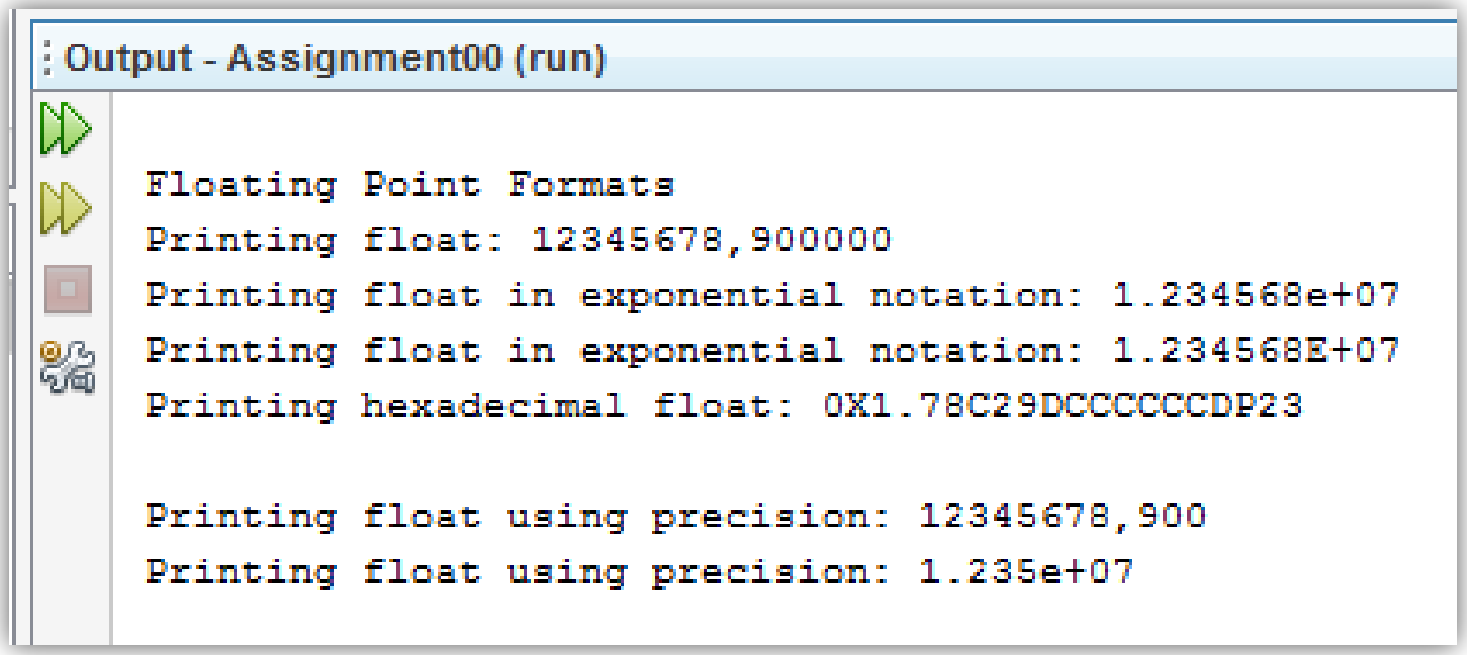
Printing Integers Numbers



Printing Floating-Point Numbers

```
private static void printFloatingPointExample() {

    double number = 12345678.9;

    System.out.printf("Printing float: %f\n", number);
    System.out.printf("Printing float in exponential notation: %e\n", +number);
    System.out.printf("Printing float in exponential notation: %E\n", +number);
    System.out.printf("Printing hexadecimal float: %A\n", number);

    System.out.printf("\nPrinting float using precision: %.3f\n", number);
    System.out.printf("Printing float using precision: %.3e\n", number);
}
```

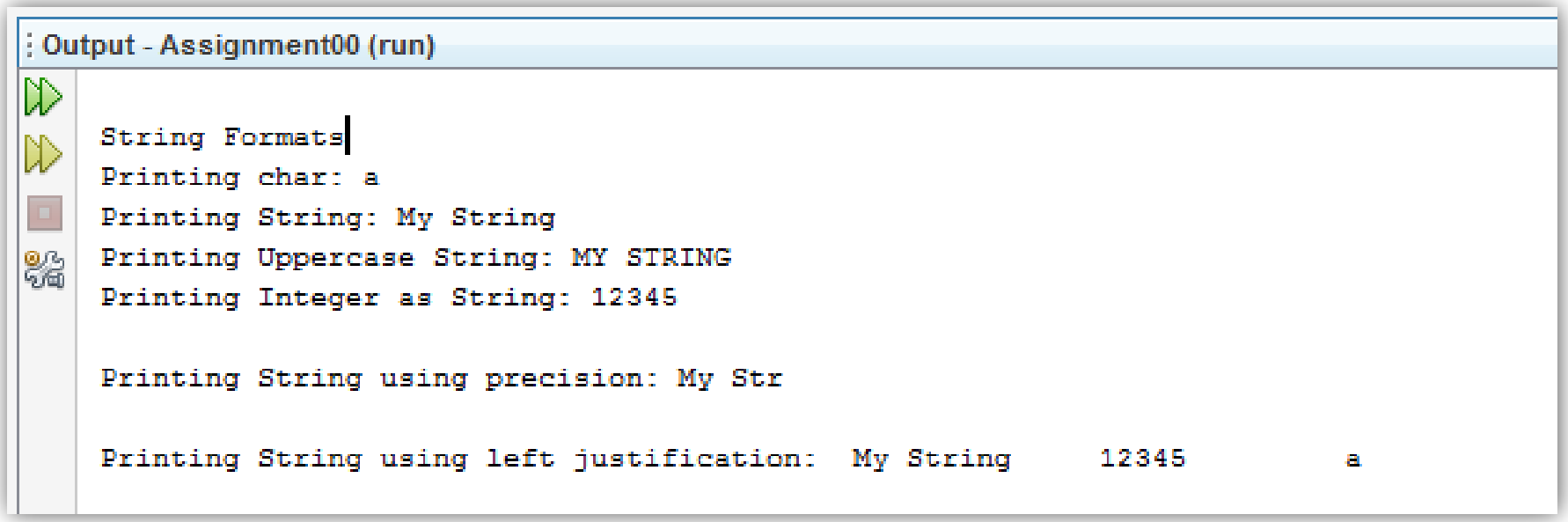
Printing Floating-Point Numbers



Printing Strings and characters

```
private static void printStringsExample() {

    char letter = 'a';
    String string = "My String";
    int number = 12345;

    System.out.printf("Printing char: %c\n", letter);
    System.out.printf("Printing String: %s\n", string);
    System.out.printf("Printing Uppercase String: %S\n", string);
    System.out.printf("Printing Integer as String: %s\n", number);

    System.out.printf("\nPrinting String using precision: %.6s\n", string);
    System.out.printf("\nPrinting String using left justification: %10s%10d%10c\n",
            string,number,letter);
}
```

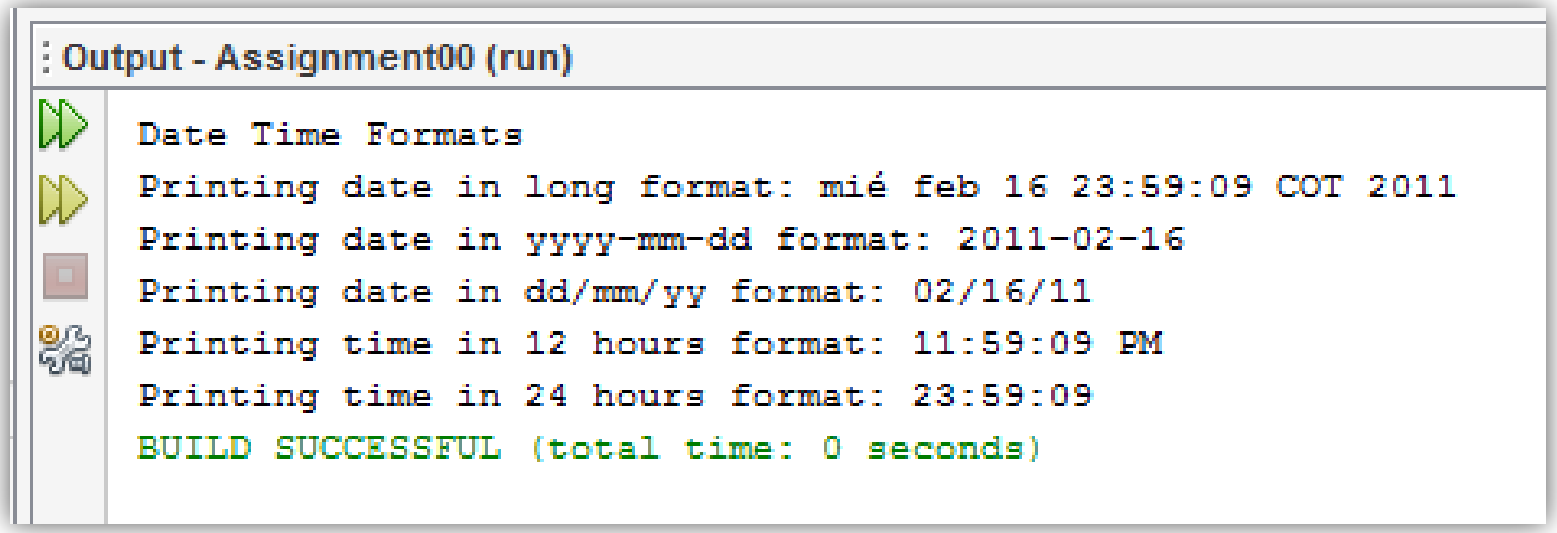
Printing Strings and characters



Printing Dates and times

```
private static void printDateAndTimeExample() {

    Calendar dateTime = Calendar.getInstance();

    System.out.printf("Printing date in long format: %tc\n", dateTime);
    System.out.printf("Printing date in yyyy-mm-dd format: %tF\n", dateTime);
    System.out.printf("Printing date in dd/mm/yy format: %tD\n", dateTime);
    System.out.printf("Printing time in 12 hours format: %tr\n", dateTime);
    System.out.printf("Printing time in 24 hours format: %tT\n", dateTime);
}
```

Printing Dates and times



Working with Strings

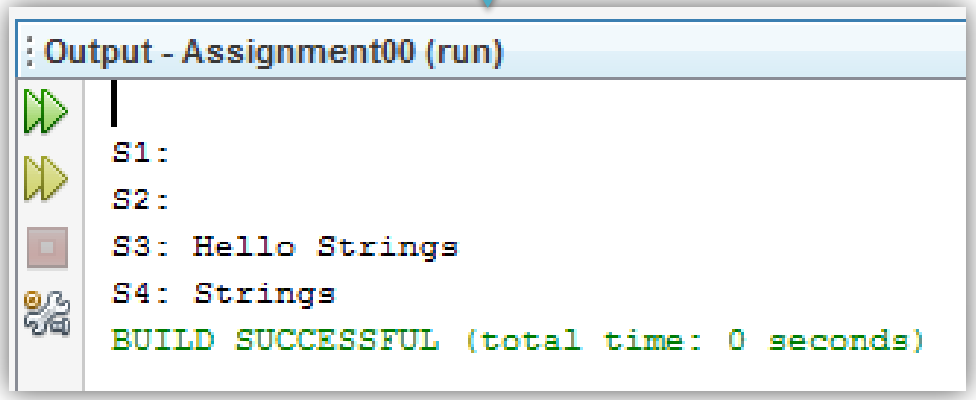
[Deitel] Chapter 29

Strings Declarations

String Miscellaneous

Strings Declarations

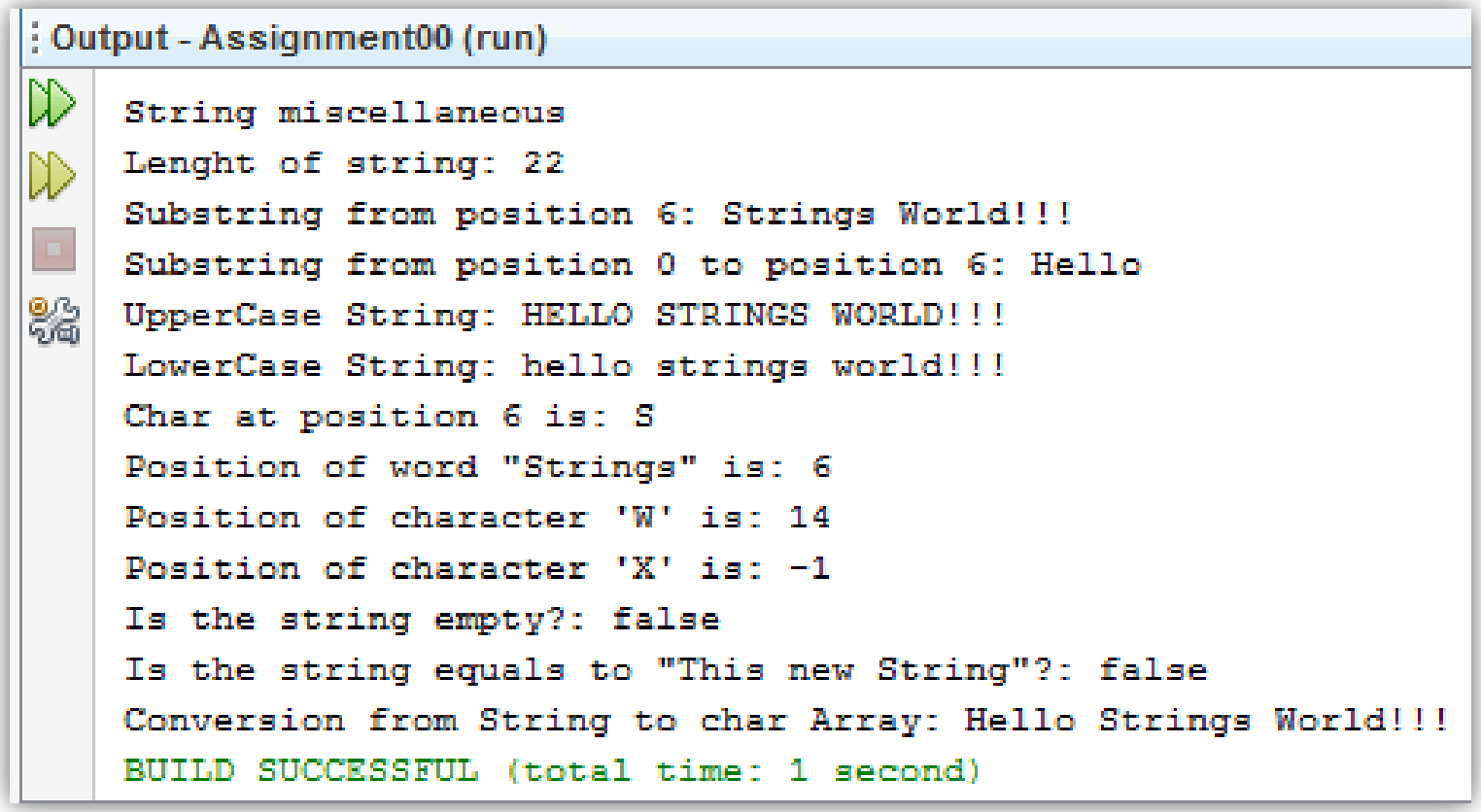
```
private static void stringDeclarationExamples() {

    String simpleString = "Hello";
    char[] charArray = {'H', 'e', 'l', 'l', 'o', ' ', 'S', 't', 'r', 'i', 'n', 'g', 's'};

    String string1 = "";
    String string2 = new String();
    String string3 = new String(charArray);
    String string4 = new String(charArray, 6, 7);

    System.out.printf("S1: %s\nS2: %s\nS3: %s\nS4: %s\n", string1, string2, string3, string4);

}
```



String Miscellaneous

```
private static void stringMiscelllaneousExamples() {

    String exampleString = "Hello Strings World!!!";

    System.out.println("Lenght of string: " + exampleString.length());

    System.out.println("Substring from position 6: " + exampleString.substring(6));

    System.out.println("Substring from position 0 to position 6: " + exampleString.substring(0, 6));

    System.out.println("UpperCase String: " + exampleString.toUpperCase());

    System.out.println("LowerCase String: " + exampleString.toLowerCase());

    System.out.println("Char at position 6 is: " + exampleString.charAt(6));

    System.out.println("Position of word \"Strings\" is: " + exampleString.indexOf("Strings"));

    System.out.println("Position of character 'W' is: " + exampleString.indexOf('W'));

    System.out.println("Position of character 'X' is: " + exampleString.indexOf('X'));

    System.out.println("Is the string empty?: " + exampleString.isEmpty());

    System.out.println("Is the string equals to \"This new String\"?: " + exampleString.equals("This new String"));

    System.out.print("Conversion from String to char Array: ");
    char[] stringToarray = exampleString.toCharArray();
    for (char character : stringToarray) {
        System.out.print(character);
    }
}
```

String Miscellaneous



Casting

Primitive Types Casting

Primitive Types Casting

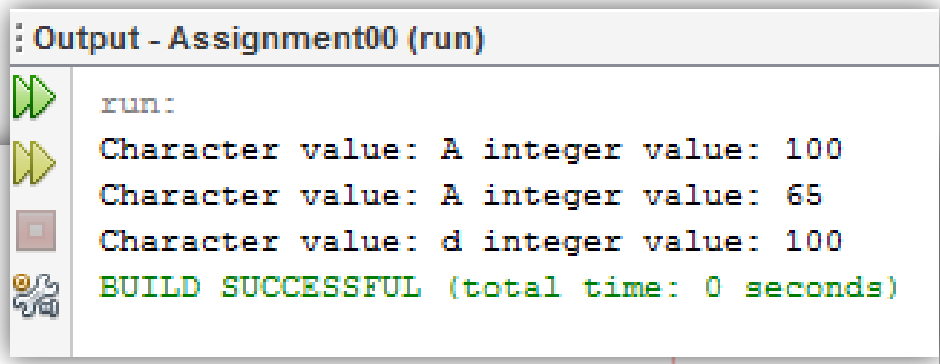
		Assignation variable							
		int	long	float	double	char	byte	short	boolean
Value to assign	int	-	A	A	A	C	C	C	N
	long	C	-	A	A	C	C	C	N
	float	C	C	-	A	C	C	C	N
	double	C	C	C	-	C	C	C	N
	char	A	A	A	A	-	C	C	N
	byte	A	A	A	A	C	-	A	N
	short	A	A	A	A	C	C	-	N
	boolean	N	N	N	N	N	N	N	-

C = Explicit Cast Required

A = Automatic Cast

Casting example

```java
public static void castingExample() {

    char character = 'A';
    int integer = 100;

    System.out.println("Character value: " + character + " integer value: " + integer);

    // Automatic Cast
    integer = character;

    System.out.println("Character value: " + character + " integer value: " + integer);

    integer = 100;

    // Explicit Cast
    character = (char) integer;

    System.out.println("Character value: " + character + " integer value: " + integer);

}
```



ASCII table

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL (null)	32	20	040		Space	64	40	100	@	@	96	60	140	`	`
1	1	001	SOH (start of heading)	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	STX (start of text)	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	ETX (end of text)	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	EOT (end of transmission)	36	24	044	$	$	68	44	104	D	D	100	64	144	d	d
5	5	005	ENQ (enquiry)	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	ACK (acknowledge)	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	BEL (bell)	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	BS (backspace)	40	28	050	(	(	72	48	110	H	H	104	68	150	h	h
9	9	011	TAB (horizontal tab)	41	29	051	)	)	73	49	111	I	I	105	69	151	i	i
10	A	012	LF (NL line feed, new line)	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	VT (vertical tab)	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	FF (NP form feed, new page)	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	CR (carriage return)	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	SO (shift out)	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	SI (shift in)	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	DLE (data link escape)	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	DC1 (device control 1)	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	DC2 (device control 2)	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	DC3 (device control 3)	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	DC4 (device control 4)	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	NAK (negative acknowledge)	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	SYN (synchronous idle)	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	ETB (end of trans. block)	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	CAN (cancel)	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	EM (end of medium)	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	SUB (substitute)	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	ESC (escape)	59	3B	073	;	;	91	5B	133	[	[	123	7B	173	{	{
28	1C	034	FS (file separator)	60	3C	074	<	<	92	5C	134	\	\	124	7C	174			|
29	1D	035	GS (group separator)	61	3D	075	=	=	93	5D	135	]	]	125	7D	175	}	}
30	1E	036	RS (record separator)	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	US (unit separator)	63	3F	077	?	?	95	5F	137	_	_	127	7F	177	&#127;	DEL

Working with Random numbers

Generating random numbers

Remember to import the

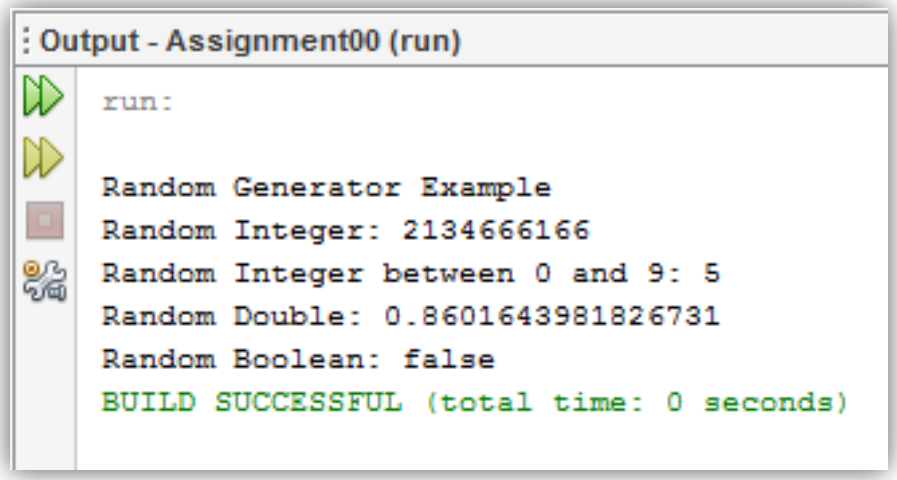
Random Class

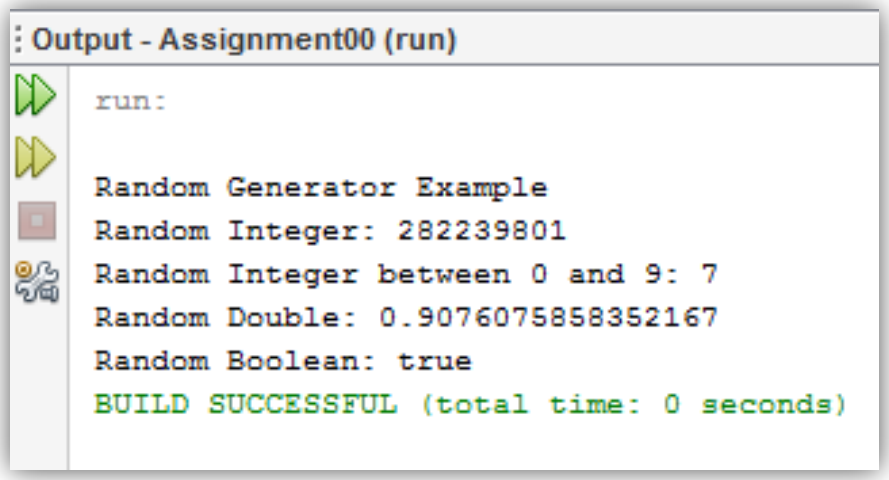
```
7  import java.util.Random;
8
```

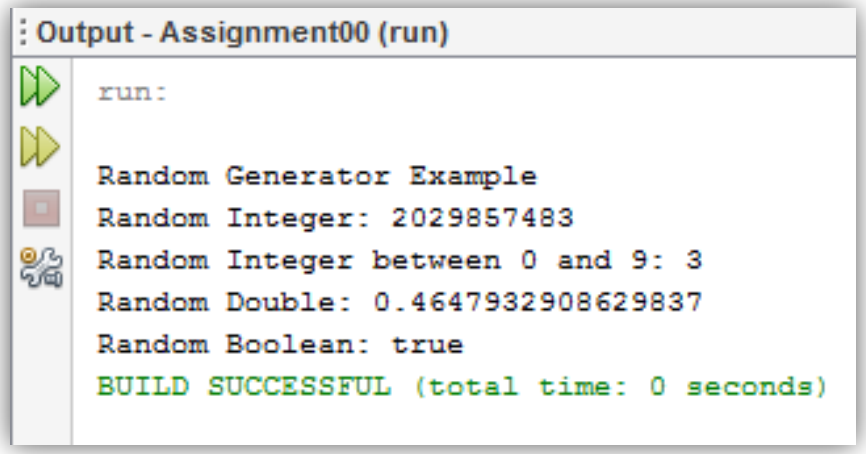
Generating random numbers

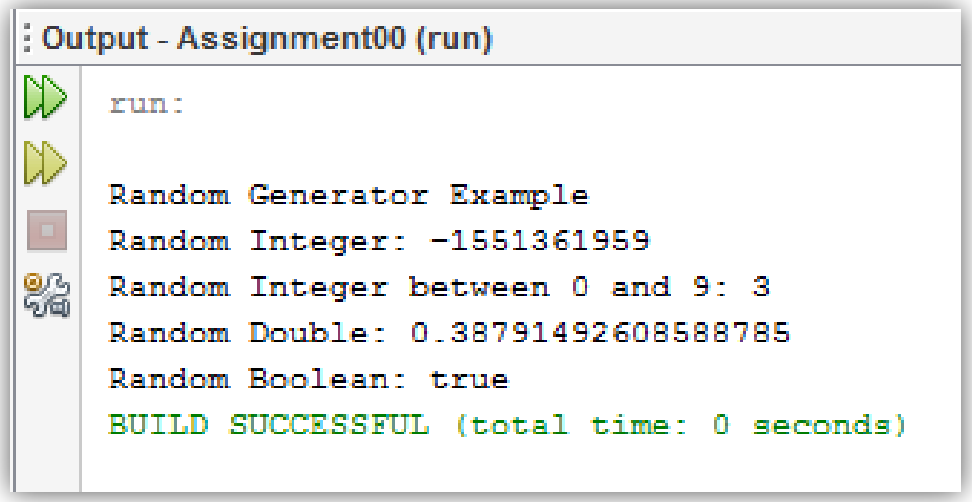
```
private static void randomGeneratorExample() {

    Random randomGenerator = new Random();

    int randomInteger = randomGenerator.nextInt();
    System.out.println("Random Integer: " + randomInteger);

    randomInteger = randomGenerator.nextInt(10);
    System.out.println("Random Integer between 0 and 9: " + randomInteger);

    double randomDouble = randomGenerator.nextDouble();
    System.out.println("Random Double: " + randomDouble);

    boolean randomBoolean = randomGenerator.nextBoolean();
    System.out.println("Random Boolean: "+randomBoolean);
}
```

Generating random numbers









HangMan

- Write the program HangMan
  - Program must choose randomly the secret word from a predefined list. (Given by me ☺)
  - Program must show after each player turn the current game state:
    - Which letters has been discovered. For example:
      - _ b _ e _ t _ (Objects)
    - How many errors has been committed until complete this figure

      q(x_x)p
    - Which letters has been used

Game Output example

System (Secret word = "object")		Player
_ _ _ _ _ _		
		User try the letter a
_ _ _ _ _ _	q a	
		User try the letter j
_ _ j _ _ _	q aj	
		User try the letter w
_ _ j _ _ _	q(ajw	
		User try the letter n
_ _ j _ _ _	q(X ajnw	
		User try the letter b
_ b j _ _ _	q(X abjnw	

Game Output example

System (Secret word = "object")	Player
o b j e c _ q(X_X) abcde...	
	User try the letter t
o b j e c t q(X_X) abcde...	
You Win !!!	

System (Secret word = "object")	Player
o b j e c _ q(X_X) abcde...	
	User try the letter p
o b j e c t q(X_X)P abcde...	
You Lose !!! The secret word is: object	

References

- [Barker] J. Barker, *Beginning Java Objects: From Concepts To Code*, Second Edition, Apress, 2005.

- [Deitel] H.M. Deitel and P.J. Deitel, *Java How to Program: Early Objects Version*, Prentice Hall, 2009.