

CS109: Introduction to Computer Programming

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Course Website

- Available at the **Blackboard** course site: <https://bb.sustech.edu.cn/>

▼ Introduction to Computer Programming Fall 2023

About the course

Instructors

Syllabus

Get Help on BB

Course Materials


Assignments

Quiz & Survey

Grade Center

My Grades

Instructors



Teaching groups

Lecturer: 陶伊达, taoyd@sustech.edu.cn Office hour: Wednesday 16:10-18:10pm, CoE South Building, 411B

Lab Tutor: 朱悦铭, zhuym@sustech.edu.cn

理论课 (1-16周)

星期一第5-6节 一教107

实验课 (1-16周)

星期一第7-8节 三教503机房 (02班-01组)

Lab Tutor: 陶伊达

SA:

陈锦玥 12212251@mail.sustech.edu.cn

蔡骐骏 12210214@mail.sustech.edu.cn

星期一第7-8节 三教502机房 (02班-03组)

Lab Tutor: 朱悦铭

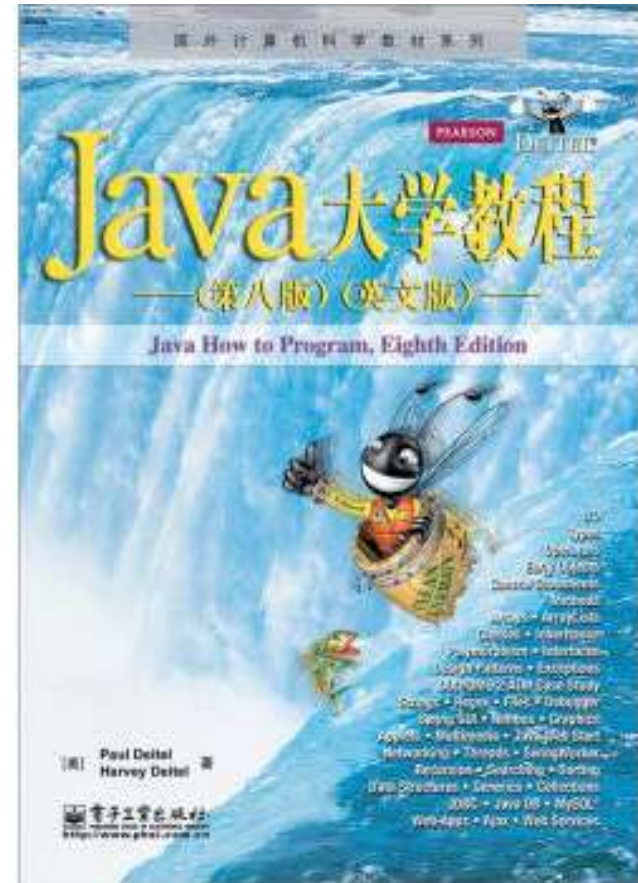
Textbook

► Main textbook:

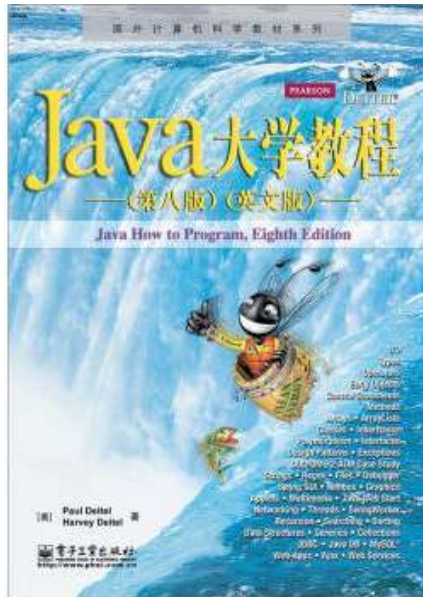
- P. Deitel, H. Deitel, **Java: How to Program** (Java大学教程, 第八版), 电子工业出版社

► Reference books:

- Y. Daniel Liang. **Introduction to Java Programming**, 12e, Pearson, Prentice Hall, 2020.
- Allen B. Downey and Chris Mayfield. **Think Java, How to Think Like a Computer Scientist**, O'Reilly, 2016.



Course Syllabus



- ▶ Introduction to Computers and Java
- ▶ Primitive Data Types
- ▶ Control Statements and Structured Programming
- ▶ Array
- ▶ Procedural Programming: Methods and APIs
- ▶ Introduction to Classes, Objects, Methods
- ▶ Strings and Wrapper Classes
- ▶ Classes, Objects and Methods: A Deeper Look
- ▶ Object-Oriented Programming: Inheritance
- ▶ Object-Oriented Programming: Polymorphism
- ▶ Graphical User Interface (GUI)
- ▶ Generic Classes and Methods
- ▶ Exception Handling: A Deeper Look

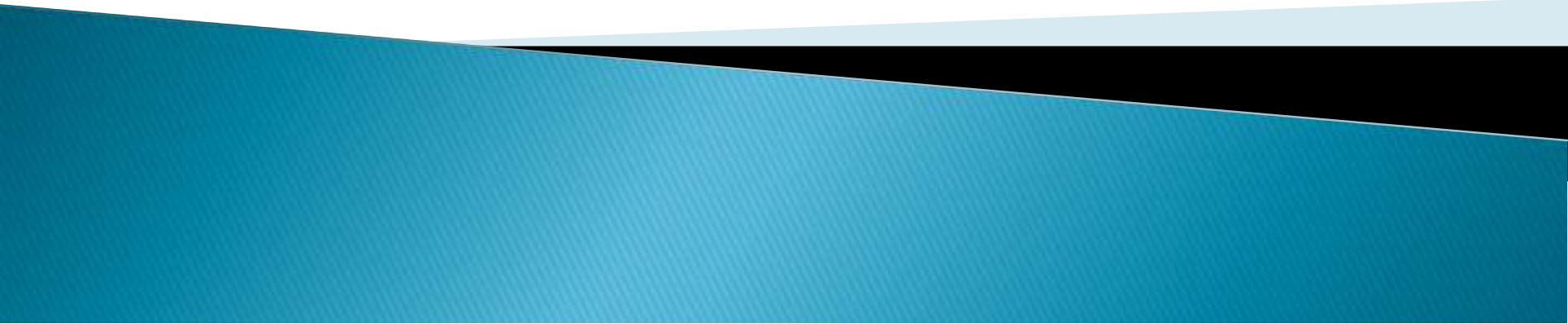
Grading Scheme

- ▶ Final exam: 40%
- ▶ Project: 20%
- ▶ Labs: 5% (14 weeks)
- ▶ Assignments: 30%
 - 5 assignments, starting from week 3
- ▶ Quiz, exercises, and participation: 5%

Programming!

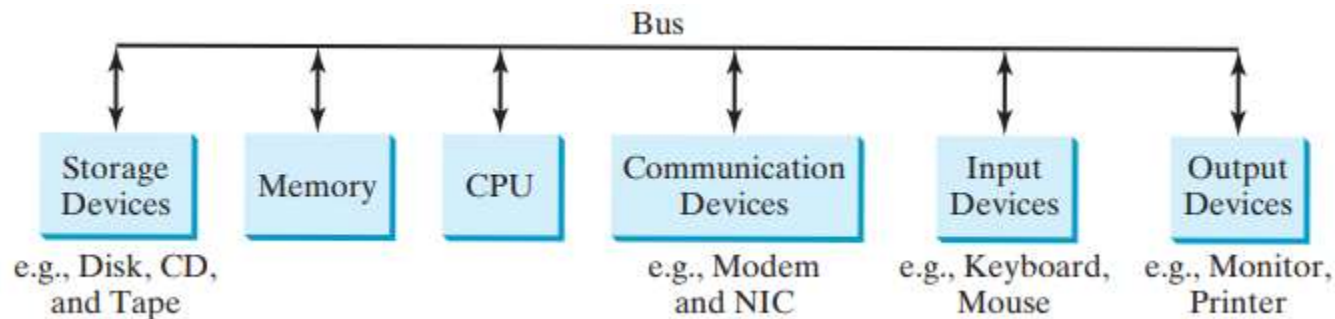
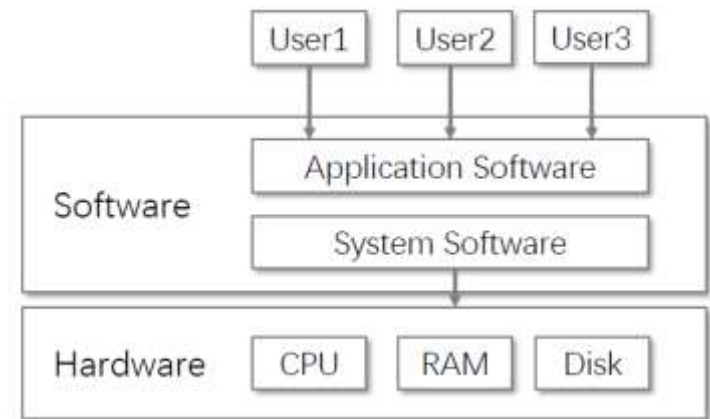
You will pass the course if your overall grade ≥ 60

Chapter 0: Introduction to Computers, Programs, and Java



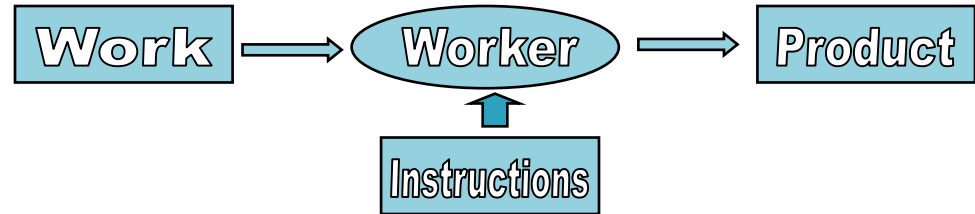
What is a computer?

- ▶ **Software:** a set of programs, which could be viewed as a set of instructions
- ▶ **Hardware:** physical parts (e.g., keyboard, mouse, hard disk, memory, CPU). Hardware is directed by software to execute commands or instructions

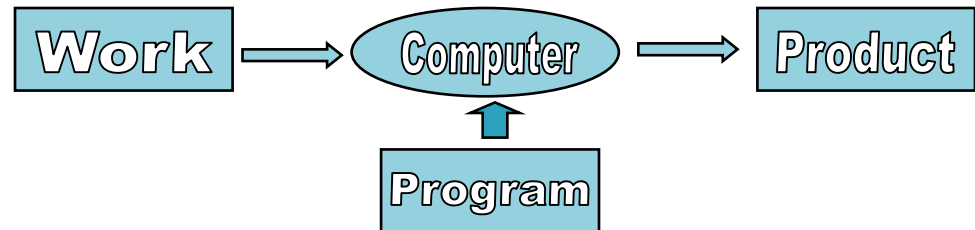


What is a computer program?

- ▶ Human work model



- ▶ Computer work model



- ▶ A **computer program** is a set of **machine-readable instructions** that tells a computer how to perform a specific task.

What is a (programming) language?

A sequence of instructions



An algorithm (算法)
(in human language)



A program
(in computer language)

- ▶ Programs are written in programming languages
- ▶ There are many programming languages
 - Low-level (低级语言), understandable by a computer
 - High-level (高级语言), understandable by human

Can you understand this?

0000100100101110011001100110100101101100011001010000100100100010011011000110
0101011000110111010001110101011100100110010100110001001011100110001100100010
00001010011001110110001101100011001100100101111101100011011011110110110101110
0000110100101101100011001010110010000101110001110100000101000101110011100110
1100101011000110111010001101001011011110110111000001001001000100010111001110
1000110010101111000011101000010001000001010000010010010111001100001011011000
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111010000010100000100100100001001000110101000001010010010011110100110001001
111010001110101010101000101001000110010000000110000000010100000100101110011
011000010111011001

How about this?

main:

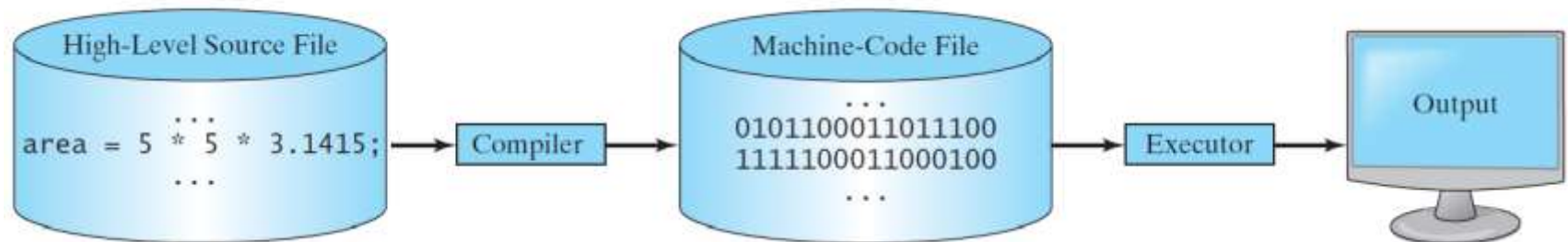
```
!#PROLOGUE# 0
save %sp,-128,%sp
!#PROLOGUE# 1
mov 1,%o0
st %o0,[%fp-20]
mov 2,%o0
st %o0,[%fp-24]
ld [%fp-20],%o0
ld [%fp-24],%o1
add %o0,%o1,%o0
st %o0,[%fp-28]
mov 0,%i0
nop
```

Is it better now?

```
int valueofz( )  
{  
    int x, y, z;  
    x = 1;  
    y = 2;  
    z = x+y;  
    return z;  
}
```

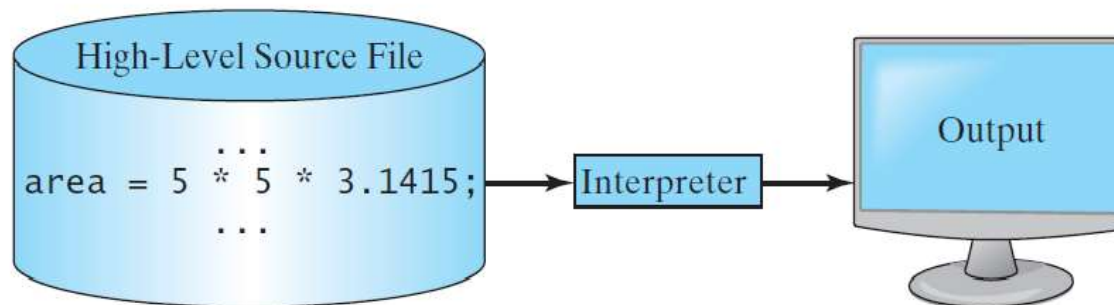
Compilation: from source to executables

- ▶ A **complier** (编译器) translates **source programs** written in high-level languages into machine codes that can run directly on the target computer.



Interpreter

- ▶ An interpreter (解释器) reads one statement from the source code, translates it to the machine code or virtual machine code, and then executes it right away



A brief history of Java

- ▶ In 1991, Sun Microsystems (acquired by Oracle in 2009) funded an internal research project, aiming to achieve the goal of “**write once, run anywhere**”. This resulted in a C++-based language named Java.
- ▶ Why called “Java”? Java is an island in Indonesia where the first coffee was produced (Java coffee)



The father of Java:
James Gosling

We learn Java, why?

- ▶ Java is a full-featured, general-purpose programming language that can be used to develop standalone applications across platforms on servers, desktop computers, and mobile devices.

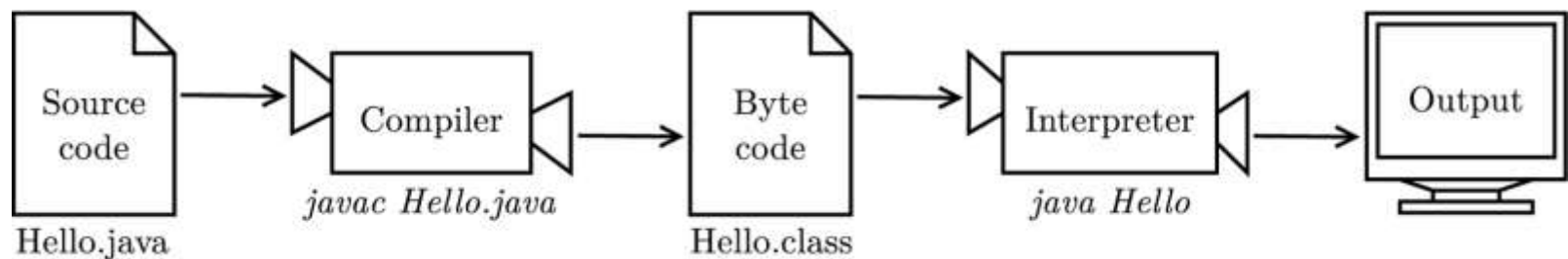
从笔记本电脑到数据中心，从游戏控制台到科学超级计算机，从手机到互联网，Java 无处不在！



- 97% 的企业桌面运行 Java
- 美国有 89% 的桌面（或计算机）运行 Java
- 全球有 900 万 Java 开发人员
- 开发人员的头号选择
- 排名第一的部署平台
- 有 30 亿部移动电话运行 Java
- 100% 的蓝光盘播放器附带了 Java
- 有 50 亿张 Java 卡在使用
- 1.25 亿台 TV 设备运行 Java
- 前 5 个原始设备制造商均提供了 Java ME

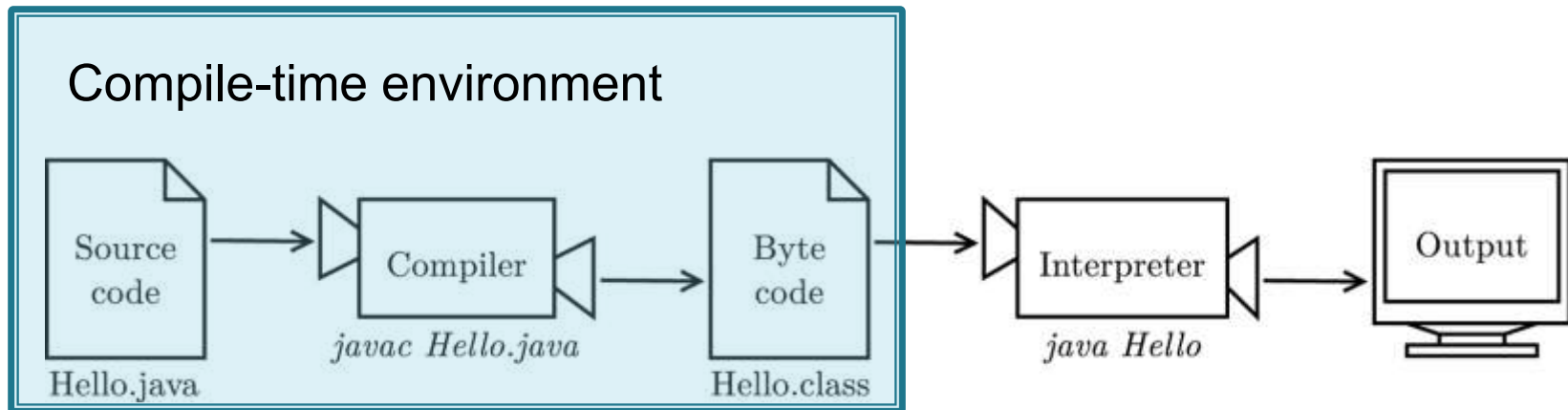
<https://www.java.com/zh-CN/about/>

Java is both compiled and interpreted



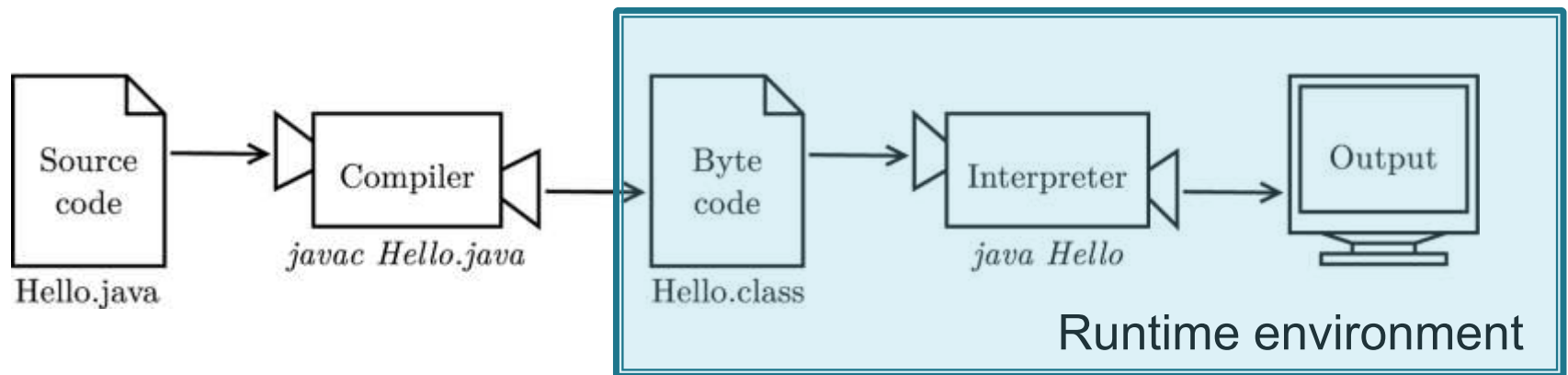
Java programming steps

- ▶ **Step 1: Edit** (write the program and store it in the disk .java)
- ▶ **Step 2: Compile** (create bytecode and store it in a file .class)



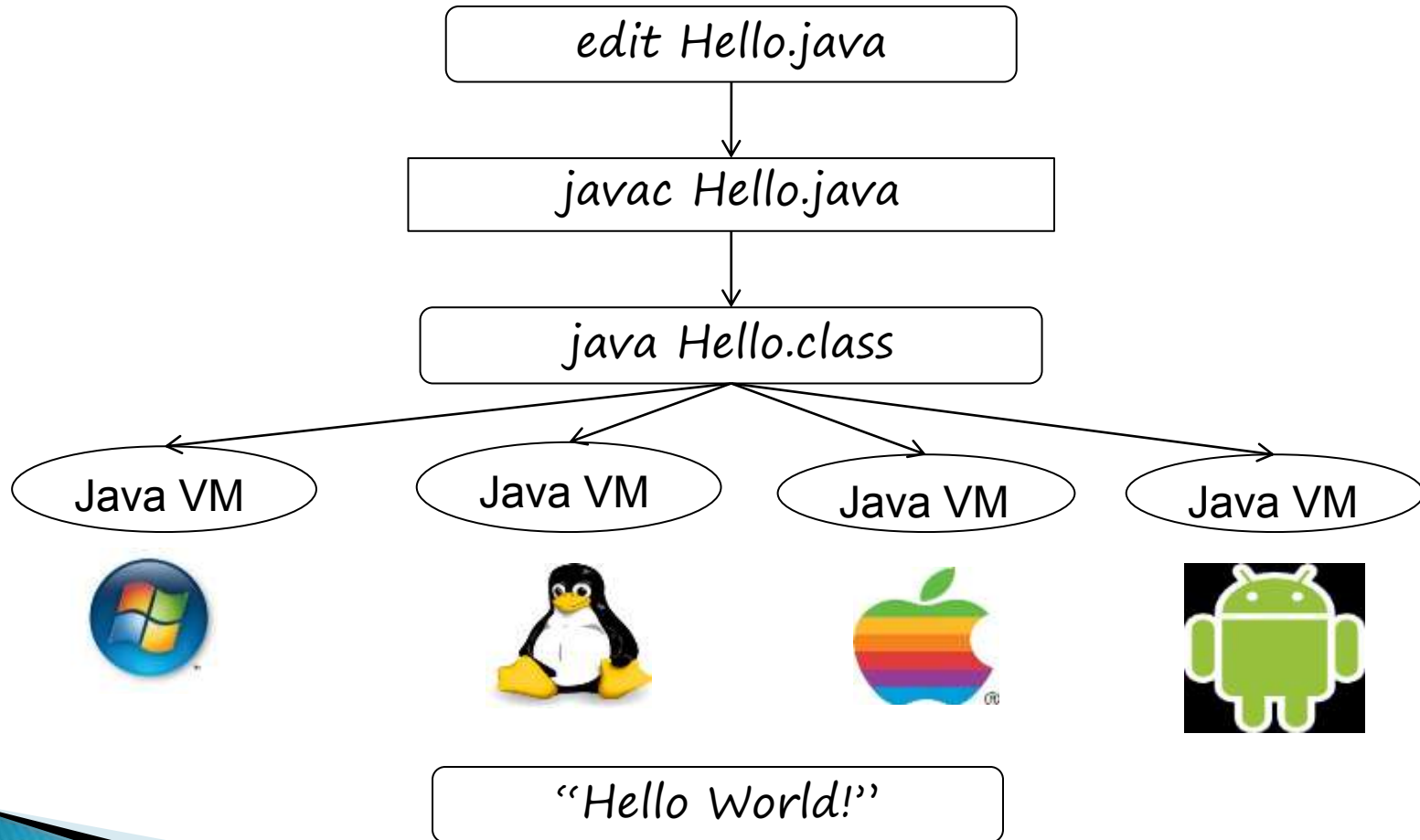
Java programming steps

- ▶ **Step 3:** the .class bytecode is read, verified, interpreted, and executed in **JVM (Java Virtual Machine)**



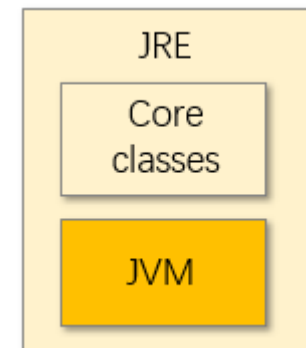
Write Once and Run Anywhere

Java is platform independent



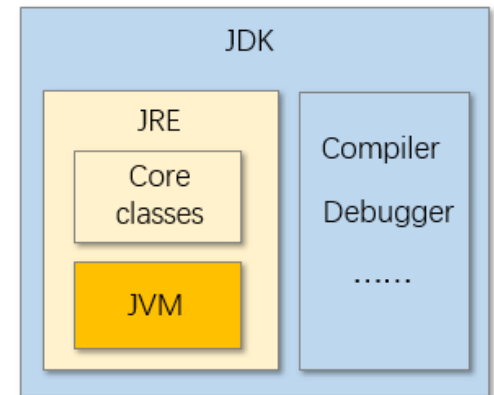
JRE and JVM

- ▶ A **Java Virtual Machine (JVM)** is an abstract computing machine that enables a computer to run a Java program.
- ▶ The **Java Runtime Environment (JRE)** provides the minimum requirements for executing a Java application. It consists of the Java Virtual Machine (JVM), core classes, and supporting files.
- ▶ In short, $JRE = JVM + \text{Library classes}$



JDK (开发套件)

- ▶ The **Java Development Kit (JDK)** is a software development environment for developing Java programs. It includes:
 - A Java Runtime Environment (**JRE**, 运行环境)
 - A compiler (**javac**)
 - An interpreter/loader (**java**)
 - An archiver (**jar**)
 - A documentation generator (**javadoc**)
 - Other tools needed in Java development.
- ▶ In short, **JDK = JRE + Development tools**



Our First Java Program

```
public class Welcome1 {  
    // main method begins the execution of a Java application  
    public static 静态的 宣的 void main(String[] args) {  
        System.out.println("Welcome to Java Programming!");  
        System.out.println(" ");  
    }  
}
```

Welcome1 prints the following text in the command window (console):

```
Welcome to Java Programming!
```

Class Declaration

public class Welcome1

- ▶ Every Java program consists of at least one class (类) that you define
- ▶ The **class keyword** introduces a class declaration and is immediately followed by the **class name**
- ▶ **Keywords** are reserved for use by Java and are always spelled with all lowercase letters (we will see more later)

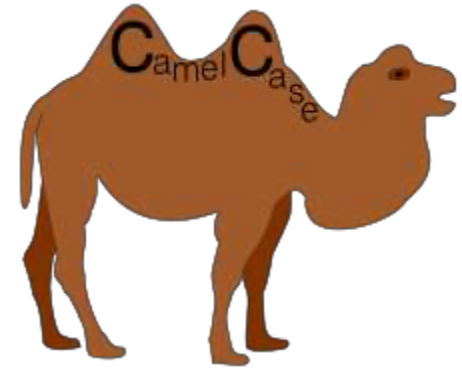
小写的

```
public class Welcome1 {  
    // main method begins the execution of a Java application  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java Programming!");  
    }  
}
```


Identifiers (标识符)

```
public class Welcome1
```

- ▶ A name in a Java program is called an **identifier**, which is used for identification purpose.
 - “Welcome1” is an identifier. It is the name for the class we just defined.
- ① ^{有效标识符不以数字开头} The only allowed characters in Java identifiers are a to z, A to Z, 0 to 9, ^{\$} and (underscore).
_{\$123 ✓}
- ② Identifiers can't start with digits, e.g., ^{数字}123name is invalid. ^X
Java Keywords cannot be identifiers (can't compile).
_{③ ✗}



Class Names

各词首字母大写

- ▶ By convention, class names begin with a capital letter and capitalize the first letter of each word they include (upper camel case, 大驼峰式命名规范)
- ▶ Java is case sensitive ^{大小写}—uppercase and lowercase letters are distinct (not in comments). “main” and “Main” are different identifiers.

Comments (注释)

```
public class Welcome1 {  
    // main method begins the execution of a Java application  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java Programming!");  
    }  
}
```

// This is a line comment (行注释)

//

/* This is a block comment (块注释或段注释). It
can be spread over multiple lines */

/*

- ▶ Comments help **document programs** to improve their readability.
- ▶ **Compiler ignores comments.**

Method declaration

- ▶ Java class declarations normally contain one or more methods
- ▶ The main method is the starting point of Java applications

```
public class Welcome1 {  
    // main method begins the execution of a Java application  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java Programming!");  
    }  
}
```

Braces (花括号)

- ▶ A pair of curly braces { } in a program forms a block (块) that groups the program's components.
- ▶ A **left brace {** begins the declaration of every class and method
- ▶ A corresponding **right brace }** ends the declaration of each class and method

```
public class Welcome1 {  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java Programming!");  
    }  
}
```

The main method body

- ▶ A method is a construct that contains statements (语句).
- ▶ The `System.out.println` statement displays the input string on the ^{控制面板}console
- ▶ String is a programming term meaning a sequence of characters. A string must be enclosed in double quotation marks ("xxx").
- ▶ Every statement in Java ends with a semicolon (;),

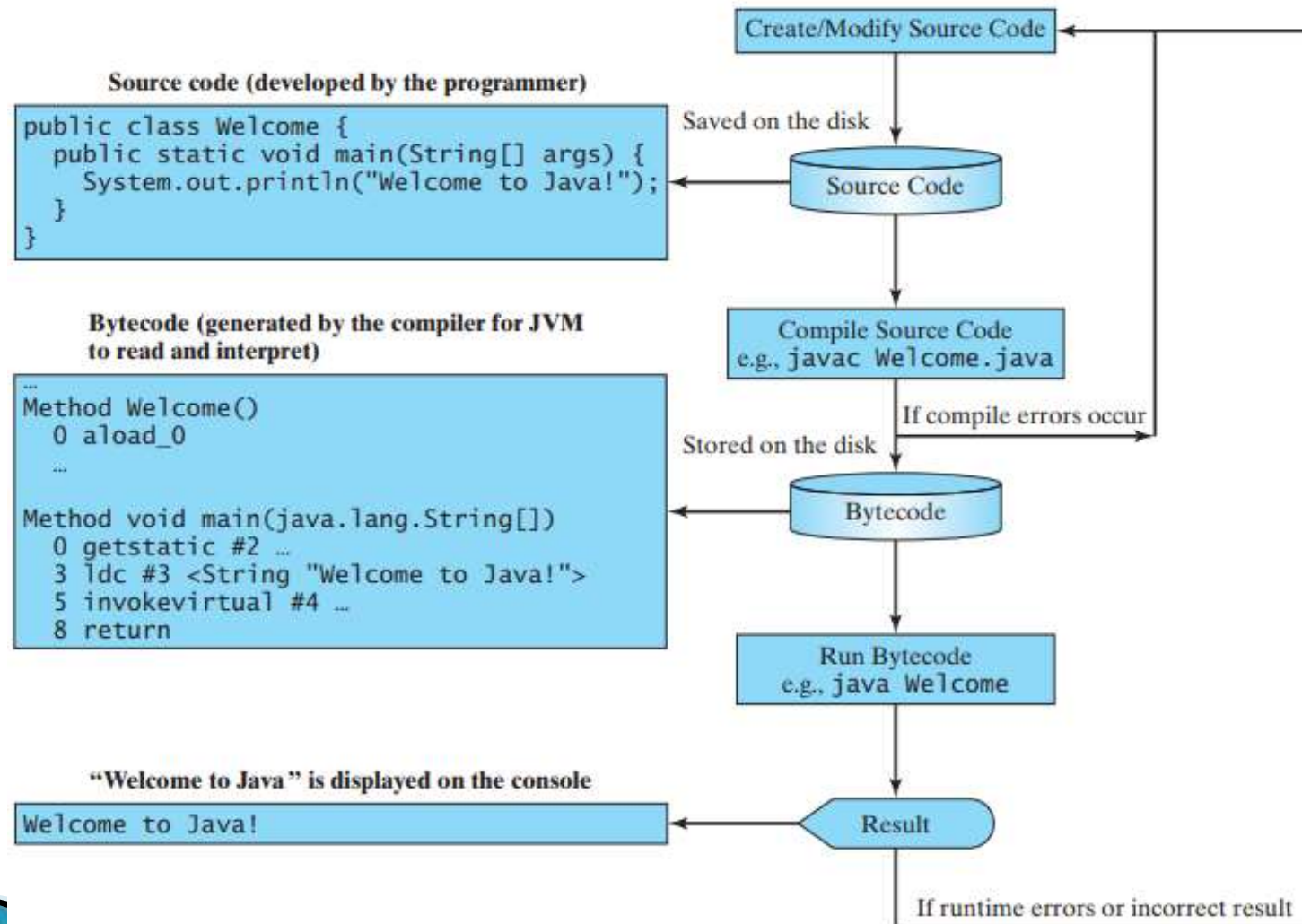
```
public static void main(String[] args) {  
    System.out.println("Welcome to Java Programming!");  
}
```

Indentation (缩进)

- ▶ Code between braces should be indented (good practice)
- ▶ Indentation doesn't affect the execution of code; why use indentation?
- ▶ But for some programming languages (e.g., Python), indentation matters a lot

```
public class Welcome1 {  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java Programming!");  
    }  
}
```

Compile & Execute Welcome1.java



Modify the code

```
// Print multiple lines of text using a single statement
public class Welcome2 {
    public static void main(String[] args) {
        System.out.println("Welcome\into\nJava\nProgramming!");
    }
}
```

任意位置换行

Welcome2 prints the following text on the console:

```
Welcome
to
Java
Programming!
```

The newline character \n

- ▶ Newline characters (换行符) instruct `System.out`'s `println` method to position the output cursor at the beginning of the next line in the command window

不打印 \n 辅助排版

- ▶ Newline characters are **white-space characters**, which represent horizontal or vertical space in typography and do not correspond to visible marks (辅助排版)

```
System.out.println("Welcome\ninto\nJava\nProgramming!");
```

Escape character

不再是字母几

- ▶ The **backslash** (\) is an **escape character** (转义字符, a case of metacharacters), which invokes an alternative interpretation on subsequent characters (转换意义)
- ▶ Backslash \ is combined with the next character to form an **escape sequence** (转义序列)
- ▶ The escape sequence \n represents the newline character

Common Escape Sequences

Sequence	Description
\n	Newline (换行符). Position the cursor at the beginning of the next line.
\t = ^{tab}	Horizontal ^{4个空格} tab Move the cursor to the next tab stop.
^{不再引用} \" ^{打印}	Used to print a double-quote character. <code>System.out.println("\"in quotes\"");</code> displays "in quotes"

What if we want to print "\"?

^{4个\}

