

BEGINNER PROGRAMMING COURSE

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CLASS 1

## INTRODUCTION TO JAVA

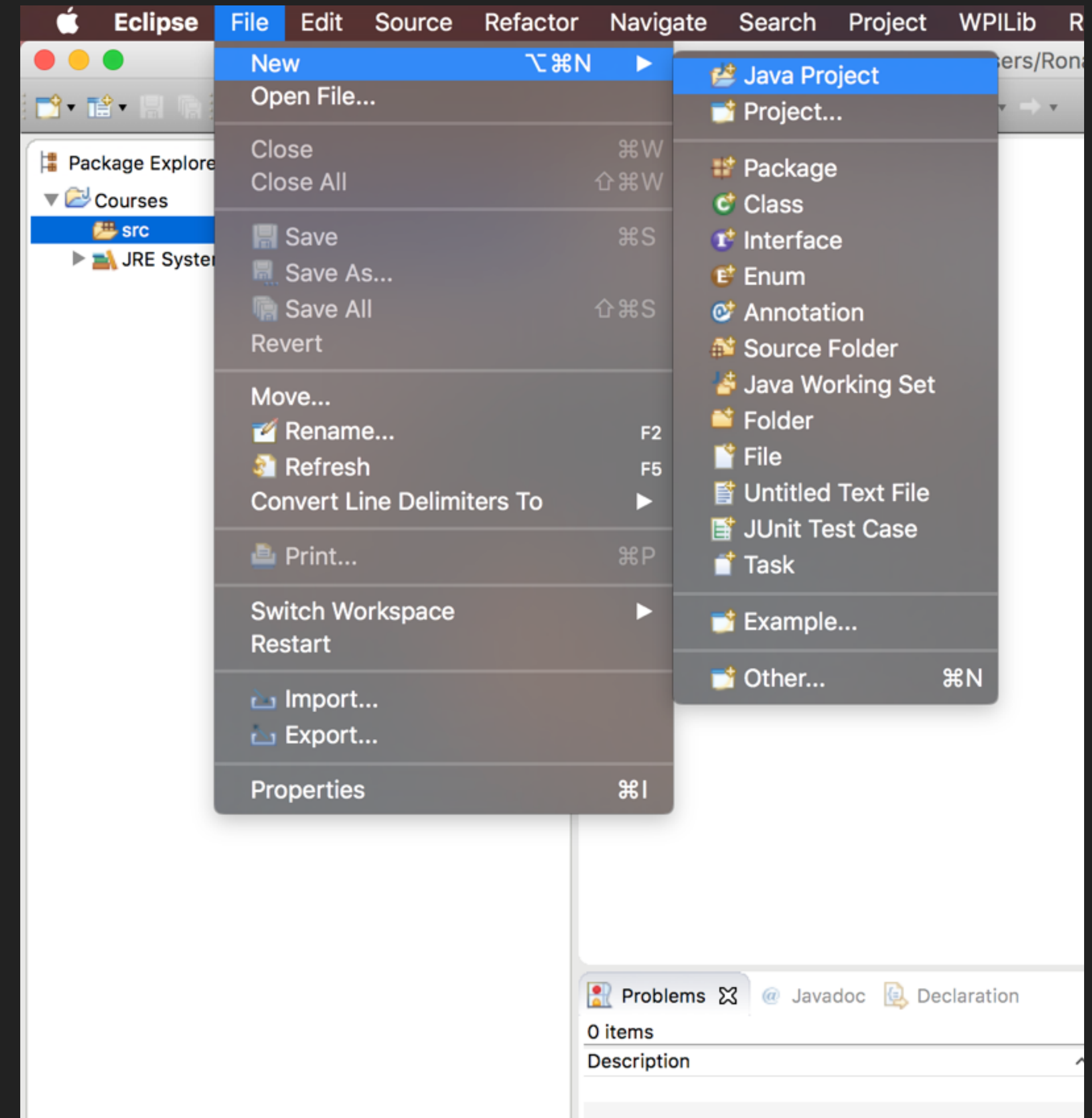
- ▶ Java is a “high level, object-oriented” programming language
- ▶ It is easy to learn, high-performance, and the language of choice for our robot, application developers, and the AP Computer Science curriculum

# COURSE GOALS

- ▶ Over the next 15 meetings, we will learn a bulk of what is taught in AP Computer Science
- ▶ In order to do so, the classes will be comprised of lectures, activities, projects, homework, and “assessments of skill”
- ▶ It will be fast-paced, but if you do have a question, please ask me at any time
- ▶ Google and the internet are your friends - if you ever forget something, ask Google ;)

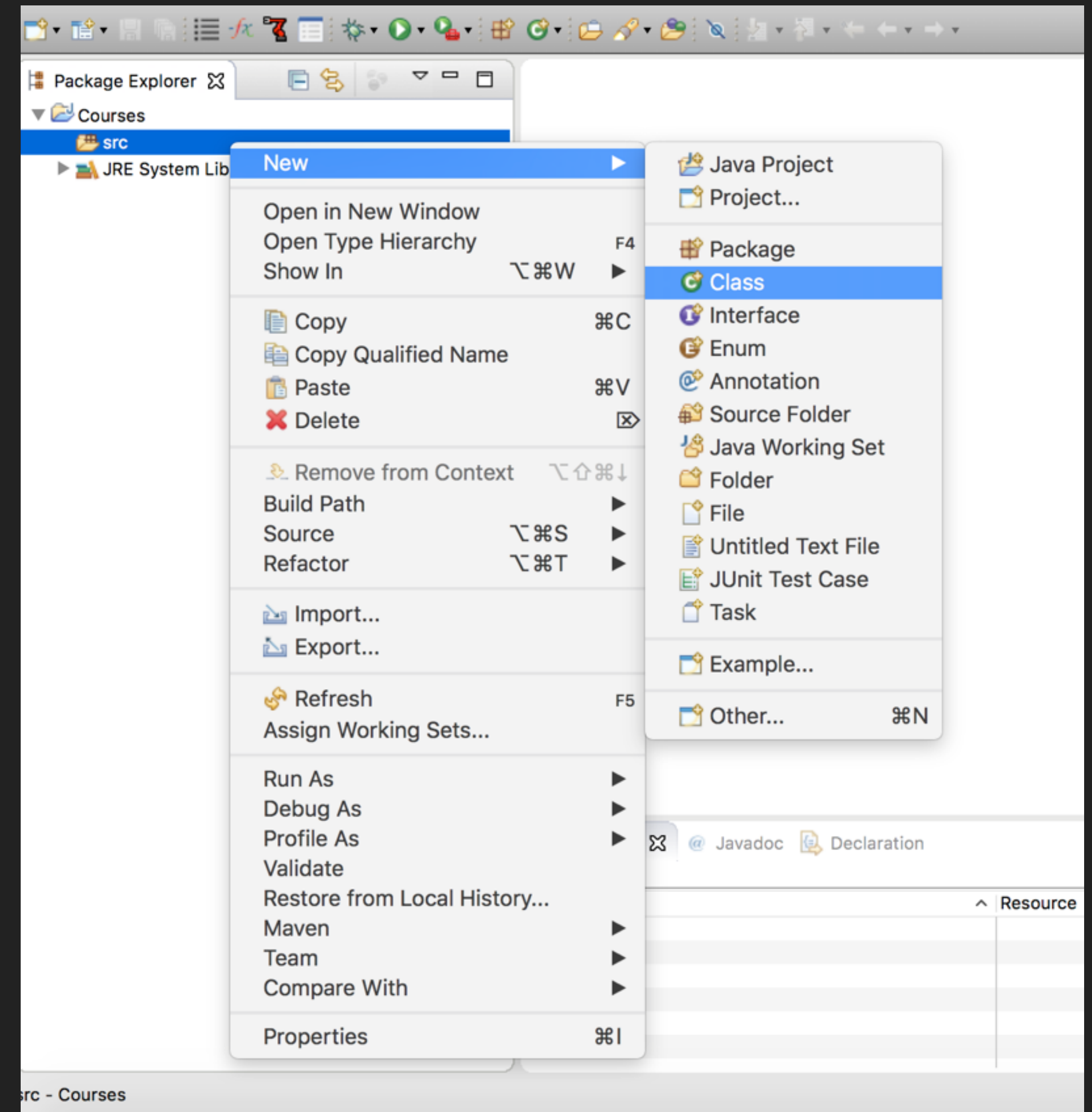
## LETS START JAVA-ING

- ▶ Open up Eclipse
- ▶ Open up File > Switch Workspace > Other
- ▶ Click the “Browse” button, and then create a new folder for this class in the Documents folder
- ▶ Click the “Workspace” button in the top right corner
- ▶ Go to File > New > Java Project
- ▶ Name the project anything...



# CREATE YOUR FIRST JAVA FILE

- ▶ Expand the project folder, right click 'src'
- ▶ Go to New > Class
- ▶ Name the 'Class' main, and check the box for  
**public static void main(String[] args)**
- ▶ Yay.



\*main.java

```
1 // Package imports happen here
2
3 public class main {
4
5     // Variables are defined here
6
7     public static void main(String[] args) {
8         // All of the code to be executed happens here
9     }
10
11     // More methods are created here
12 }
```



## LET'S TALK ABOUT CODE FOR A SECOND

- ▶ Programming is composed of the following:
  - A list of specific commands
  - Modifying and manipulating various types of data
  - Using sets of conditionals and iterative statements to provide instructive responses to a variety of inputs

# DATA

- ▶ “The quantities, characters, or symbols on which operations are performed by a computer, being stored and transmitted in the form of electrical signals and recorded on magnetic, optical, or mechanical recording media.”
- ▶ A computer program's sole purpose is to change to the values of data



# DATA TYPES

- ▶ **byte, short, int, long:** integer values, each with a certain maximum and minimum length
- ▶ **float, double:** decimal values, each with a certain maximum and minimum length
- ▶ **boolean:** a true or false value
- ▶ **char:** a single character, out of 65,535
- ▶ **String:** a *nonprimitive* data type that is actually a set of chars. The value of this variable will be surrounded by quotes

# VARIABLES

- ▶ Just like in math, data is stored in a **variable**
- ▶ A variable has a name, type, and value. One is defined by:

**type** **name** = value

- ▶ In order to **access the value of the variable**, put the name of the variable where you would put the raw data
- ▶ In order to **change the value of the variable**, type:

**name** = new value

### TRY IT NOW

- ▶ In your **public static void main(String[] args)**, create variables that store the following values:
  - -5
  - FIRST Robotics
  - 4.3
  - d
  - true

## CHANGING DATA

- ▶ The most fundamental way to manipulate data is to use an **operator**
- ▶ An operator goes between two data sources to do something to one or both of them

**data1** operator **data2**

# THE SIX TYPES OF OPERATORS

► There are six types:

- Arithmetic
- Relative
- Bitwise
- Logical
- Assignment
- Miscellaneous

# ARITHMETIC OPERATORS

- ▶ + (addition)
- ▶ - (subtraction)
- ▶ \* (multiplication)
- ▶ / (division)
- ▶ % (remainder)
- ▶ ++ (plus 1)
- ▶ -- (minus 1)

# ASSIGNMENT OPERATORS

- ▶ `=` (make equal to)
- ▶ `+=` (`x+=a` is the same as `x = x + a`)
- ▶ `-=` (`x-=a` is the same as `x = x - a`)
- ▶ `*=` (`x*=a` is the same as `x = x * a`)
- ▶ `/=` (`x/=a` is the same as `x = x / a`)



# RELATIONAL OPERATORS

- ▶ == (is equal to)
- ▶ != (is not equal to)
- ▶ > (is greater than)
- ▶ < (is less than)
- ▶ >= (is greater than or equal to)
- ▶ <= (is less than or equal to)

# LOGICAL OPERATORS

- ▶ && (and)
- ▶ || (or)
- ▶ ! (not)

## TEST YOUR SKILLS

- ▶ Using **System.out.println()** to output text to the console,
  - Create two new variables with double values
  - Output the sum, product, remained when the larger is divided by the smaller, and wether or not the two values are equal
- ▶ i.e. If **x** was the difference, you would say:

**System.out.println("The difference is " + x)**

## HOMEWORK

- ▶ Review the data types and operators