

Outline

- 1) Java Basics
- 2) Our First Program
- 3) Java Code Structure
- 4) Control Flow
- 5) Examples
- 6) Arrays

A bit about Java

- 1) Java is a statically typed language which is compiled into bytecode and then runs on the Java Virtual Machine (JVM). Python on the other hand is interpreted at runtime.
- 2) Descendant of C++, a lot of syntax and data type overlap/reuse from intro CS classes.
- 3) Considered the de-facto Object oriented language.
- 4) Built primarily for large scale programming.

Our First Java Program

Greeting.java requirements -

- 1) Read input from the user.
- 2) All variables must be created in advance along with the datatype.
- 3) We use `System.out.print(String)` for printing
- 4) If statement

Let's create and run a java program called "Greeting.java" that takes in a user's name and age, and then prints out if they are an "Adult" or "Child" (above or below 18).

Python Vs Java

- > Let's you do more with less code
- > No talk about types
- > No help preventing bugs
- > Can be used to build big projects but is primarily used for scripting.
- > Do more with lots of code
- > Must always declare types
- > Will fight you over some bugs which python will ignore.
- > Used to build MASSIVE projects!

Java Code Structure

- 1) Package Declaration (For organizing files in large codebases)
- 2) Import statements (For external libraries/classes)
- 3) Class Declaration (Java is object oriented so everything is inside a class)
- 4) Main method (Entry point for execution)
- 5) Methods & variables (Here is where we implement the program logic)

Let's check these attributes out in a simple program (codestructure.java)

Printing in java

Python printing -

```
print ("Hello World")
```

> Straightforward and to the point

Java printing -

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

> lots of words just to print "Hello World"

> There is a reason for this!

System Class

- 1) System is a built-in class that provides access to system-related resources.
- 2) System.out is a variable in the System class.
Where do you want to send the data? out, error, file?
We need to print to someplace!
- 3) System.out.println prints the input string to a new line.
- 4) System.out.print skips the newline.

Reading inputs

Python -

```
user_input = input("Enter a number");
```

> Always returns a string

> You need to convert it to a desired type.

Java -

```
Scanner sc = new Scanner(System.in);  
System.out.println( "Enter a number");  
int a = sc.nextInt();
```

> using the `nextInt()` method we only accepted an int input.

> Scanner class has methods like `nextLine()` to input strings, `nextDouble()` to input doubles etc.

Using Random Numbers

- 1) We generate random numbers in Java using an object similar to inputs.
- 2) `java.util.Random` (class `Random` in the `java.util` package)
- 3) Import the `Random` Class, create a `Random` variable, create a `Random` object, and use the `Random` object to generate the random variable.
- 4) It generates a random number between 0 (Inclusive) and 100 (Exclusive).

Let's work on this in a file `RandomNumbers.java`

Variables in Java

// Variable declaration -- initial value is optional

<modifiers> <type> <name>;

// Example

double myAge = 31.98886579387;

- 1) Declare any time before use
- 2) Strongly - typed
- 3) If you don't pick a default value, each type has one.
- 4) Two possible variables : Objects or Primitive types

Java Primitive Types

- 1) boolean (false)
- 2) char (unicode, not ascii)
- 3) int (0)
- 4) double (0)
- 5) Use short, byte for smaller ints, and float for smaller doubles.
- 6) Type names are often lowercase and variable names are often camelCase.

Java Objects

String(text)

- > Only object that gets special syntax
- > immutable
- > represents string text material

We also created a Scanner object in the past slides.

- 1) Variables store location, but not the object itself.
- 2) variable defaults are null (meaning “ not pointing to an object”)
- 3) Type names are always Capitalized as seen in Scanner

Math Operations

Operator	Python	Java
+, *, -	Same	Same
/	floating-point result	Depends on type
//	integer division	N/A
<, >, <=, >=	Same	Same

Mathematical Operations

Equality: ==, !=

- > Behave as expected for primitive types
- > Behave differently for objects (checks for memory locations)

Example:

```
String a = "Hello World";  
String b = "Hello World";;  
System.out.println (a == b) // false
```

Control Flow

Similarly to python, we have if, while and for loops

```
if (boolean expression) {  
  
} else if (boolean expression) {  
  
} else {  
  
}
```

- 1) Boolean expression must evaluate to true or false
- 2) Curly braces are optional but a good practice
- 3) Can have as many else if as needed
- 4) Only one else

for

```
for(<init>; <condition>; <update>) {  
  
}
```

- 1) check condition and enter loop
- 2) after loop runs update the variable
- 3) run till condition is met

While

```
while ( boolean expression) {  
  
}
```

- 1) check condition, if true enter loop
- 2) at end of loop, re-evaluate condition

Examples

- 1) Print each number from 1 to 20 inclusive.
- 2) Print powers of 3 upto 6561.
- 3) Trick Question

In file `ControlFlow_examples.java`

Examples

```
int i;  
for (i = 0; i < 5; i++) {  
    for (int i = 0; i < 3; i++) {  
        System.out.println("Hello world! " + i);  
    }  
}
```

What is the output to this nested for loop?

Java Object Syntax

- 1) The variable is not its value.
- 2) Variables reference objects.
- 3) Use the “new” keyword to create a new object.
- 4) Java takes care of delete.
- 5) Similar to pointers in C.

String Syntax

- 1) String literals are declared in double quotes unlike python.
Example: `String s = "Hello World";`
- 2) `+` can concatenate string.
- 3) `+` can be used across types, it always results in a new string.
Example: `"Hello World" + 9 -> "Hello World9"`
- 4) Strings are immutable. Use `.charAt(index)` to get a specific character and `.length()` to get length of a string.

String Example

```
String s = "Hello World";  
char c = s.charAt(6); // 'W'  
s = s + "Hi Again!" // "Hello WorldHiAgain!"  
s = s + 9; // "Hello WorldHiAgain!9"
```

Arrays

- 1) Arrays are like Lists in Python but have a fixed size and have a single type.
- 2) Arrays always behave like objects.
- 3) `<Type> array = Type [];`
- 4) `int variable => int[] x`
- 5) Uses default values for primitive data types and null for objects.
- 6) Another Way `=> int[] x = {values};`

Arrays

Fun exercise to challenge our For Loop and Array indexing knowledge:

```
public class Main {  
    public static void main(String[] args) {  
        int[] arr = {10, 20, 30, 40, 50};  
  
        // Find length indirectly and traverse in reverse order  
        for (int i = (arr.length * arr.length) % 10 + 4; i >= 0; i--) {  
            System.out.print(arr[i] + " ");  
        }  
    }  
}
```

Accessing an Array

// Syntax:
myArray[index]

- 1) Index can be computed.
- 2) no negative indexing like python.
- 3) Java throws an out-of-bounds exception.

Array Example

Let's try a challenge on different ways to create arrays in Java.

Remember :- In Java, arrays are Objects!

- In file `ArrayExamples.java`

Array Properties

- 1) Array equality checks identity
- 2) Array printing is not the best idea, let's look at this!
- 3) Use loops to print
- 4) Use loops to check equality, or use `Array.equals(arr 1, arr 2)`

Array Properties

```
public static boolean isArrayEqual(int[] left, int[])  
    if (left.length != right.length) {  
        return false;  
    } else {  
        for (int i = 0; i < left.length; i++) {  
            if (left[i] != right[i]) {  
                return false;  
            }  
        }  
        return true;  
    }
```

Functions and Arrays

Functions can modify and return arrays:

```
public static char[] replaceChars (char [] arr) {  
    for (int i =0; i < arr.length; i++) {  
        if (Character.isVowel(arr[i]) {  
            arr[i] = 'z';  
        }  
    }  
    return arr;  
}
```

Let's test our Java Knowledge

Let us create a java program with the following functionality:

- 1) Generate a random array of 10 characters using `Math.random()`, picking random ASCII characters from ('!' to '~', ASCII values 33 to 126).
- 2) Count the number of vowels.
- 3) Count the number of uppercase characters.
- 4) Find the smallest ASCII value character in the array.
- 5) Print all these values.

Let's code this out the `AsciiChallenge.java`

Feedback Form

This is my first time teaching, I would greatly appreciate feedback from everyone!

Scan this QR code or visit the following link : <https://forms.gle/Wxcev7Rip1tUNxji6>

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<https://forms.gle/Wxcev7Rip1tUNxji6>

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