

# Napredno programiranje i programski jezici

## 07 Java

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23-24/Z  
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```
package nppj;

public class Pravougaonik {
    public double a;
    public double b;

    //TODO metode
}
```

```
package nppj;

public class KlaseTestApp {

    public static void main(String[] args) {

        Pravougaonik p = new Pravougaonik();
        p.a = 5;
        p.b = 3;
    }
}
```

```
package nppj;

public class Pravougaonik {
    private double a;
    private double b;

    //TODO metode
}
```

```
package nppj;

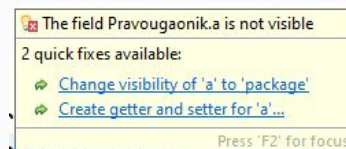
public class KlaseTestApp {

    public static void main(String[] args) {

        Pravougaonik p = new Pravougaonik();
        p.a = 5;
        p.b = 3;

    }

}
```



- **private** → samo u klasi
- **protected** → sve klase u paketu + sve nasleđene klase u drugom paketu
- **public** → sve klase
- **default** → sve klase u paketu

*\*kad se ne navede*

```
package nppj;

public class KlaseTestApp {

    public static void main(String[] args) {
        int x = 5;
        Pravougaonik p = new Pravougaonik();
    }
}
```

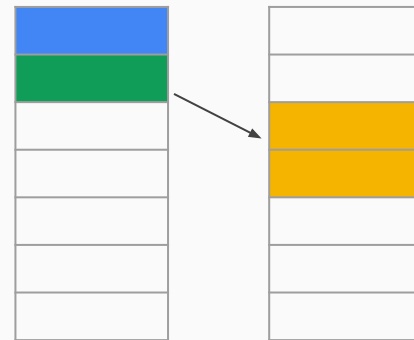
Tipovi:

**primitivni**, vrednosni (int, double, boolean,...)  
lokalne promenljive u metodama i parametri → stek

objekti

**sami objekti**, sadržaj → heap

pristupa im se preko **referenci**



## C++

```
Pravougaonik p1;  
Pravougaonik* pp2 = new Pravougaonik();
```

p1 - postoji pravougaonik u memoriji  
(pozvan je ctor bez parametara)

pp2 - postoji objekat u memoriji

```
Pravougaonik *pp1 = &p1;  
Pravougaonik &pRef = p1; (čvrsto vezana za podatak)
```

## Java

```
Pravougaonik p1;  
Pravougaonik p2 = new Pravougaonik();
```

p1 - deklarisan je referenca na pravougaonik  
ali pravougaonik u memoriji ne postoji

p2 - deklarisan je referenca i definisana da se odnosi na  
novokreirani pravougaonik u memoriji

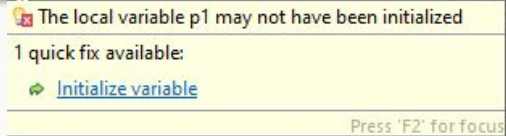
nema \*  
nema &  
(ograničeno)

⇒

```
Pravougaonik p1;  
Pravougaonik p2 = new Pravougaonik();
```

```
p1 = new Pravougaonik();  
p1 = p2;  
p1 = null;
```

```
public static void main(String[] args) {  
    Pravougaonik p1;  
    Pravougaonik p2 = new Pravougaonik();  
  
    System.out.println(p1.a);  
}
```





```
public class Pravougaonik {  
    private double a;  
    private double b;  
}
```

### POLJA u klasi

inicijalne vrednosti  
a = 0, b = 0

(boolean - false, objekti - null)

```
public static void main(String[] args) {  
    int x;  
    Pravougaonik p;  
}
```

### LOKALNE promenljive

inicijalne vrednosti  
nema!

Ne mogu da se koriste dok se ne inicijalizuju

```
int x;  
Pravougaonik p;  
  
if (x > 5)  
    ...  
  
if (p.a > 5)  
    ...
```

C++	može, postoji i x i p , zatečeno stanje u memoriji
Java	ne može, zahteva se inicijalizacija

```
int x;  
Pravougaonik p;
```

```
if (x > 5)  
...
```

```
if (p.a > 5)  
...
```

```
int x = 3;  
Pravougaonik p = new Pravougaonik();
```

```
if (x > 5)  
...
```

```
if (p.a > 5)  
...
```

```
int x = 3;  
Pravougaonik p = new Pravougaonik();  
Pravougaonik p = null;  
  
if (x > 5)  
    ...  
  
if (p.a > 5)  
    ...
```

Jeste inicijalizacija

može da se javi greška iz drugih razloga  
(prevodilac zna da je tu vrednost null i da ne vredi da pristupamo poljima)

```
public static void main(String[] args) {  
    int x1;  
    if (x1 > 5)  
        System.out.println("test");  
  
    int x2 = 3;  
    if (x2 > 5)  
        System.out.println("test");  
  
    Pravougaonik p1;  
    if (p1.a > 5)  
        System.out.println("test");  
  
    Pravougaonik p2 = null;  
    if (p2.a > 5)  
        System.out.println("test");  
  
    Pravougaonik p3 = new Pravougaonik();  
    if (p3.a > 5)  
        System.out.println("test");  
}
```

The local variable x1 may not have been initialized

The local variable p1 may not have been initialized

Null pointer access: The variable p can only be null at this location

```
package nppj;

public class Pravougaonik {
    public double a;
    public double b;

    //TODO metode
}
```

```
package nppj;

public class KlaseTestApp {

    public static void main(String[] args) {

        Pravougaonik p = new Pravougaonik();

    }
}
```

```
public static void print(Pravougaonik p) {  
    System.out.println("a = " + p.a + " b = " + p.b + "\n");  
}  
  
public static void main(String[] args) {  
    Pravougaonik p1 = new Pravougaonik();  
    p1.a = 3; p1.b = 5;  
    System.out.print("P1: "); print(p1);  
  
    Pravougaonik p2 = new Pravougaonik();  
    p2.a = 2; p2.b = 4;  
    System.out.print("P2: "); print(p2);  
}
```

?

```
public static void print(Pravougaonik p) {  
    System.out.println("a = " + p.a + " b = " + p.b + "\n");  
}  
  
public static void main(String[] args) {  
    Pravougaonik p1 = new Pravougaonik();  
    p1.a = 3; p1.b = 5;  
    System.out.print("P1: "); print(p1);  
  
    Pravougaonik p2 = new Pravougaonik();  
    p2.a = 2; p2.b = 4;  
    System.out.print("P2: "); print(p2);  
  
    p1 = p2;  
    System.out.print("P1: "); print(p1);  
    System.out.print("P2: "); print(p2);  
}
```

?



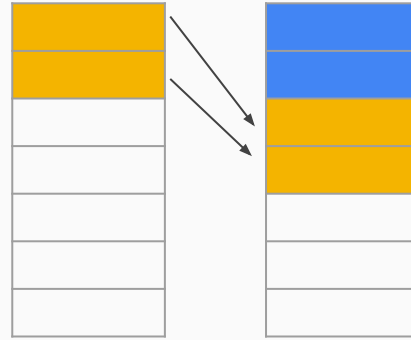
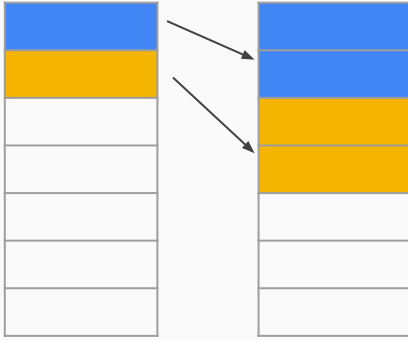
```
public static void print(Pravougaonik p) {  
    System.out.println("a = " + p.a + " b = " + p.b + "\n");  
}  
  
public static void main(String[] args) {  
    Pravougaonik p1 = new Pravougaonik();  
    p1.a = 3; p1.b = 5;  
    System.out.print("P1: "); print(p1);  
  
    Pravougaonik p2 = new Pravougaonik();  
    p2.a = 2; p2.b = 4;  
    System.out.print("P2: "); print(p2);  
  
    p1 = p2;  
    System.out.print("P1: "); print(p1);  
    System.out.print("P2: "); print(p2);  
}
```

P1: a = 3.0 b = 5.0

P2: a = 2.0 b = 4.0

P1: a = 2.0 b = 4.0

P2: a = 2.0 b = 4.0



```
public static void print(Pravougaonik p) {
    System.out.println("a = " + p.a + " b = " + p.b + "\n");
}

public static void main(String[] args) {
    Pravougaonik p1 = new Pravougaonik();
    p1.a = 3; p1.b = 5;
    System.out.print("P1: "); print(p1);

    Pravougaonik p2 = new Pravougaonik();
    p2.a = 2; p2.b = 4;
    System.out.print("P2: "); print(p2);

    p1 = p2;
    System.out.print("P1: "); print(p1);
    System.out.print("P2: "); print(p2);

    p1.a += 100;
    System.out.print("P1: "); print(p1);
    System.out.print("P2: "); print(p2);
}
```

?

```

public static void print(Pravougaonik p) {
    System.out.println("a = " + p.a + " b = " + p.b + "\n");
}

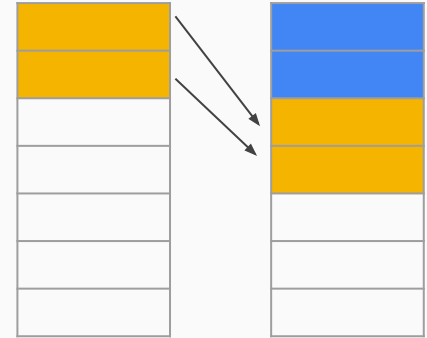
public static void main(String[] args) {
    Pravougaonik p1 = new Pravougaonik();
    p1.a = 3; p1.b = 5;
    System.out.print("P1: "); print(p1);

    Pravougaonik p2 = new Pravougaonik();
    p2.a = 2; p2.b = 4;
    System.out.print("P2: "); print(p2);

    p1 = p2;
    System.out.print("P1: "); print(p1);
    System.out.print("P2: "); print(p2);

    p1.a += 100;
    System.out.print("P1: "); print(p1);
    System.out.print("P2: "); print(p2);
}

```



P1: a = 3.0 b = 5.0

P2: a = 2.0 b = 4.0

P1: a = 2.0 b = 4.0

P2: a = 2.0 b = 4.0

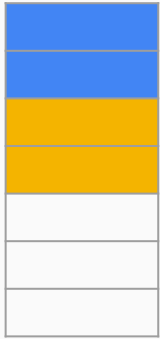
**P1: a = 102.0 b = 4.0**

**P2: a = 102.0 b = 4.0**

## C++

```
p1 = p2;
```

Kopira se sadržaj p2 u p1  
shallow copy  
preklopljeni operator za deep copy



## Java

```
p1 = p2;
```

Ne kopira se sadržaj objekta  
Kopira se referenca  
Promenljiva p1 se sada odnosi na isto što i p2  
(referenca p1 pokazuje na isto što i p2)



```
public static void print(Pravougaonik p) {  
    System.out.println("...");  
}  
  
public static void promeni(Pravougaonik p) {  
    p.a += 200;  
}
```

```
public static void main(String[] args) {  
    Pravougaonik p1 = new Pravougaonik();  
    p1.a = 3; p1.b = 5;  
    System.out.print("P1: "); print(p1);  
  
    Pravougaonik p2 = new Pravougaonik();  
    p2.a = 2; p2.b = 4;  
    System.out.print("P2: "); print(p2);  
  
    p1 = p2;  
    System.out.print("P1: "); print(p1);  
    System.out.print("P2: "); print(p2);  
  
    p1.a += 100;  
    System.out.print("P1: "); print(p1);  
    System.out.print("P2: "); print(p2);  
  
    promeni(p2);  
    System.out.print("P1: "); print(p1);  
    System.out.print("P2: "); print(p2);  
}
```

?

```

public static void print(Pravougaonik p) {
    System.out.println("...");
}

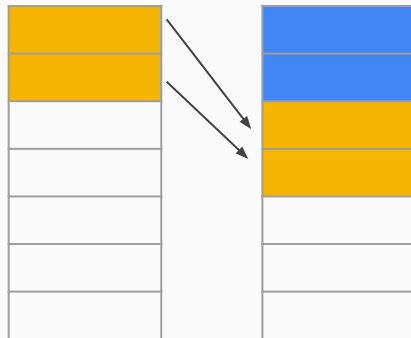
public static void promeni(Pravougaonik p) {
    p.a += 200;
}

```

```

P1: a = 3.0 b = 5.0
P2: a = 2.0 b = 4.0
P1: a = 2.0 b = 4.0
P2: a = 2.0 b = 4.0
P1: a = 102.0 b = 4.0
P2: a = 102.0 b = 4.0
P1: a = 302.0 b = 4.0
P2: a = 302.0 b = 4.0

```



```

public static void main(String[] args) {
    Pravougaonik p1 = new Pravougaonik();
    p1.a = 3; p1.b = 5;
    System.out.print("P1: "); print(p1);

    Pravougaonik p2 = new Pravougaonik();
    p2.a = 2; p2.b = 4;
    System.out.print("P2: "); print(p2);

    p1 = p2;
    System.out.print("P1: "); print(p1);
    System.out.print("P2: "); print(p2);

    p1.a += 100;
    System.out.print("P1: "); print(p1);
    System.out.print("P2: "); print(p2);

    promeni(p2);
    System.out.print("P1: "); print(p1);
    System.out.print("P2: "); print(p2);
}

```

## C++

```
public:
    void promeni(Pravougaonik p) {
        p.a += 200;
    }

    void promeni(Pravougaonik &p) {
        p.a += 200;
    }

    void promeni(Pravougaonik *p) {
        p->a += 200;
    }
```

## Java

```
public static void promeni(Pravougaonik p) {
    p.a += 200;
}
```



**ZADATAK:** Realizovati klasu Pravougaonik.

```
package nppj;

public class Pravougaonik {

    private double a;
    private double b;

    public Pravougaonik(double a, double b) {
        this.a = a;
        this.b = b;
    }
}
```

```
public class Pravougaonik {  
    private double a;  
    private double b;  
  
    public Pravougaonik(double a, double b) {  
        this.a = a;  
        this.b = b;  
    }  
}
```

```
public class FigureApp {  
  
    public static void main(String[] args) {  
        Pravougaonik p = new Pravougaonik(3, 5);  
        Pravougaonik p2 = new Pravougaonik();  
    }  
}
```

```
public class Pravougaonik {  
    private double a;  
    private double b;  
  
    public Pravougaonik(double a, double b) {  
        this.a = a;  
        this.b = b;  
    }  
    public double getA() {  
        return a;  
    }  
  
    public void setA(double a) {  
        this.a = a;  
    }  
  
    public double getB() {  
        return b;  
    }  
  
    public void setB(double b) {  
        this.b = b;  
    }  
}
```

```
public class FigureApp {  
  
    public static void main(String[] args) {  
        Pravougaonik p = new Pravougaonik(3, 5);  
    }  
}
```

*desni klik > source > generate get/set*

```
public class Pravougaonik {  
    private double a;  
    private double b;  
  
    public Pravougaonik(double a, double b) {  
        this.a = a;  
        this.b = b;  
    }  
    public double getA() const {  
        return a;  
    }  
  
    public void setA(double a) {  
        this.a = a;  
    }  
  
    public double getB() const {  
        return b;  
    }  
  
    public void setB(double b) {  
        this.b = b;  
    }  
}
```

```
public class FigureApp {  
    public static void main(String[] args) {  
        Pravougaonik p = new Pravougaonik(3, 5);  
    }  
}
```

```
public class Pravougaonik {  
    private double a;  
    private double b;  
  
    public Pravougaonik(double a, double b) {  
        this.a = a;  
        this.b = b;  
    }  
    public double getA() ...  
    public void setA(double a) ...  
    public double getB() ...  
    public void setB(double b) ...  
  
    public double getO() {  
        return 2*(a + b);  
    }  
  
    public double getP() {  
        return a * b;  
    }  
}
```

```
public static void main(String[] args) {  
    Pravougaonik p = new Pravougaonik(3, 5);  
    System.out.println("P = " + p.getP());  
    System.out.println("O = " + p.getO());  
}
```