

# Lecture 3

Mathematical functions, characters, strings, and loops

- Java provides many useful methods in the Math class for performing common mathematical functions.
- Class constants:
  - PI
  - E
- Class methods:
  - Trigonometric Methods
  - Exponent Methods
  - Rounding Methods
  - min, max, abs, and random Methods

- `sin(double a)`
- `cos(double a)`
- `tan(double a)`
- `acos(double a)`
- `asin(double a)`
- `atan(double a)`

```
Math.sin(0) returns 0.0
```

```
Math.sin(Math.PI / 6)  
returns 0.5
```

```
Math.sin(Math.PI / 2)  
returns 1.0
```

```
Math.cos(0) returns 1.0
```

```
Math.cos(Math.PI / 6)  
returns 0.866
```

```
Math.cos(Math.PI / 2)  
returns 0
```

- `exp(double a)`
  - Returns  $e$  raised to the power of  $a$ .
- `log(double a)`
  - Returns the natural logarithm of  $a$ .
- `log10(double a)`
  - Returns the 10-based logarithm of  $a$ .
- `pow(double a, double b)`
  - Returns  $a$  raised to the power of  $b$ .
- `sqrt(double a)`
  - Returns the square root of  $a$ .

```
Math.exp(1) returns 2.71
Math.log(2.71) returns 1.0
Math.pow(2, 3) returns 8.0
Math.pow(3, 2) returns 9.0
Math.pow(3.5, 2.5) returns
    22.91765
Math.sqrt(4) returns 2.0
Math.sqrt(10.5) returns 3.24
```

- `double ceil(double x)`
  - `x` rounded up to its nearest integer. This integer is returned as a double value.
- `double floor(double x)`
  - `x` is rounded down to its nearest integer. This integer is returned as a double value.
- `double rint(double x)`
  - `x` is rounded to its nearest integer. If `x` is equally close to two integers, the even one is returned as a double.
- `int round(float x)`
  - Return `(int)Math.floor(x+0.5)`.
- `long round(double x)`
  - Return `(long)Math.floor(x+0.5)`.

- `Math.ceil(2.1)` returns `3.0`
- `Math.ceil(2.0)` returns `2.0`
- `Math.ceil(-2.0)` returns `-2.0`
- `Math.ceil(-2.1)` returns `-2.0`
- `Math.floor(2.1)` returns `2.0`
- `Math.floor(2.0)` returns `2.0`
- `Math.floor(-2.0)` returns `-2.0`
- `Math.floor(-2.1)` returns `-3.0`
- `Math rint(2.1)` returns `2.0`
- `Math.rint(2.0)` returns `2.0`
- `Math.rint(-2.0)` returns `-2.0`
- `Math.rint(-2.1)` returns `-2.0`
- `Math.rint(2.5)` returns `2.0`
- `Math.rint(-2.5)` returns `-2.0`
- `Math.round(2.6f)` returns `3`
- `Math.round(2.0)` returns `2`
- `Math.round(-2.0f)` returns `-2`
- `Math.round(-2.6)` returns `-3`

- `max(a, b)` **and** `min(a, b)`
  - Returns the maximum or minimum of two parameters.
- `abs(a)`
  - Returns the absolute value of the parameter.
- `random()`
  - Returns a random double value in the range [0.0, 1.0).

```
Math.max(2, 3) returns 3
```

```
Math.max(2.5, 3) returns  
3.0
```

```
Math.min(2.5, 3.6) returns  
2.5
```

```
Math.abs(-2) returns 2
```

```
Math.abs(-2.1) returns 2.1
```

- Generates a random double value greater than or equal to 0.0 and less than 1.0 ( $0 \leq \text{Math.random()} < 1.0$ ).

- Example:

```
(int) (Math.random() *10); //returns a random between 0 and 9  
50 + (int) (Math.random() *50); //between 50 and 99In general
```

- In general

```
a + Math.random() * b; //returns a random between a and a+b
```



- `char letter = 'A';` (ASCII)
- `char numChar = '4';` (ASCII)
- `char letter = '\u0041';` (Unicode)
- `char numChar = '\u0034';` (Unicode)
- The increment and decrement operators can also be used on char variables to get the next or preceding Unicode character.
- Example:

```
char ch = 'a';  
System.out.println(++ch); //prints b
```



Characters	Code Value in Decimal	Unicode Value
'0' to '9'	48 to 57	\u0030 to \u0039
'A' to 'Z'	65 to 90	\u0041 to \u005A
'a' to 'z'	97 to 122	\u0061 to \u007A

<i>Escape Sequence</i>	<i>Name</i>	<i>Unicode Code</i>	<i>Decimal Value</i>
\b	Backspace	\u0008	8
\t	Tab	\u0009	9
\n	Linefeed	\u000A	10
\f	Formfeed	\u000C	12
\r	Carriage Return	\u000D	13
\\	Backslash	\u005C	92
\"	Double Quote	\u0022	34

```
int i = 'a'; // Same as int i = (int)'a';  
char c = 97; // Same as char c = (char)97;
```

```
if (ch >= 'A' && ch <= 'Z')  
    System.out.println(ch + " is an uppercase letter");  
else if (ch >= 'a' && ch <= 'z')  
    System.out.println(ch + " is a lowercase letter");  
else if (ch >= '0' && ch <= '9')  
    System.out.println(ch + " is a numeric character");
```

Method	Description
<code>isDigit(ch)</code>	Returns true if the specified character is a digit.
<code>isLetter(ch)</code>	Returns true if the specified character is a letter.
<code>isLetterOfDigit(ch)</code>	Returns true if the specified character is a letter or digit.
<code>isLowerCase(ch)</code>	Returns true if the specified character is a lowercase letter.
<code>isUpperCase(ch)</code>	Returns true if the specified character is an uppercase letter.
<code>toLowerCase(ch)</code>	Returns the lowercase of the specified character.
<code>toUpperCase(ch)</code>	Returns the uppercase of the specified character.

- The char type only represents one character.
- To represent a string of characters, use the data type called String.
- Example:

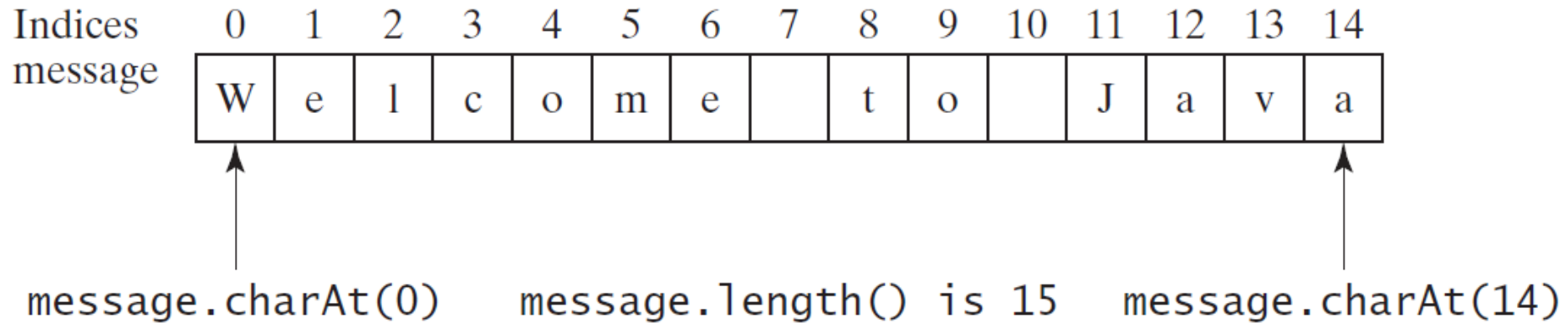
```
String message = "Welcome to Java";
```
- String is actually a predefined class in the Java library just like the System class and Scanner class.
- The String type is not a primitive type. It is known as a reference type.
- Any Java class can be used as a reference type for a variable.
- Reference data types will be thoroughly discussed “Objects and Classes.”
- For the time being, you just need to know how to:
  - declare a String variable,
  - assign a string to the variable,
  - concatenate strings,
  - perform simple operations for strings.

Method	Description
<code>length()</code>	Returns the number of characters in this string.
<code>charAt(index)</code>	Returns the character at the specified index from this string.
<code>concat(s1)</code>	Returns a new string that concatenates this string with string <code>s1</code> .
<code>toUpperCase()</code>	Returns a new string with all letters in uppercase.
<code>toLowerCase()</code>	Returns a new string with all letters in lowercase.
<code>trim()</code>	Returns a new string with whitespace characters trimmed on both sides.

- Strings are objects in Java.
- The methods in the preceding table can only be invoked from a specific string instance.
- For this reason, these methods are called instance methods.
- A non-instance method is called a static method.
- A static method can be invoked without using an object.
- All the methods defined in the Math class are static methods.
- They are not tied to a specific object instance.
- The syntax to invoke an instance method is  
`referenceVariable.methodName(arguments)`

- **Example:**

```
String message = "Welcome to Java";  
int length = message.length();
```



```
String message = "Welcome to Java";
System.out.println("The first character in " +
    "message is " + message.charAt(0));
```



- `"Welcome".toLowerCase()` returns a new string, `welcome`.
- `"Welcome".toUpperCase()` returns a new string, `WELCOME`.
- `" Welcome ".trim()` returns a new string, `Welcome`.
- `String message = "Welcome " + "to " + "Java";` Three strings are concatenated
- `String s = "Message" + 2;` `s` becomes `Message2`
- `String s1 = "Message" + 'B';` `s1` becomes `MessageB`

## ■ String

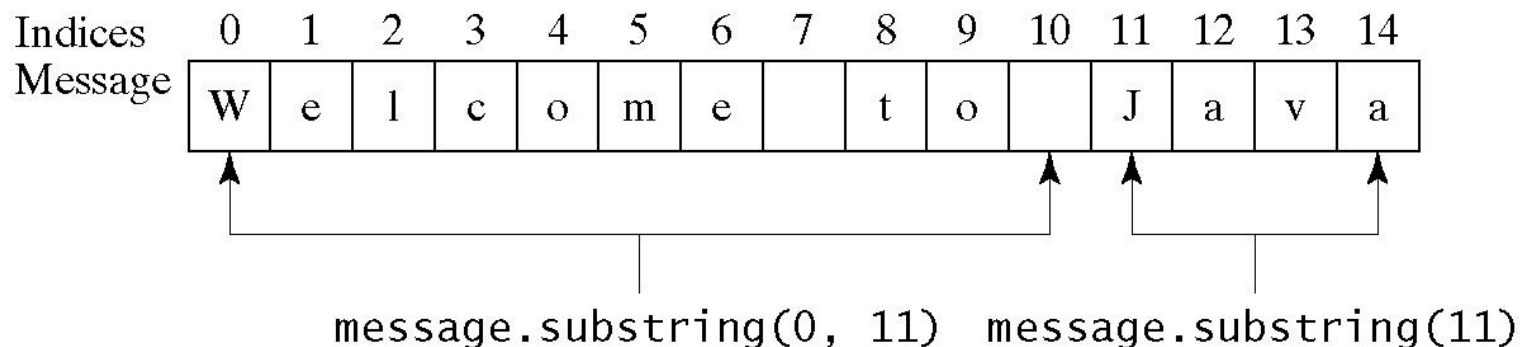
```
Scanner input = new Scanner(System.in);  
System.out.print("Enter two words separated by spaces: ");  
String s1 = input.next();  
String s2 = input.next();  
System.out.println("s1 is " + s1);  
System.out.println("s2 is " + s2);
```

## ■ Character

```
Scanner input = new Scanner(System.in);  
System.out.print("Enter a character: ");  
String s = input.nextLine();  
char ch = s.charAt(0);  
System.out.println("The character entered is " + ch);
```

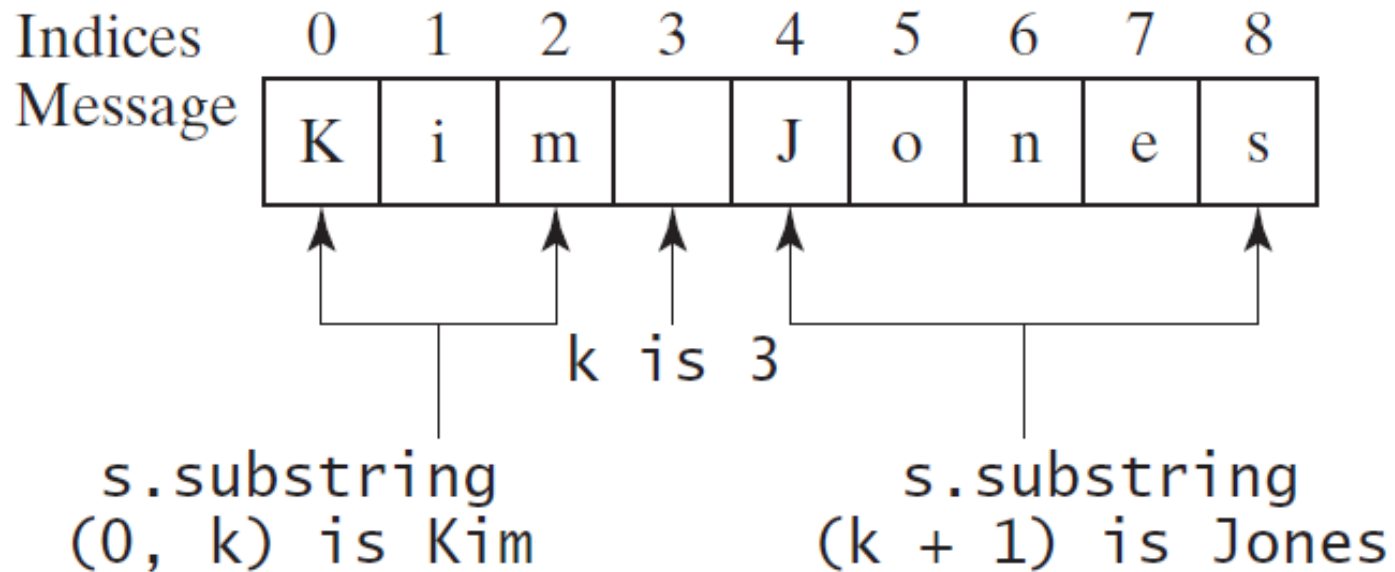
Method	Description
<code>equals(s1)</code>	Returns true if this string is equal to string <code>s1</code> .
<code>equalsIgnoreCase(s1)</code>	Returns true if this string is equal to string <code>s1</code> ; it is case insensitive.
<code>compareTo(s1)</code>	Returns an integer greater than 0, equal to 0, or less than 0 to indicate whether this string is greater than, equal to, or less than <code>s1</code> .
<code>compareToIgnoreCase(s1)</code>	Same as <code>compareTo</code> except that the comparison is case insensitive.
<code>startsWith(prefix)</code>	Returns true if this string starts with the specified prefix.
<code>endsWith(suffix)</code>	Returns true if this string ends with the specified suffix.

Method	Description
<code>substring(beginIndex)</code>	Returns this string's substring that begins with the character at the specified <code>beginIndex</code> and extends to the end of the string, as shown in Figure 4.2.
<code>substring(beginIndex, endIndex)</code>	Returns this string's substring that begins at the specified <code>beginIndex</code> and extends to the character at index <code>endIndex - 1</code> , as shown in Figure 9.6. Note that the character at <code>endIndex</code> is not part of the substring.



Method	Description
<code>indexOf(ch)</code>	Returns the index of the first occurrence of <code>ch</code> in the string. Returns <code>-1</code> if not matched.
<code>indexOf(ch, fromIndex)</code>	Returns the index of the first occurrence of <code>ch</code> after <code>fromIndex</code> in the string. Returns <code>-1</code> if not matched.
<code>indexOf(s)</code>	Returns the index of the first occurrence of string <code>s</code> in this string. Returns <code>-1</code> if not matched.
<code>indexOf(s, fromIndex)</code>	Returns the index of the first occurrence of string <code>s</code> in this string after <code>fromIndex</code> . Returns <code>-1</code> if not matched.
<code>lastIndexOf(ch)</code>	Returns the index of the last occurrence of <code>ch</code> in the string. Returns <code>-1</code> if not matched.
<code>lastIndexOf(ch, fromIndex)</code>	Returns the index of the last occurrence of <code>ch</code> before <code>fromIndex</code> in this string. Returns <code>-1</code> if not matched.
<code>lastIndexOf(s)</code>	Returns the index of the last occurrence of string <code>s</code> . Returns <code>-1</code> if not matched.
<code>lastIndexOf(s, fromIndex)</code>	Returns the index of the last occurrence of string <code>s</code> before <code>fromIndex</code> . Returns <code>-1</code> if not matched.

```
int k = s.indexOf(' ');
String firstName = s.substring(0, k);
String lastName = s.substring(k + 1);
```

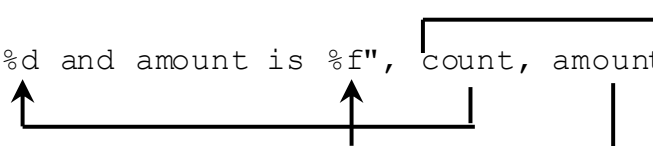




```
int intValue = Integer.parseInt(intString);  
double doubleValue =  
Double.parseDouble(doubleString);  
  
String s = number + "";
```

- Use the `printf` statement.
- `System.out.printf(format, items);`
- Where `format` is a string that may consist of substrings and format specifiers.
- A format specifier specifies how an item should be displayed:
  - `%b` a boolean
  - `%c` a character
  - `%d` a decimal integer
  - `%f` a floating-point number
  - `%e` a number in standard scientific notation
  - `%s` a string
- An item may be a numeric value, character, boolean value, or a string.

```
int count = 5;
double amount = 45.56;
System.out.printf("count is %d and amount is %f", count, amount);
```



display

count is 5 and amount is 45.560000

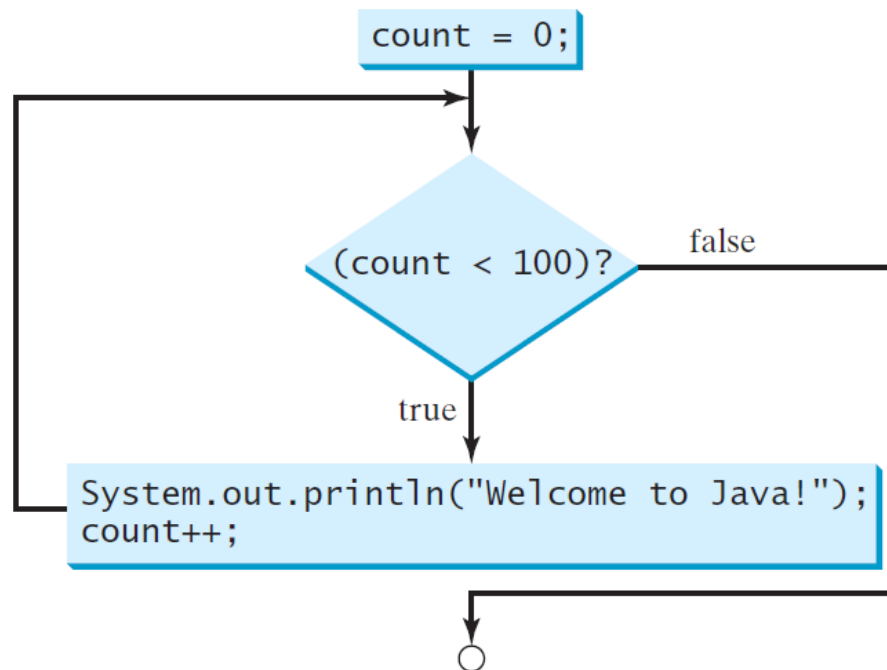


100  
times

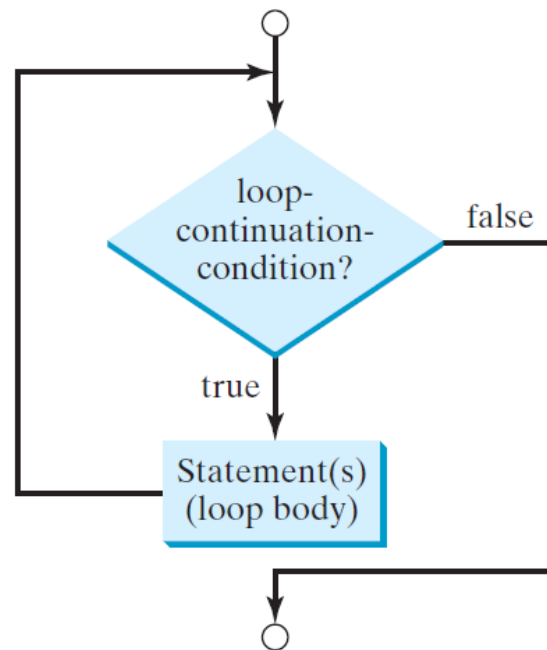
```
System.out.println("Welcome to Java!");  
System.out.println("Welcome to Java!");  
System.out.println("Welcome to Java!");  
System.out.println("Welcome to Java!");  
System.out.println("Welcome to Java!");  
System.out.println("Welcome to Java!");  
...  
...  
...  
System.out.println("Welcome to Java!");  
System.out.println("Welcome to Java!");  
System.out.println("Welcome to Java!");
```



```
int count = 0;
while (count < 100) {
    System.out.println("Welcome to Java");
    count++;
}
```



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



Initialize count

```
int count = 0;
```

```
while (count < 2) {  
    System.out.println("Welcome to Java!");  
    count++;  
}
```



(count < 2) is true

```
int count = 0;  
while (count < 2) {  
    System.out.println("Welcome to Java!");  
    count++;  
}
```



Print Welcome to Java

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```

Increase count by 1  
count is 1 now

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```

(count < 2) is still true  
since count is 1

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```



Print Welcome to Java

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```



Increase count by 1  
count is 2 now

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```

(count < 2) is false  
since count is 2 now

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```

The loop exits. Execute the next statement after the loop.

```
int count = 0;
while (count < 2) {
    System.out.println("Welcome to Java!");
    count++;
}
```

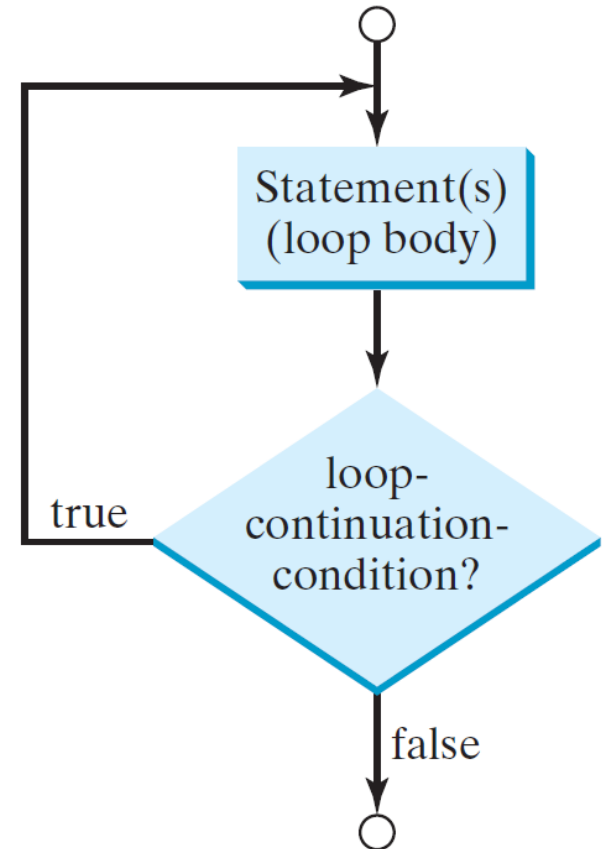
- **Never use floating-point** values for equality checking in a loop control.
- Floating-point values are approximation
- Using them will result in imprecise counter values and inaccurate results.
- Example:
  - Compute:  $1 + 0.9 + 0.8 + \dots + 0.1$

```
double item = 1; double sum = 0;
double item = 1; double sum = 0;
while (item != 0) { // No guarantee item will be 0
    sum += item;
    item -= 0.1;
}
System.out.println(sum);
```

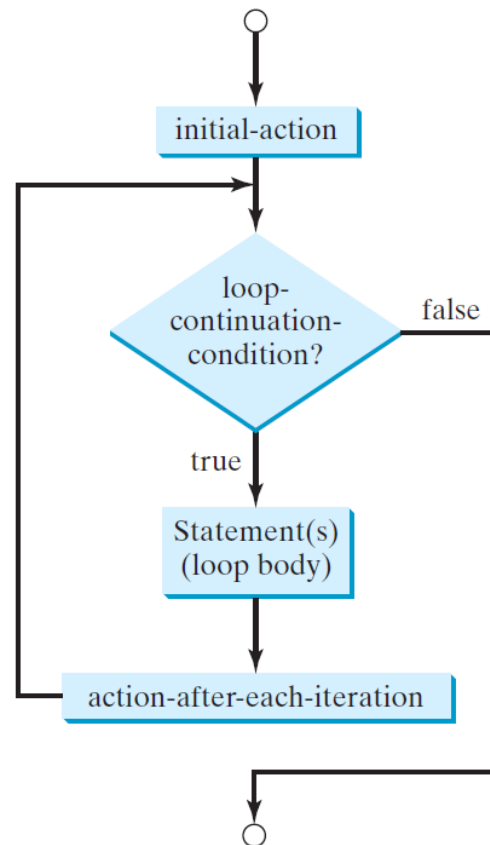


- Often the number of times a loop is executed is not predetermined.
- You may use an input value to signify the end of the loop.
- Such a value is known as a sentinel value.
  
- Example
  - Write a program that reads and calculates the sum of an unspecified number of positive integers.
  - The input 0 signifies the end of the input (i.e. 0 is the sentinel value).

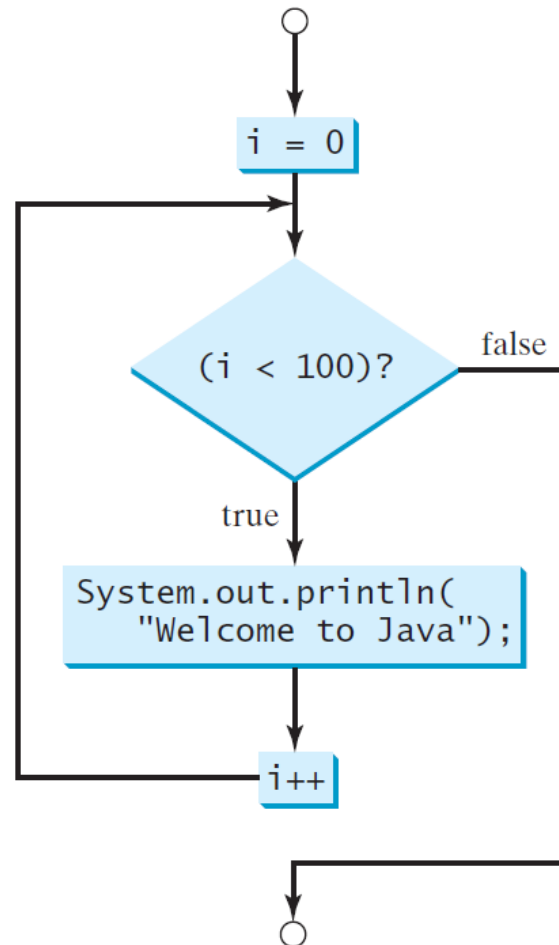
```
do {
    // Loop body;
    Statement(s);
} while (loop-continuation-condition);
```



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



```
int i;
for (i = 0; i < 100; i++) {
    System.out.println("Welcome to Java!");
}
```







Declare i

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println("Welcome to Java!");  
}
```

Execute initializer i is now 0

```
int i;
for (i = 0; i < 2; i++) {
    System.out.println("Welcome to Java!");
}
```

(i < 2) is true  
since i is 0

```
int i;
for (i = 0; i < 2; i++) {
    System.out.println("Welcome to Java!");
}
```



Print Welcome to Java

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println("Welcome to Java!");  
}
```

Execute adjustment statement  
i now is 1

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println("Welcome to Java!");  
}
```

(i < 2) is true  
since i is 1

```
int i;
for (i = 0; i < 2; i++) {
    System.out.println("Welcome to Java!");
}
```



Print Welcome to Java

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println("Welcome to Java!");  
}
```

Execute adjustment statement  
i now is 2

```
int i;  
for (i = 0; i < 2; i++) {  
    System.out.println("Welcome to Java!");  
}
```



(i < 2) is false  
since i is 2

```
int i;
for (i = 0; i < 2; i++) {
    System.out.println("Welcome to Java!");
}
```

Exit the loop. Execute the next statement after the loop

```
int i;
for (i = 0; i < 2; i++) {
    System.out.println("Welcome to Java!");
}
```



- The initial-action in a for loop can be a list of zero or more comma-separated expressions.
- The action-after-each-iteration in a for loop can be a list of zero or more comma-separated statements.
- Examples:

```
for (int i = 1; i < 100; System.out.println(i++));
```

```
for (int i = 0, j = 0; (i + j < 10); i++, j++) {  
    // Do something  
}
```



- If the loop-continuation-condition in a for loop is omitted, it is implicitly true.

- Example: to create an infinite loop, is correct

```
for( ; ; ) {  
    // Do something  
}
```

- Better to use while (equivalent)

```
while(true) {  
    // Do something  
}
```



- Adding a semicolon at the end of the for clause before the loop body is a common mistake

- Example

```
for (int i=0; i<10; i++)  
{  
    System.out.println("i is " + i);  
}
```

- For while loops:

```
int i=0;
while (i < 10);
{
    System.out.println("i is " + i);
    i++;
}
```

- For do loop, the semicolon is needed to end the loop:

```
int i=0;
do {
    System.out.println("i is " + i);
    i++;
} while (i<10);
```

- The three **equivalent** forms of loop statements (i.e., you can write a loop in any of these three forms)
  - While
  - do-while
  - For
- Example:

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

==

```
for ( ; loop-continuation-condition; )  
    // Loop body  
}
```

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

==

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

- **Use the one that is most intuitive and comfortable for you.**
- In general, a **for loop** may be used if the number of repetitions is known
  - For example, when you need to print a message 100 times.
- A **while loop** may be used if the number of repetitions is not known
  - For example, when reading the numbers until the input is 0.
- A **do-while** loop can be used to replace a while loop if the loop body has to be executed before testing the continuation condition.



- Break and continue can be used in loops to provide additional control
- It might simplify programming
- Overusing or improper usage leads to spaghetti code
  
- Break
  - Exits the current loop
  
- Continue
  - Moves back the execution to the beginning of the loop

Declare i

```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

Execute initializer i is now 0

```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

(i < 100) is true  
since i is 0

```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

i is 0, break does not get called

```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

print Welcome to Java



```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

System.out.println("Welcome to Java!");

Execute adjustment statement  
i now is 1

```
int i;  
for (i = 0; i < 100; i++) {  
    if ( i == 1 )  
        break;  
    System.out.println("Welcome to Java!");  
}
```

(i < 100) is true  
since i is 1

```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```



i is 1

```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

Break interrupts loop,  
Even if i is 1

```
int i;
for (i = 0; i < 100; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

Exit the loop. Execute the next statement after the loop

```
int i;
for (i = 0; i < 10; i++) {
    if ( i == 1 )
        break;
    System.out.println("Welcome to Java!");
}
```

Declare i

```
int i;  
for (i = 0; i < 2; i++) {  
    if ( i == 1 )  
        continue;  
    System.out.println("Welcome to Java!");  
}
```

Execute initializer i is now 0

```
int i;
for (i = 0; i < 2; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```

(i < 2) is true  
since i is 0

```
int i;
for (i = 0; i < 2; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```

i is 0,  
continue does not get called

```
int i;
for (i = 0; i < 2; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```

print Welcome to Java



```
int i;
for (i = 0; i < 2; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```

System.out.println("Welcome to Java!");



Execute adjustment statement  
i now is 1

```
int i;  
for (i = 0; i < 2; i++) {  
    if ( i == 1 )  
        continue;  
    System.out.println("Welcome to Java!");  
}
```



(i < 2) is true  
since i is 1

```
int i;  
for (i = 0; i < 2; i++) {  
    if ( i == 1 )  
        continue;  
    System.out.println("Welcome to Java!");  
}
```

i is 1

```
int i;
for (i = 0; i < 2; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```

Continue skips the rest,  
and moves to the beginning

```
int i;
for (i = 0; i < 10; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```

Execute adjustment statement  
i now is 2

```
int i;  
for (i = 0; i < 2; i++) {  
    if ( i == 1 )  
        continue;  
    System.out.println("Welcome to Java!");  
}
```

(i < 2) is false  
since i is 2

```
int i;
for (i = 0; i < 2; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```

Exit the loop. Execute the next statement after the loop

```
int i;
for (i = 0; i < 2; i++) {
    if ( i == 1 )
        continue;
    System.out.println("Welcome to Java!");
}
```