

# Juniorprogrammierer.de

Java 2: Typecasting & Operators

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# Agenda

- Most important types
- Typecasting I + II
- Operators I + II + III
- Homework

# Most important types

`int myNum = 5; // Integer (whole number)`

`double myDoubleNum = 5.99; // Double point number`

`boolean myBool = true; // Boolean`

`String myText = "Hello"; // String`

# Typecasting I

- Converting one datatype into another
- For instance, taking something small and put it in something big (e.g. char => String) or the other way around
- In Java two typecasting exists
  - Widening casting
  - Narrowing casting

# Typecasting II

- Widening Casting

- Java does for us
- Pouring a smaller cup into a bigger one (no spill)

```
public class Main {  
    public static void main(String[] args) {  
        int numInt = 1;  
        double numDouble = numInt;  
        System.out.println(numInt);  
        System.out.println(numDouble);  
    }  
}
```

- Narrowing Casting

- You manually shrink data
- Pouring from bigger cup into smaller one

```
public class Main {  
    public static void main(String[] args) {  
        double numDouble = 1.78;  
        int numInt = (int) numDouble;  
  
        System.out.println(numInt);  
        System.out.println(numDouble);  
    }  
}
```

byte -> short -> char -> int -> long -> float -> double

double -> float -> long -> int -> char -> short -> byte

# Operators I

- Arithmetik Operators
  - Plus
  - Minus
  - Multiplator
  - Division
  - Modulus => left over after division
  - Inkrement = adding 1
  - Decrement = subtracting 1

```
public class Main {  
    public static void main(String[] args) {  
        //pluss operator  
        int pluss = 10 + 5;  
  
        //minus operator  
        int minus = 10 - 5;  
  
        //multiplication operator  
        int mulit = 10 * 5;  
  
        //division operator  
        int div = 10 / 5;  
  
        //modulus  
        int mod = 10 % 3;  
  
        //inkrement  
        int inkr = 5;  
        inkr ++;  
  
        //decrement  
        int decr = 5;  
        decr --;  
  
        System.out.println(pluss);  
        System.out.println(minus);  
        System.out.println(mulit);  
        System.out.println("div" + div);  
        System.out.println(mod);  
        System.out.println(inkr);  
        System.out.println(decr);  
    }  
}
```

# Operators II

- Comparison Operators

- Equals
- Smaller
- Bigger
- Smaller Equal
- Bigger Equal

```
public class Main {  
    public static void main(String[] args) {  
        int num = 10;  
        System.out.println(num == 10);  
        System.out.println(num >= 10);  
        System.out.println(num <= 10);  
        System.out.println(num > 5);  
        System.out.println(num < 20);  
    }  
}
```

# Operators III

- Logical Operators
  - And
  - Or
  - Not

```
public class Main {  
    public static void main(String[] args) {  
        int num = 10;  
        System.out.println(num > 5 && num < 20);  
        System.out.println(num > 5 || num < 20);  
        System.out.println(!(num < 10));  
    }  
}
```



# Homework

- Create an arcade.java.
  - You are in an arcade. Int maxScore = 500. You achieved int personalScore = 444. What is your float percentage of maxScore. The formula is  $\text{personalScore} / \text{maxScore} * 100$ .
- Create an operators\_testing.java
  - Look at slides operators I and II
  - Play around by writing them down and look at the result