

Procedural Java



Requisite ‘Hello World’ in Java

```
1 public class HelloWorld {  
2     public static void main(String[] args) {  
3         System.out.println("Hello World");  
4     }  
5 }
```

Now what?

- How to compile?
 - Must specify the file(s) *javac 代码.class*
- How to execute?
 - Must specify the class (without .class)
- Does the filename matter?
 - Must have ‘.java’ suffix
 - Must be named the same as class

Primitives

- 8 types (9 including void)
 - **boolean** - one bit (but size undefined)
 - true or false
 - **byte** - signed 8 bits $2^8 = 256$
 - (-128, 127)
 - **short** - signed 16 bits
 - (-32,768, 32,767)
 - **char** - unsigned 16 bits. Unicode character
 - from '\u0000' to '\uFFFF' or (0, 65,535)
 - **int** - signed 32 bits
 - (- 2^{31} , $2^{31}-1$)
 - **long** - signed 64 bits
 - (- 2^{63} , $2^{63}-1$)
 - **float** - single-precision 32-bit IEEE 754 floating point
 - 1.40129846432481707e-45 to 3.40282346638528860e+38
 - **double** - double-precision 64-bit IEEE 754 floating point
 - 4.94065645841246544e-324d to 1.79769313486231570e+308d

从0到65535

emacs xxx.java?

Where'd unsigned go?

Removed for simplicity.

What's this C code print?

```
1 #include<stdio.h>
2
3 int oldEnough(unsigned int age) {
4     return (age >= 18);
5 }
6
7 int main() {
8     int age = -1; Most significant Bit
9     if (oldEnough(age)) { Set to 1
10        printf("Old enough!\n");
11    } else {
12        printf("Not old enough\n");
13    }
14 }
```

Default Primitive Types / Specifying

```
1 // int and double are default integer / real number primitives
2 /* int */ foo = 10;
3 /* double */ bar = 10.0;
4
5 // to specify Long or float use 'L' and 'f' respectively
6 /* Long */ fool = 10L;
7 /* float */ barf = 10.0f;
8
9 // can also explicitly initialize with 'd' (or 'D')
10 // useful to force as a real number instead of integer
11 /* double */ food = 10d;
12 // byte to short 不同于 my3, 要使用都得用 cast 不同于 float to double
13 // nothing analogous for byte / short
14 /* short */ foos = (short) 10;
15 /* byte */ barb = (byte) 10;
```

Fun with Primitives

```
1 double nan = Double.NaN;  
2 if (nan == Double.NaN) {  
3     System.out.println("What I thought!");  
4 } else {  
5     System.out.println("WAT?!?");  
6 }
```

不是个数, cast to double?"}

Fun with Primitives (cont)

```
1 int truthy = 1;  
2 if (truthy) {  
3     System.out.println("truthy");  
4 } else {  
5     System.out.println("falsy");  
6 }
```

不為空即真
int 不為零
boolean 为真
非空即真
boolean type

Variables

- Declaration

- Define a variable with a name.
- Multiple on a single line

声明

- Initialization

- Can be inline with declaration
- Can be after declaration
- Cannot reference a variable until initialized

初始化(初始化)

- Naming

命名!

- camelCase 前一个单词首字母大写
- only 'static final' use UPPER_SNAKE_CASE 静态值/类名
- Be descriptive with naming (don't use aBox as a name)

Fun with Variables

```
1 int foo, bar = 1; // 只有 bar 有值 } , 3 行 72B int foo=1,  
2 if (System.currentTimeMillis() > 0L) {  
3     foo = bar;  
4 }  
5 if (true) {  
6     System.out.printf("%d%n", foo);  
7 }
```

不能赋值！
因为 foo 的值
在代码中
定义，即使
这个字符串
没有加单引号，也
不能赋值，因为

因为不能识别系统方法调用
并且第一个字符串不是 boolean 值，所以一个 final boolean 变量或直接写
true (constant!)

Fun with Variables (cont)

```
1 int bar = 1, foo = bar;
2 if (System.currentTimeMillis() > 0L) {
3     foo = bar;
4 }
5 if (true) {
6     System.out.printf("%d%n", foo);
7 }
```

Descriptive Variable Names

```
1 private static final double KILOMETER_TO_MILE = 0.621371d;  
2  
3 private static double convertKilometerToMile(double kilometers) {  
4     double miles = kilometers * KILOMETER_TO_MILE;  
5     return miles;  
6 }
```

Descriptive Variable Names (cont)

DO NOT DO - COUNTEREXAMPLE

of what?

```
1 public static final double radius = 6378.137d;
2
3 public double compute(double[] a, double[] b) {
4     double diff1 = b[0] - a[0];
5     double diff2 = b[1] - a[1];
6
7     double tmp1 = Math.sin(diff1 / 2);
8     double tmp2 = Math.sin(diff2 / 2);
9     double aa = (tmp1 * tmp1) + (tmp2 * tmp2 * Math.cos(a[0]) * Math.cos(b[1]));
10    double c = 2 * Math.atan2(Math.sqrt(aa), Math.sqrt(1 - aa));
11    return (radius * c);
12 }
```

Descriptive Variable Names (cont)

```
1 public static final double EARTH_RADIUS_KM = 6378.137d;
2
3 /**
4 * Use the Haversine (i.e., as crow flies) formula to calculate distance between two points.
5 *
6 * @param fromLat from-point's Latitude in radians
7 * @param fromLng from-point's Longitude in radians
8 * @param toLat to-point's Latitude in radians
9 * @param toLng to-point's Longitude in radians
10 * @return the Haversine distance between from and to points in kilometers.
11 */
12 public double haversineDistance(double fromLat, double fromLng, double toLat, double toLng) {
13     double deltaLat = toLat - fromLat;
14     double deltaLng = toLng - fromLng;
15
16     double deltaLatSin = Math.sin(deltaLat / 2);
17     double deltaLngSin = Math.sin(deltaLng / 2);
18
19     double squareHalfChordLength = (deltaLatSin * deltaLatSin) +
20                                     (deltaLngSin * deltaLngSin * Math.cos(fromLat) * Math.cos(toLat));
21     double angularDistance = 2 * Math.atan2(Math.sqrt(squareHalfChordLength),
22                                           Math.sqrt(1 - squareHalfChordLength));
23
24 }
```

从北京到纽约

Operators

```
1 int foo = 10, bar = 2;
2
3 // PLUS
4 int result = foo + bar; // result = 12
5 // MINUS
6 result = foo - bar; // result = 8
7 // MULTIPLICATION
8 result = foo * bar; // result = 20
9 // DIVISION
10 result = foo / bar; // result = 5
11 // MODULOS
12 result = foo % bar; // result = 0 10 % 2 = 0
13
14 // CAVEAT on divide by 0
15 double food = 10d, bard = 0d;
16 bar = 0; int
17 double resultd = food / bard; // result = NaN/Infinity
18 result = foo / bar; // Exception -> "java.lang.ArithmetricException: / by zero"
```

不适用于浮点数

The rarest of keywords... strictfp

```
1 private static double getX(double a, double b, double c) {  
2     return a * b / c; }  
3  
4  
5 private static strictfp double getY(double a, double b, double c) {  
6     return a * b / c; }  
7  
8 String.valueOf() 取值转换成字符串  
9 double a = 1.11d, b = 2.22d, c = 3.33d;  
10 // what's the difference between x and y?  
11 double x = getX(a, b, c);  
12 double y = getY(a, b, c);
```

在多线程中结构上
in 64.32 floating point

order of operations

import java.math.BigDecimal

32位浮点 word

BigDecmal class

- Fix double floating rounding (四舍五入)

上网找它的 method

Increment / Decrement Operators

- Postfix increment / decrement operator
 - $a++$; $a--$;
- Prefix increment / decrement operator
 - $++a$; $--a$;

执行完语句再加减
...先加减再执行

```
1 int a = 0, b = 0;
2 boolean equals = (a++ == ++b);
3 System.out.printf("%d and %d are equals? %s%n", a, b, equals);
```

/ /

$++a++$
不可行
 $false$

Relational Operators

```
1 int a = 0, b = 1;
2
3 // equality
4 boolean equals = a == a;
5 // inverse equality - a not-equals b?
6 boolean notEquals = a != b;
7 // less than
8 boolean lessThan = a < b;
9 // greater than
10 boolean greaterThan = b > a;
11 // less than or equals
12 boolean lessThanOrEquals = a <= a;
13 // greater than or equals
14 boolean greaterThanOrEquals = b >= b;
15 // conditionals - and
16 boolean and = (a == a) && (a < b);
17 // conditionals - or
18 boolean or = (b < a) || (b > a);
```

Short Circuit

```
1 private boolean evaluateViaLookup(int id1, int id2) {  
2     int id1Result = loadFromDB(id1);  
3     int id2Result = loadFromDB(id2);  
4     return (id1Result > id2Result);  
5 }  
6  
7 int id1 = 1, id2 = 1;  
8  
9 // method `evaluateViaLookup` never called - saved a DB Lookup  
10 boolean equals = (id1 == id2) || evaluateViaLookup(id1, id2);
```

将短路逻辑，把两个方法放在同一个类的同一个方法中得出来答案

Ternary

```
1 private int maximum(int a, int b) {  
2     if (a > b) {  
3         return a;  
4     } else {  
5         return b;  
6     }  
7 }
```

Bitwise Operators

int double
long ..
都是二进制
操作

操作(比特级)

010

011

逻辑
boolean

```
1 int foo = 1, bar = 2, foobar = 3;  
2 // bitwise 'and'  
3 int result = foo & bar; // result = 0  
4 // bitwise 'or'  
5 result = foo | bar; // result = 3  
6 // bitwise 'exclusive or' Xor 异或  
7 result = bar ^ foobar; // result = 1  
8 // bitwise 'not'  
9 result = ~foo; // result = -2
```

Bitwise Shift Operators

```
1 int a = 1, b = 2, c = -2;  
2 // bit shift to the right (arithmetic)  
3 int result = b >> 1; // result = 1  
4 // bit shift to the right (arithmetic)  
5 result = c >> 1; // result = -1  
6 // bit shift to the left  
7 result = a << 1; // result = 2  
8  
9 // Logical right shift (there is no Logical Left shift)  
10 result = b >>> 1; // result = 1  
11 result = c >>> 1; // result = 2147483647;
```

sign bit ~~truncation~~
shift

sign bit shift

2147483647
Binary!

Conversions

- Memorize diagram on page 61 of Core Java Vol 1

```
1  12 + 14.1; // 12 is converted to double
2  10f - 17; // 17 is converted to float
3  50L + 10; // 10 is converted to Long
4
5  short foo = (short) 10;
6  10 + foo; // foo is converted to int
```

Casts

- May be necessary to explicitly cast to other types
 - Have already seen in needing to get to short type
- Careful as down-casting results in loss of precision

```
1 // downcast from double to short
2 double foo = 99999.99999d;
3 short bar = (short) foo;
4 // what is bar?    99
```

Order of Operations

- Memorize diagram on page 63 of Core Java Vol 1

```
1 int a = -1, b = -1, c = 3;  
2 c += b *= a; ↙  
3 // what's c?
```

4

Strings!

- First, not primitives!
 - They're Objects (next lecture) *不是原生*
- Any Unicode character, surround in quotation marks
 - "This is a string in Java"
 - Escape Unicode - "This is the snowman character \u2603"
- Unlike other objects they're literals do not need 'new' and they have an overloaded '+' operator

```
1 String brianLangel = "Brian Langel";
2 String snowman = "\u2603";
3 // can concatenation with '+' however prefer `String.format`
4 String brianLangelAndSnowman = brianLangel + snowman;
5 // concatenation via String.format
6 String combined = String.format("%s %s", brianLangel, snowman);
```

String.format

- Similar to C style printf

```
1 String.format("%d int | %.f float | %.2f float", 10, 10.121212, 10.121212);
2 String.format("0x%x - hexidecimal!", 10);
3 String.format("%s %s %s concatenated", "this", "and", "that");
```

StringBuilder / StringBuffer

- Prefer StringBuilder as you should never be needing to build strings shared across threads.

```
1 int lineLimit = 10;
2 StringBuilder buffer = new StringBuilder();
3 for (int i = 0; i < characters.size(); i++) {
4     char character = characters;
5     buffer.append(character); 即为方法
6     if ((i != 0) && ((i % lineLimit) == 0)) {
7         buffer.append('\n');
8     }
9 }
10 String text = buffer.toString();
```

StringBuilder - 提高性能 / 也同样是
字符串的类
只是方法不同

Control Flow - Blocks

- Surrounded by braces {} they define a logical scope for variables.
- Methods, if statements, loops, try/catch are all examples of blocks.
- Can define arbitrary blocks yourself

```
1  private void blockOne() {  
2      int value = 1;  
3      if (true) { // block two  
4          int scoped = 0;  
5          value++;  
6          scoped++;  
7      }  
8      for (int i = 0; i < 1; i++) { // block three  
9          int scoped = 0;  
10         value++;  
11         scoped++;  
12     }  
13     try { // block four  
14         int scoped = 0;  
15         value++;  
16         scoped++;  
17         throw new RuntimeException();  
18     } catch (Exception e) { // block five  
19         int scoped = 0;  
20         value++;  
21         scoped++;  
22     }  
23     // custom block, block six  
24     {  
25         int scoped = 0;  
26         value++;  
27         scoped++;  
28     }  
29     System.out.printf("Scoped is not accessible, value = %d%n", value);  
30 }
```

Control Flow - If Statements

- The else is optional
- Although allowed for single lined statements, ALWAYS surround with braces

即使只有單行
也需用大括號

```
1 int foo = 1, bar = 1;
2 if ((foo == bar) && (bar != 2)) {
3     System.out.printf("Foo & Bar not equal to 2%n");
4 }
5 if ((foo != bar) && (foo == 2)) {
6     System.out.printf("Bar not equal to 2%n");
7 } else {
8     System.out.printf("Bar may equal 2%n");
9 }
10 if ((foo == bar) && (foo == 2)) {
11     System.out.printf("Foo & Bar equal to 2%n");
12 } else if (foo == 2) {
13     System.out.printf("Bar not equal to 2%n");
14 } else {
15     System.out.printf("Bar may equal 2%n");
16 }
```

Control Flow - Loops

```
1  String[] array = new String[] { "foo", "bar" };
2  // for Loop
3  for (int i = 0; i < array.length; i++) {
4      // do something
5  }
6  // while Loop
7  int i = 0;
8  while (i < array.length) {
9      // do something
10     i++;
11 }
12 // do-while Loop
13 i = 0;
14 do {
15     // do something
16 } while (i < array.length);
17 // for-each Loop
18 for (String entry : array) {
19     // do something
20 }
```

array iteration

Control Flow - Switch Statement

switches typically to

- Available for primitive types and String (as of Java 7)
- Careful not to “fall through”

```
1 String value = "foo";
2 switch (value) {
3     case "foo":
4     case "bar":
5         // do something
6         break;
7     default:
8         // do something
9 }
```

Arrays

都是对象！
即使是 int[]

- Zero based
- Protected at runtime with bounds checking
 - Will throw an `ArrayIndexOutOfBoundsException` exception
- Cannot use pointer arithmetic (as you can in C++) to increment
- Always initialize with array brackets associated with type

```
1 int[] array = new int[100];
2 // can also initialize with known values
3 int[] values = new int[] { 1, 2, 3, 4, 5 };
4 // has length member
5 int size = values.length; // equals 5
6 // access and assign with common syntax
7 int firstValue = values[0];
8 values[0] = firstValue + 1;
```

Multidimensional Arrays

```
1 // initialize with first dimension
2 int[][] multi = new int[100][];
3 // initialize second in loop
4 for (int i = 0; i < multi.length; i++) {
5     multi[0] = new int[100];
6 }
7 // can also inline initialize
8 multi = new int[][] { { 1, 2, 3 },
9                     { 4, 5, 6 } };
```

Arrays Object

- Contains helper methods
 - Use these methods whenever necessary
 - Popular ones are fill and sort

```
1 int a[] = new int[10];
2 Arrays.fill(a, 2); 1234567890
3 Random random = new Random();
4 a[random.nextInt(10)] = random.nextInt();
5 Arrays.sort(a); boundary
```

0-9 print

Read Chapter 4

All sections will be covered in next lecture

Homework 2

<https://github.com/NYU-CS9053/Spring-2016/homework/week2>