


Programming II

COMP212

Object Oriented Programming With Java



basic programming concepts review

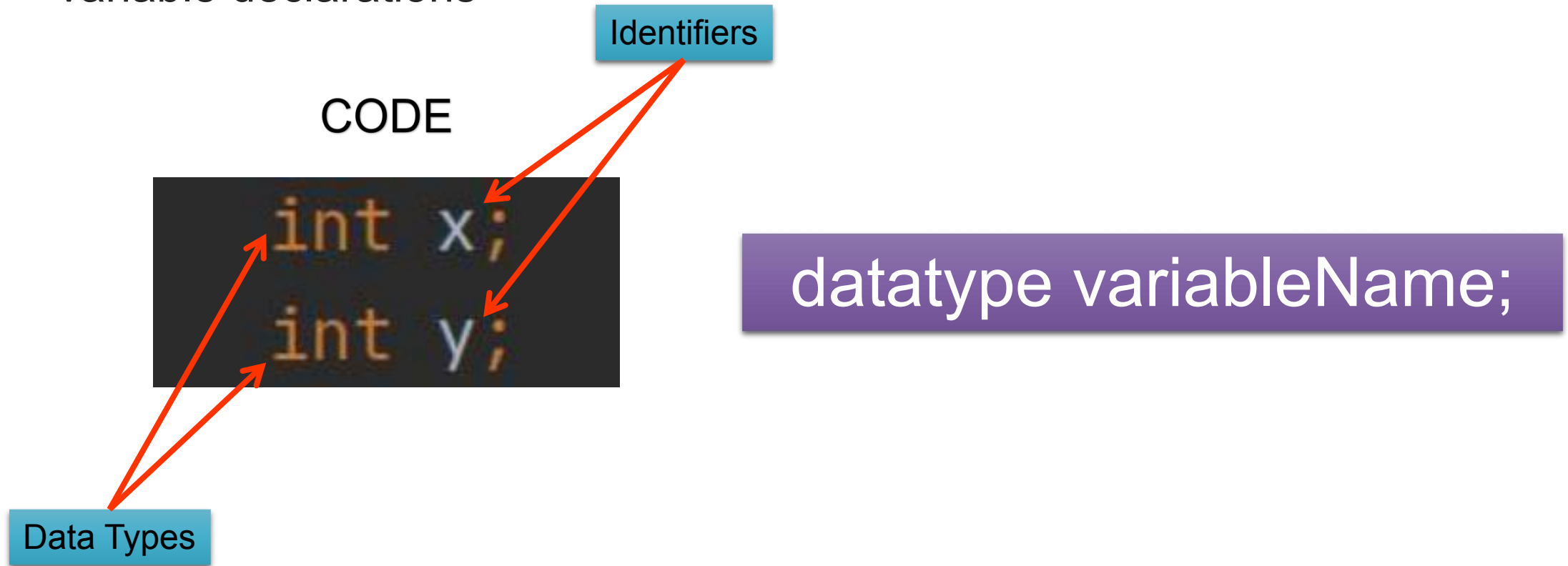


Variables



Variables

- variable declarations



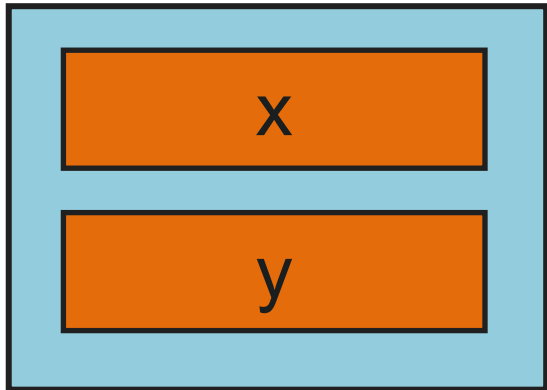


Assignment Statements

- The syntax for assignment statements

variable = expression;

MEM



```
int x;  
x = 40;  
int y = 3;  
int z = y + 30;  
z = y - x;
```



Various Types in Java

- Primitive type
 - for storing simple values
- Reference type
 - for storing complex objects



Primitive Types

Type	Bytes	Range	storage forme
byte	1	[-127, 128]	8-bit signed
short	2	[-32k, 32K]	16-bit signed
int	4	[-2147483648, 2147483647]	32-bit signed
long	8	[-9223372036854775808, 9223372036854775807]	64-bit signed
float	4	Negative range: $-3.4028235E +38$ to $-1.4E -45$ Positive range: $1.4E -45$ to $3.4028235E +38$	32-bit IEEE 754
double	8	Negative range: $-1.7976931348623157E + 308$ to $-4.9E -324$ Positive range: $4.9E -324$ to $1.7976931348623157E +308$	64-bit IEEE 754
char	2	A, B, C ...	16-bit Unicode
boolean	1	true/false	



Primitive Types

```
int someInt = 45;  
long someLongInt = 123_456_789L;  
float someFloat = 45.036f;  
double someDouble = 3.467E120;  
char someChar = 'G';  
boolean someState = true ;
```

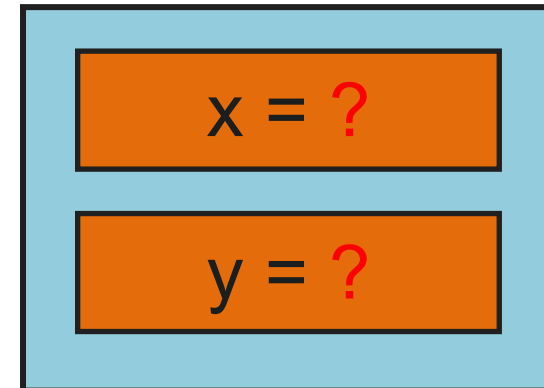



Mathematical Operations

CODE

```
int x;  
x = 4 + 3 * 2;  
int y = x - 6;  
x = x * y;
```

MEM



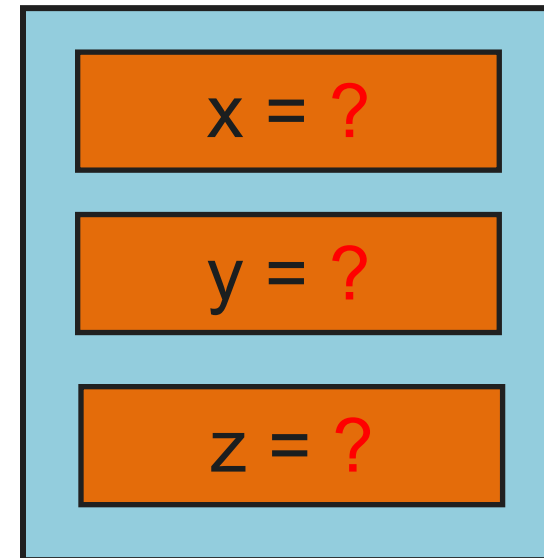


Mathematical Operations

CODE

```
int x;  
x = 2;  
int y = x * 3;  
int z = y / 2;  
x = (y + z) % 2;
```

MEM





Flow Control

- Java executes one statement after the other in the order they are written
- Many Java statements are flow control statements:
 - Selections: if, if else, switch
 - Loop: for, while, do while
 - Escapes: break, continue, return



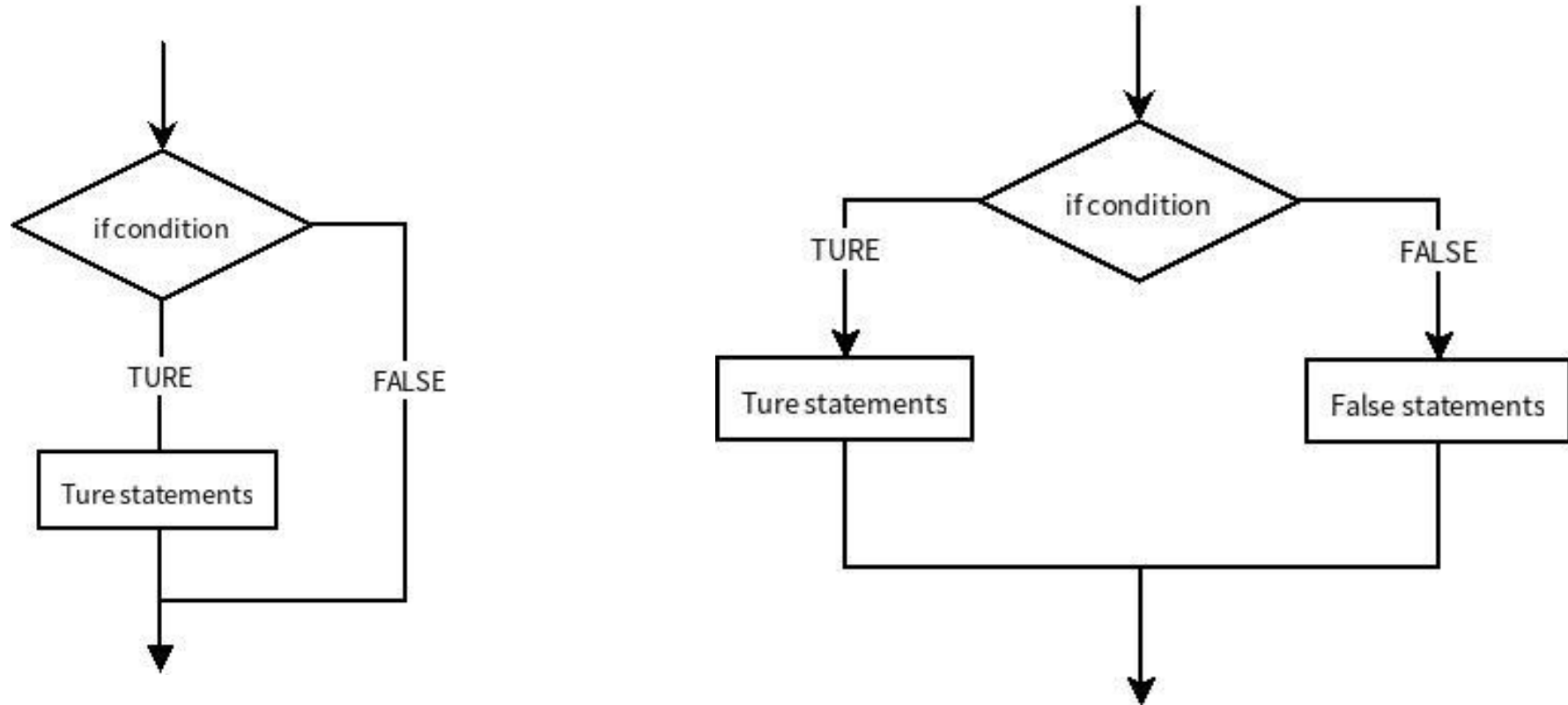
Selections

if... ; if...else...



Conditional statements (if)

- An **if** statement is a construct that enables a program to specify alternative paths of execution.





boolean Data Type

- boolean Relational Operators

<i>Java Operator</i>	<i>Mathematics Symbol</i>	<i>Name</i>	<i>Example (radius is 5)</i>	<i>Result</i>
<	<	Less than	<code>radius < 0</code>	<code>false</code>
<=	≤	Less than or equal to	<code>radius <= 0</code>	<code>false</code>
>	>	Greater than	<code>radius > 0</code>	<code>true</code>
>=	≥	Greater than or equal to	<code>radius >= 0</code>	<code>true</code>
==	=	Equal to	<code>radius == 0</code>	<code>false</code>
!=	≠	Not equal to	<code>radius != 0</code>	<code>true</code>



Case Study: Computing BMI

- Body mass index (BMI) is a measure of health based on height and weight. It can be calculated by taking your weight in kilograms and dividing it by the square of your height in meters. The interpretation of BMI for people 20 years or older is as follows:

BMI	Interpretation
$\text{BMI} < 18.5$	Underweight
$18.5 \leq \text{BMI} < 25.0$	Normal
$25.0 \leq \text{BMI} < 30.0$	Overweight
$30.0 \leq \text{BMI}$	Obese

DEMO



Logical Operators

- Sometimes, whether a statement is executed is determined by a combination of several conditions. You can use logical operators to combine these conditions to form a compound Boolean expression. Logical operators, also known as Boolean operators, operate on Boolean values to create a new Boolean value.

<i>Operator</i>	<i>Name</i>	<i>Description</i>
!	not	Logical negation
&&	and	Logical conjunction
	or	Logical disjunction
^	exclusive or	Logical exclusion



Logical Operators

- True Table of The Logical Operators

A	B	A && B	A B	A ^ B	! A
T	T	T	T	F	F
T	F	F	T	T	F
F	T	F	T	T	T
F	F	F	F	F	T

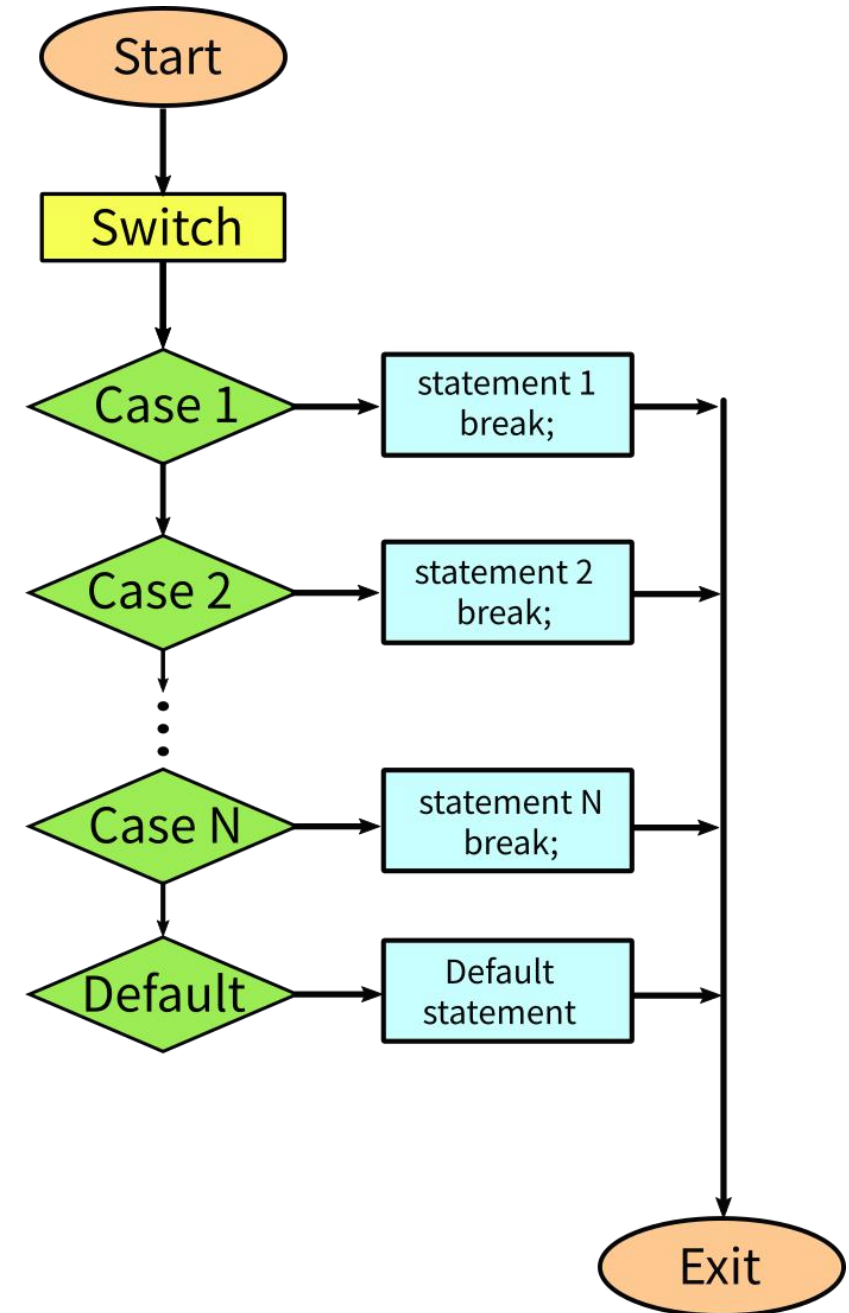
T = true ; F = false

DEMO



switch statement

- A switch statement allows a variable to be tested for equality against a list of values. Each value is called a case, and the variable being switched on is checked for each case.



DEMO



Loop

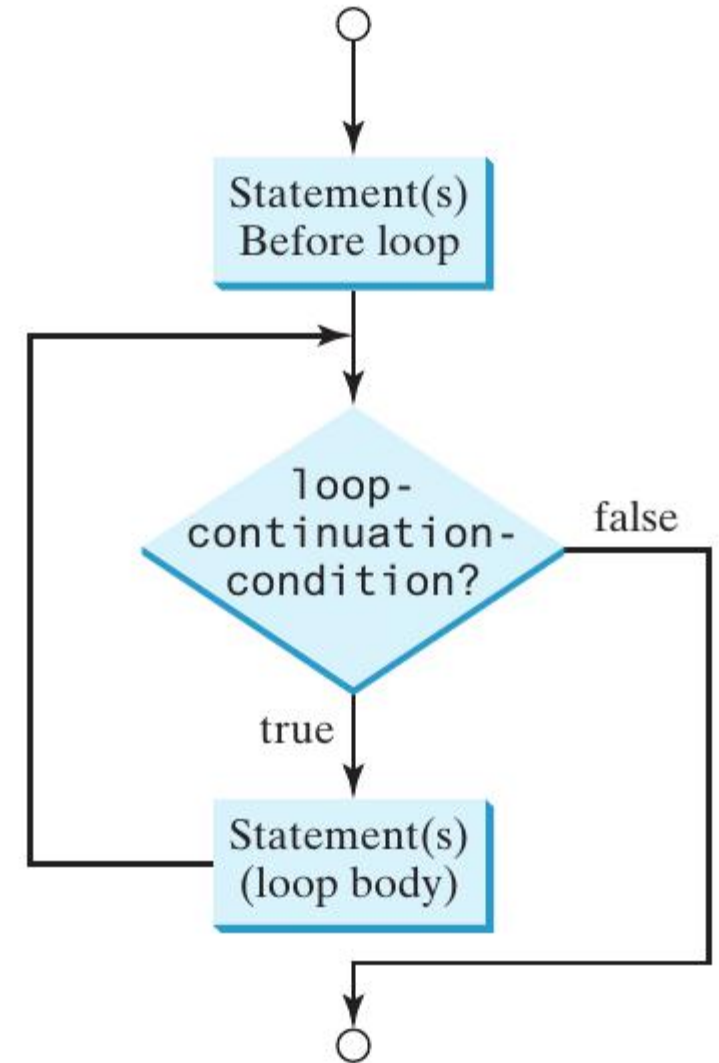
while ; for



while Loop

- Java provides a powerful construct called a loop that controls how many times an operation or a sequence of operations is performed in succession.

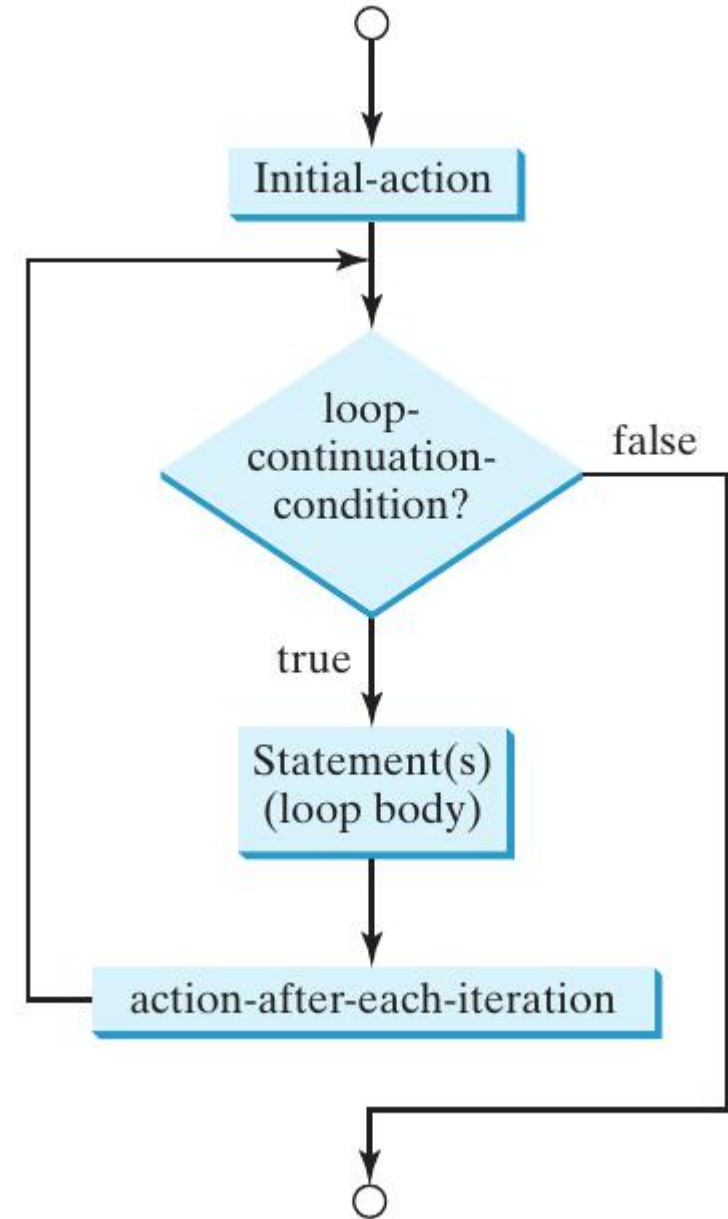
```
while (loop-continuation-condition) {  
    // Loop body  
    Statement(s);  
}
```



DEMO

for loop

```
for (initial-action; loop-continuation-condition;  
    action-after-each-iteration) {  
    // Loop body;  
    Statement(s);  
}
```



DEMO



Break & Continue Statement

- when a **break** statement is encountered inside a loop, the loop is immediately terminated and the program control resumes at the next statement following the loop.
- The **continue** statement is used in loop control structure when you need to the next iteration of the loop immediately. It can be used with for loop and while loop.



Java Comments

The Java comment are the statements that are not executed by the compliler and interpreter. The comments can be used to provide information or explanation about the variable, mehtod, class or any statement.

- Types of Java Comments
 1. Single Line Comment: //
 2. Multi Line Comment: /* */
 3. Documentation Comment: /** */



Function (Method)

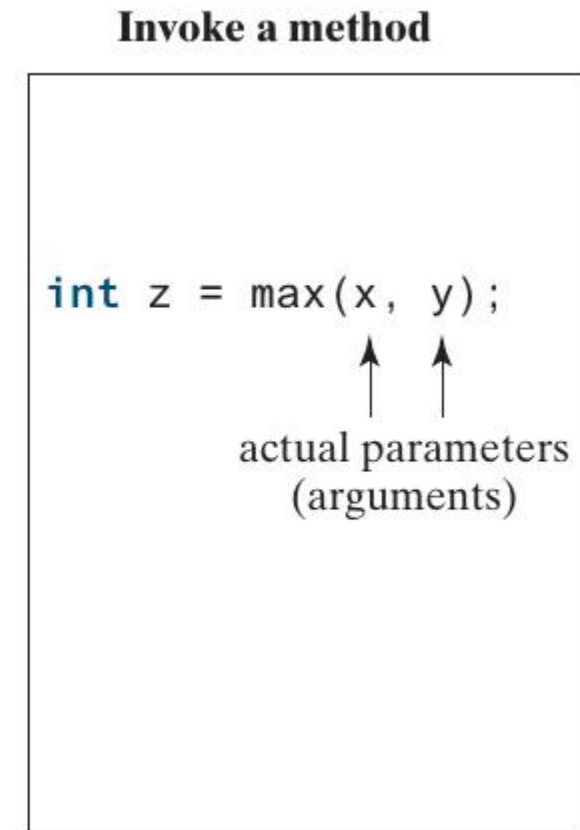
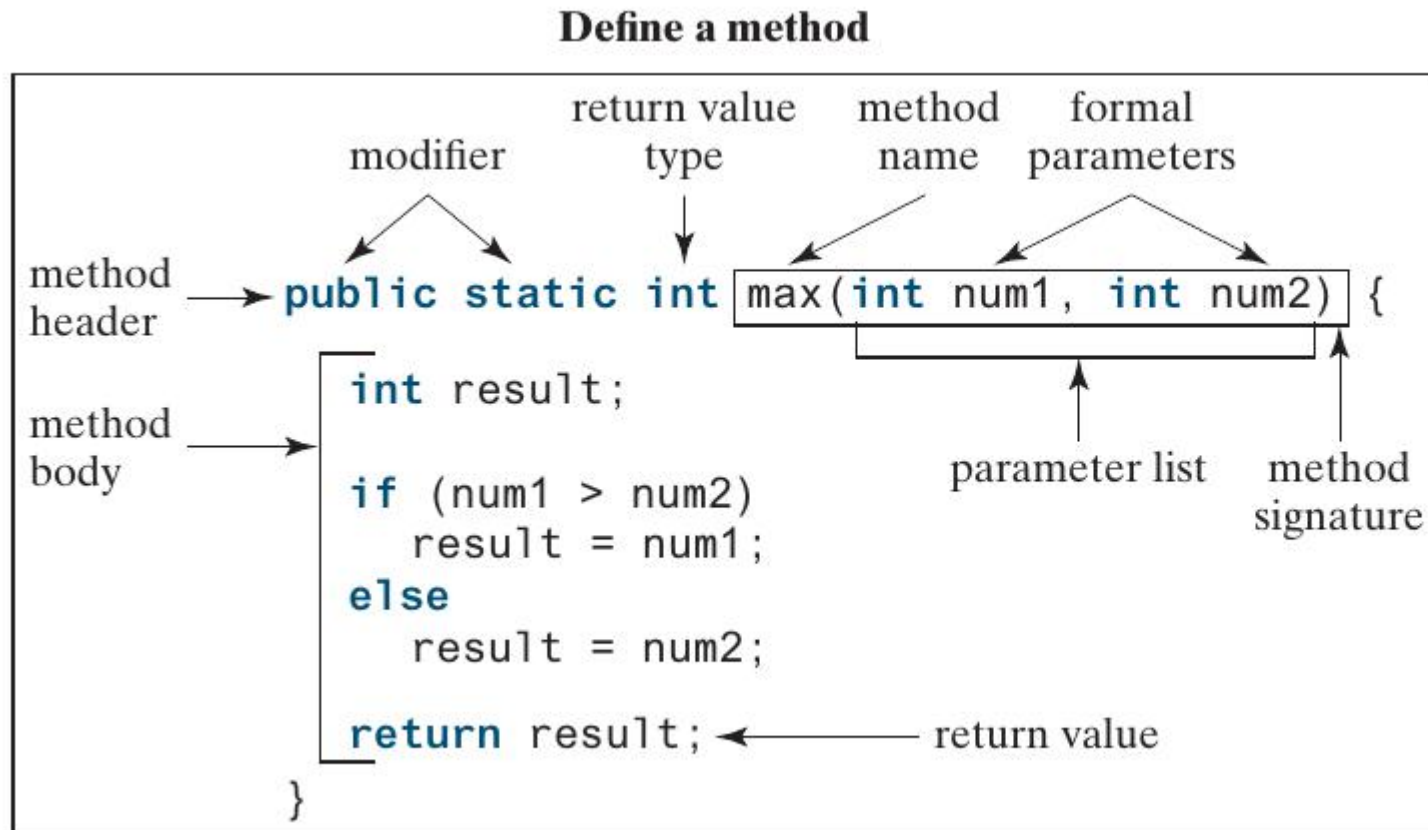


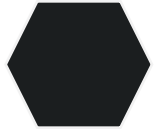
Functions (Methods)

- Functions extract a computation out, giving it a name and parameters. You then can use the function to perform that computation without rewriting it. (reusable code and simplify coding).
- Technically speaking Java doesn't have functions. It has ***methods*** since all code in Java is inside of objects.



Defining a Method





Why we need function ?

- factorial: the factorial of a positive integer n , denoted by $n!$, is product of all positive integers less than or equal to n :

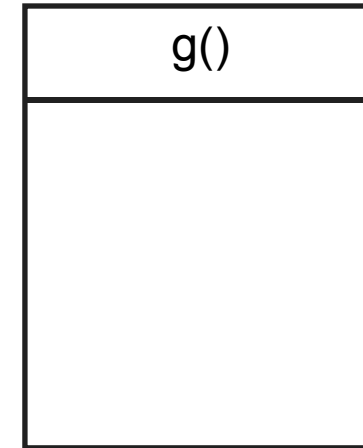
$$n! = n \times (n - 1) \times (n - 2) \times \cdots \times 3 \times 2 \times 1$$

$$0! = 1$$



Calling a Method

```
int f(int x, int y) {  
    if (x < y) {  
        System.out.println("x < y");  
        return y + x;  
    }  
    else {  
        System.out.println("x >= y");  
        if (x > 8) {  
            return y + 7;  
        }  
    }  
    return x - 2;  
}
```



```
int g() {  
    int a = f(3, 4);  
    int b = f(a, 5);  
    return b;  
}
```



Functions (Methods)

function **myFunction**

```
int myFunction(int x, int y) {  
    int z = 2 * x - y;  
    return z * x;  
}
```

function **f**

```
int f(int n) {  
    return 3 + myFunction(n, n+1);  
}
```

function **g**

```
int g() {  
    int a;  
    a = myFunction(3, 7);  
    int b = f(a*a);  
    return b;  
}
```