

# OBJECT ORIENTED PROGRAMMING (JAVA) (CST8284)

#### **Course Overview & Introduction**

LAB 2

2-D Arrays & Use of Debuggers



#### **LAB 2: Preparations**

The essence of this lab, is to learn to work with 2-dimensional arrays, and the use of a debugger.

#### **Preparations:**

- Review the information on **Debugging** provided to you in Weeks #1 and #2 **Hybrid** tasks on Brightspace course page.
- Review the concept of **two dimensional arrays** using the link provided to you and/or other resources such as:

http://docs.oracle.com/javase/tutorial/java/nutsandbolts/arrays.html



### PART 1

# REVIEW AND UPDATE YOUR JAVA CODE





#### The Outcomes to Demonstrate

- Show your professor your updated version of the code
- Run and show the Javadoc for the comments in this code
- Demonstrate to your professor (using the code you updated) why and how to correctly use the Eclipse debugger focusing on:
  - Breakpoints
  - Single stepping (step into and step over)
  - Inspecting variables



#### **Part 1: Description**

- In this part, you will work with a 2D array. You will update the Java code provided to you so that it performs additional tasks. The code shows:
- The number of traders who conduct business on importation of food spices:
  - > Across **9 cities** in Ontario
  - Over a period of one year 12 months.
- The total number of the traders for each month of the year for each city.
- Format your output using printf



#### Just a moment...

- Before you continue, have you reviewed the hybrid materials on how to use a debugger?
- Have you reviewed the hybrid material on 2D-arrays?
- If not, take a break now and review the hybrid materials before you continue!
- You may **not** be able to successfully complete this lab without these reviews.



#### Part 1 - You are Required to:

- Create a new project in eclipse Lab 2
- Load and review the code file into your Eclipse editor (Spice.java).
- DO NOT load the sample output file on eclipse SpiceOutput. It's just an example output.
- Open and review the sample output file named SpiceOutput on <u>notepad</u> to understand the required pattern of the output.



#### Part 1 - You are Required to: (2)

- Update the portions in the code file Spice.java as specified. Use a nested for loop to compute and print the sum of the traders in the array.
  - Compute the sum of the food spice traders for each month specified.
  - Use printf to format and print the each column sum.
  - Insert Javadoc style comments into your code

The program sample output is shown in **SpiceOutput** file for your guidance.



### PART 2

# DEMONSTRATING THE USE OF A DEBUGGER





#### You are Required to:

- Demonstrate executing your code in different perspectives (e.g. debug and Java mode)
- Identify different <u>view panels</u> in debug mode
- Select a breakpoint in the code you have updated to demonstrate your work
- Explore and analyze the variables in your code



#### Important...

Some important concepts you need to know in order to make effective use of a debugger:

- Breakpoints
- Single Stepping
- Inspecting Variables
- Review the Hybrid resources and course materials to learn how the Eclipse debugger works to complete this part.



#### **Starting the Debug Mode**

- At the top bar of your Eclipse screen:
  - Click on Window, and then scroll down to Perspective. Scroll to Open Perspective and then select Debug
  - ➤ Or you can: Select Run and then select Debug
- If it is your first time running **Debug**, agree to the debug mode pop up window seen on your screen in the debug perspective.



#### **Starting the Debug Mode (2)**

- Notice that your screen changes. Explore the additional view panels included. What are they?
- Notice the **Debug** and **Java** icons at the far <u>top</u> <u>right</u> corner of your screen. You can use them to go back and forth on Java or Debug **modes**.
- Example of the new view panels that appear are the Variables, Breakpoint and Expressions (at the top right corner of your debug mode screen). What do they mean?



#### Inserting a Breakpoint in your code

- Ensure that your eclipse editor shows line numbers for your code
- Insert a breakpoint in your updated code:
  - Double click on the blue line margin corresponding to the desired code line number
  - OR you can: do a right click on the margin of the desired line number and then select Toggle Breakpoint.
- Explore how the toggle breakpoint and disable breakpoint work



### **Explore the following Step Commands in debug mode**

- Step into You can use this button to step into a method you wish to debug one step after another
- Step over You can use this button to skip a method you do not wish to debug when invoked
- Step Return You can use this button at the end of your debugging and having the debugger back to an initial point of start.



### Explore the following Step Commands in debug mode (2)

- ❖ Terminate You can use this button to stop the running of a program if there are no further analysis required, or if errors are encountered. The terminated program could e in the debug or normal mode.
- Resume You can use this button to restart execution of the program again from any suspended state. This continues till another breakpoint.



#### **Demonstrating Your Work**

- To obtain your mark, show your Professor:
  - The code you updated
  - Run your program and show that the output of your code is correct.
  - Generate Javadoc to document the comments in your code and show the Javadoc output



#### **Demonstrating Your Work (2)**

#### Show your Professor how to:

- Select a breakpoint in your updated code
- Run your code in debug mode (as a Java application):
  - Go to Run and select Debug As then select Java Application
  - Click Yes in the pop up window to agree to the debug perspective (if it pops up)
  - The breakpoint will be highlighted in your code.



#### **Exploring the Step into and Step over**

- Click on the step into icon at the top bar of your screen.
  - What do you observe?

- Click on the step over icon at the top bar of your screen.
  - What do you observe?



#### **Demonstrating your Work (3)**

#### **Explore the variables**

- ➤ The Variables, Breakpoint and Expression view panels are at the right-hand top corner of your screen.
- Focus on the Variables panel and carefully inspect the two columns (Name and Value).
- Observe the names of the variables, the values stored and how.



#### **Demonstrating your Work (4)**

- ➤ What **types** (of values) do you see?
- Click on > beside traders in the Name column
- Click on > beside [1] in the Name column
- Any changes in the Value Column?
- What does this change mean?
- Discuss any observations with your professor to obtain your marks.



#### **Rubrics**

Total marks for Lab 2 is 4%. You must submit and demo this lab to get any marks.

- ❖ Accurate completion of code and output 1%
- Javadoc style comments and generation 1%
- Correct analysis and use of the debugger 2%

Important: Note that your analysis and correct use of the debugger in this lab depends on an accurately completed code. If you do not get the code right, you stand a risk of loosing the entire lab marks.



#### Test your Knowledge further...

- When do you need to use a 2D array?
- Why should you consider switching to the debug mode from the run mode?
- Why should you step into a method?
- When should you step over a method?
- Why and where do you examine the code variables using the debugger? What should you expect to see?



#### References – Course textbooks

❖ Big Java Early Objects, 7/E. Author: Horstmann, C. Wiley. ISBN: eText: 978-1-119-49909-1 or loose-leaf paper: 978-1-119-74020-9.

More Helpful Textbooks:

Java How to Program, Early Objects Plus MyProgrammingLab with Pearson eText -- Access Card Package, 11/E. Author: Deitel ISBN: 9780134800271



#### Finalizing...

- Remember to demonstrate your work to your lab professor to receive your marks
- Marks are all or nothing. Show your work fully
- Remember to review your hybrid tasks as specified for each week
- Remember to keep ahead by checking if there are any more assessments due this week

