Java Basics II

Christian Rodríguez Bustos Object Oriented Programming

Java Basics



Agenda

Formatted output

Working with Strings

Casting

Generating Random

numbers Java Basics

Formatted Output [Deitel] Chapter 28

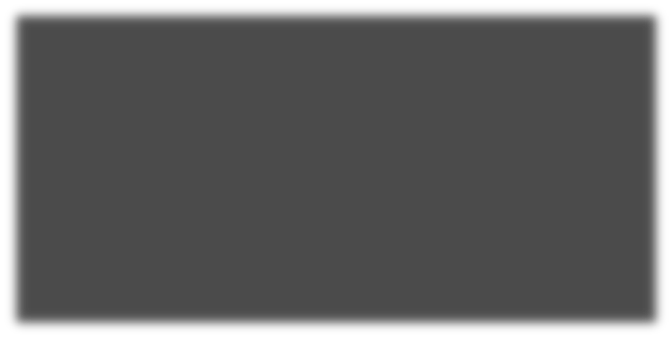
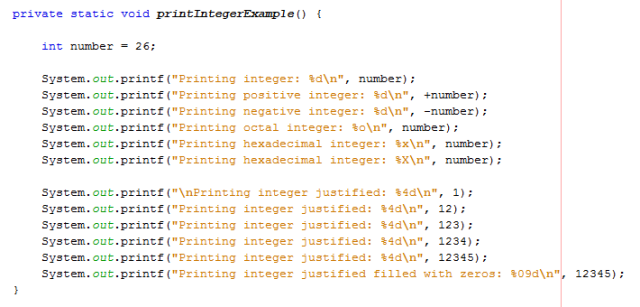
Printing Integers & Floating-Point Numbers Printing Strings and characters

Printing Dates and times

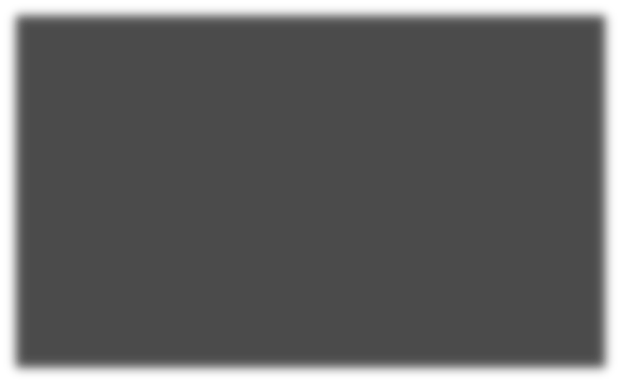
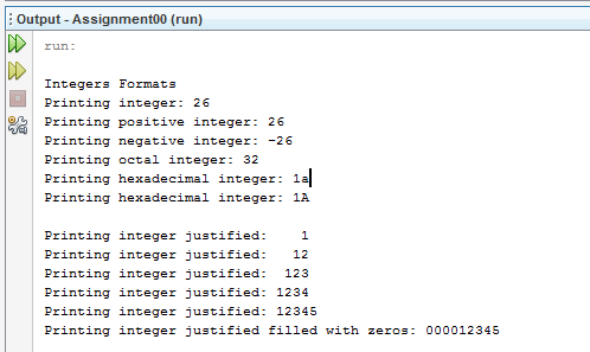
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Printing Integers Numbers

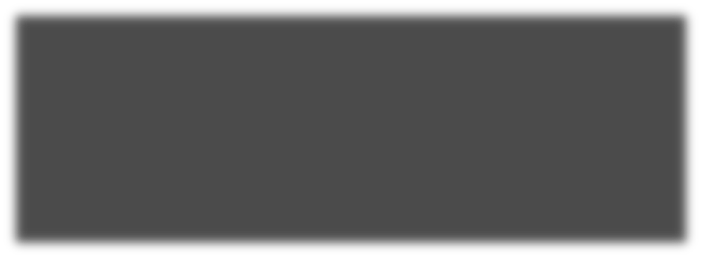


Printing Integers Numbers



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Printing Floating-Point Numbers





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Printing Floating-Point Numbers





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Printing Strings and characters





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Printing Strings and characters





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Printing Dates and times





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Printing Dates and times





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Working with Strings

[Deitel] Chapter 29

Strings Declarations

String Miscellaneous



Strings Declarations



String Miscellaneous 

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String Miscellaneous





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Casting

Primitive Types Casting



Value to

assign

Primitive Types Casting

Assignation variable

int long float double char byte short boolean 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



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ASCII table

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Working with Random numbers



Generating random numbers

Remember to import the

Random Class



Generating random numbers



Generating random numbers

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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



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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 |  |



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Game Output example

| System (Secret word = “object”) o b j e c \_ q(X\_X) abcde... | Player |
| --- | --- |
|  | User try the letter t |
| o b j e c t q(X\_X) abcde... |  |
| You Win !!! |  |

| System (Secret word = “object”) o b j e c \_ q(X\_X) abcde... | Player |
| --- | --- |
|  | User try the letter p |
| o b j e c t q(X\_X)P abcde... |  |
| You Lose !!! The secret word is: object |  |



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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.



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