

Napredno programiranje i programski jezici

07 Java

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23-24/Z

Dunja Vrbaški

```
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;

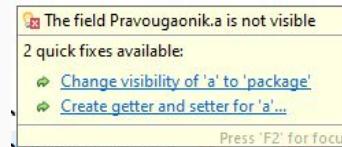
    //TODO metode
}
```

```
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:

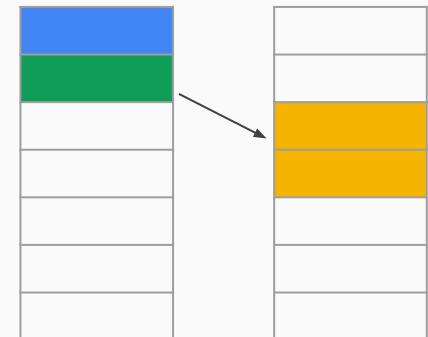
primitivni, vrednosni (int, double, boolean,...)

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 - deklarisana je referenca na pravougaonik
ali pravougaonik u memoriji ne postoji

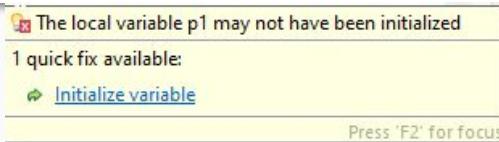
p2 - deklarisana je referenca i definisana da se odnosi na
novokreirani pravougaonik u memoriji

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);  
}
```

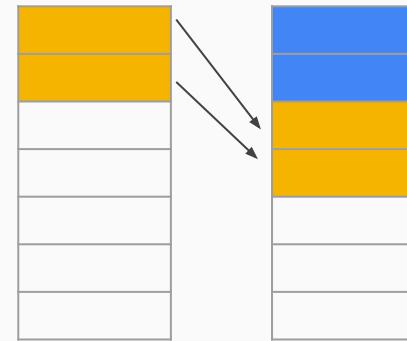
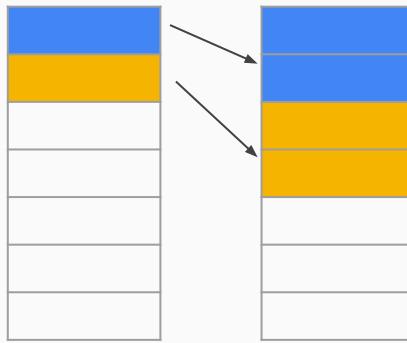
```
public static void print(Pravougaonik p) {  
    System.out.println("a = " + p.a + " b = " + p.b + "\n");  
}  
  
public static void main(String[] args) {  
    Pravougaonik p1 = new Pravougaonik();  
    p1.a = 3; p1.b = 5;  
    System.out.print("P1: "); print(p1);  
  
    Pravougaonik p2 = new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

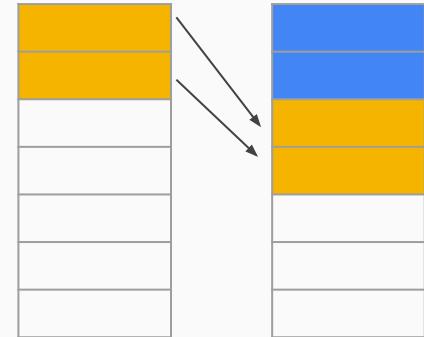
public static void main(String[] args) {
    Pravougaonik p1 = new Pravougaonik();
    p1.a = 3; p1.b = 5;
    System.out.print("P1: "); print(p1);

    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);  
  
    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

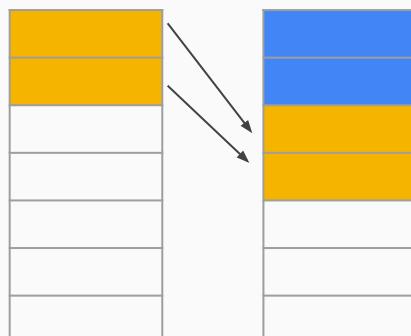
P2: a = 2.0 b = 4.0

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());  
}
```