

Elementary Programming

Input & Output (+ Case Study 1)



EECS1021:
Object Oriented Programming:
from Sensors to Actuators
Winter 2020

Original slides: DR. CHEN-WEI "JACKIE" WANG
Updates: DR. JAMES ANDREW SMITH

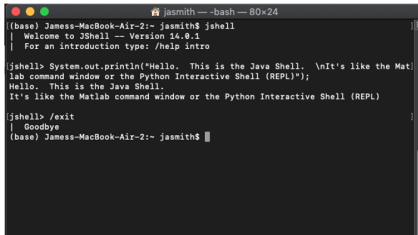
Topics in “Elementary Program’g” series

- Intro to Java (General)
- Operations and Data
- *Input & Output (+ Case Study 1)*
- More I/O (+ Case Study 2)
- Numbers Types & Conversions
- Software Development High Level Process

Simple outputs with `println`

We often use `System.out.println(someString)` to write things to the user.

- e.g. `System.out.println("Hello. This is the Java Shell.");`

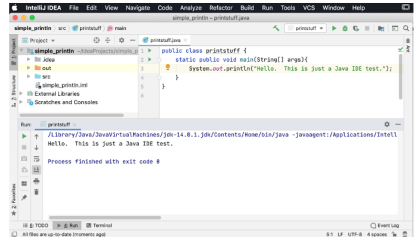


```
(base) Jamess-MacBook-Air-2:~ jasmith$ jshell
| Welcome to JShell -- Version 14.0.1
| For an introduction type: /help intro

jshell> System.out.println("Hello. This is the Java Shell. \nIt's like the Mat
lab command window or the Python Interactive Shell (REPL)");
Hello. This is the Java Shell.
It's like the Matlab command window or the Python Interactive Shell (REPL)

jshell> /exit
| Goodbye
(base) Jamess-MacBook-Air-2:~ jasmith$
```

Printing within the Java Shell, jshell.



```
public class Printstuff {
    static public void main(String[] args){
        System.out.println("Hello. This is just a Java IDE test.");
    }
}
```

Run

```
Process finished with exit code 0
Hello. This is just a Java IDE test.
```

Printing within an IDE like IntelliJ

print VS. println

Executing `System.out.println(someString)` is the same as executing `System.out.print(someString + "\n")`.

- e.g.,

```
System.out.print("Hello");  
System.out.print("World");
```

```
HelloWorld
```

- e.g.,

```
System.out.println("Hello");  
System.out.println("World");
```

```
Hello  
World
```

Common Print Statements

You can execute *print statements* to the console (terminal or within the IDE).

e.g., Print statements involving literals or named constants only:

```
final double PI = 3.14; /* a named double constant */  
System.out.println("Pi is " + PI); /* str. lit. and num. const. */ %
```

e.g., Print statements involving variables:

```
String msg = "Counter value is "; /* a string variable */  
int counter = 1; /* an integer variable */  
System.out.println(msg + counter);  
counter = 2; /* re-assignment changes variable's stored value */  
System.out.println(msg + counter);
```

Case Study 1: Compute the Area of a Circle

Problem: declare two variables `radius` and `area`, initialize `radius` as 20, compute the value of `area` accordingly, and print out the value of `area`.

```
public class ComputeArea {  
    public static void main(String[] args) {  
        double radius; /* Declare radius */  
        double area; /* Declare area */  
        /* Assign a radius */  
        radius = 20; /* assign value to radius */  
        /* Compute area */  
        area = radius * radius * 3.14159;  
        /* Display results */  
        System.out.print("The area of circle with radius ");  
        System.out.println(radius + " is " + area);  
    }  
}
```

It would be more flexible if we can let the user specify the inputs via keyboard!

Input and Output

Reading input from the console enables *user interaction*.

```
import java.util.Scanner;
public class ComputeAreaWithConsoleInput {
    public static void main(String[] args) {
        /* Create a Scanner object */
        Scanner input = new Scanner(System.in);
        /* Prompt the user to enter a radius */
        System.out.print("Enter a number for radius: ");
        double radius = input.nextDouble();
        /* Compute area */
        final double PI = 3.14169; /* a named constant for  $\pi$  */
        double area = PI * radius * radius; /*  $area = \pi r^2$  */
        /* Display result */
        System.out.println(
            "Area for circle of radius " + radius + " is " + area);
    }
}
```

Useful Methods for Scanner

- *nextInt()* which reads an integer value from the keyboard
- *nextDouble()* which reads a double value from the keyboard
- *nextLine()* which reads a string value from the keyboard

Variables: Common Mistakes (1)

Mistake: The same variable is declared more than once.

```
int counter = 1;  
int counter = 2;
```

Fix 1: Assign the new value to the same variable.

```
int counter = 1;  
counter = 2;
```

Fix 2: Declare a new variable (with a different name).

```
int counter = 1;  
int counter2 = 2;
```

Which fix to adopt depends on what you need!

Variables: Common Mistakes (2)

Mistake: A variable is used before it is declared.

```
System.out.println("Counter value is " + counter);  
int counter = 1;  
counter = 2;  
System.out.println("Counter value is " + counter);
```

Fix: Move a variable's declaration before its very first usage.

```
int counter = 1;  
System.out.println("Counter value is " + counter);  
counter = 2;  
System.out.println("Counter value is " + counter);
```

Remember, Java programs are always executed, line by line,
from top to bottom.