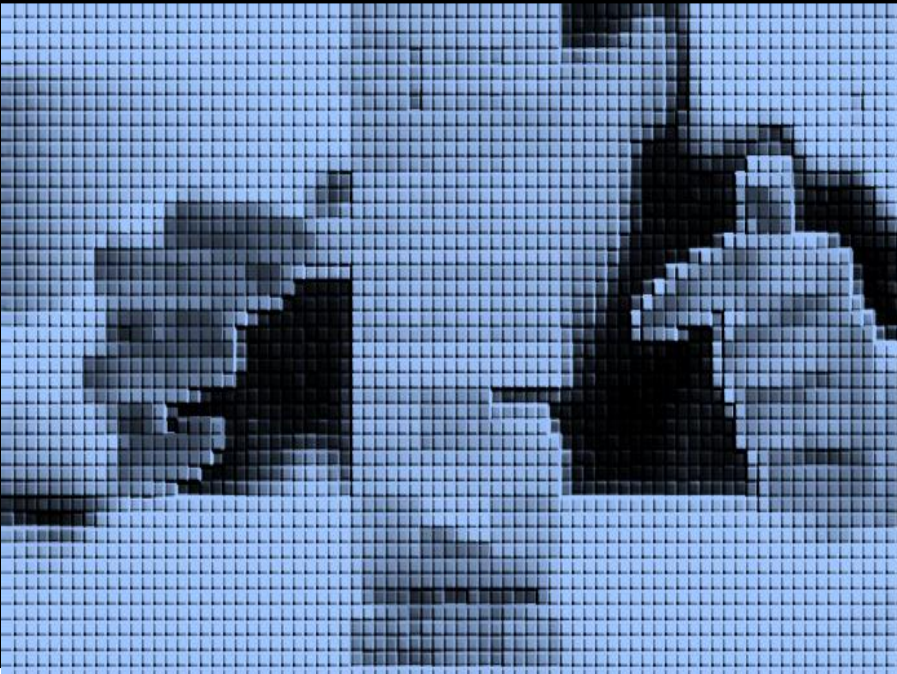


Programming in Java



Programming in Java – Lecture 01

Procedures & Programs

Sion Hannuna and Simon Lock,
based on Tilo Burghardt's C Unit



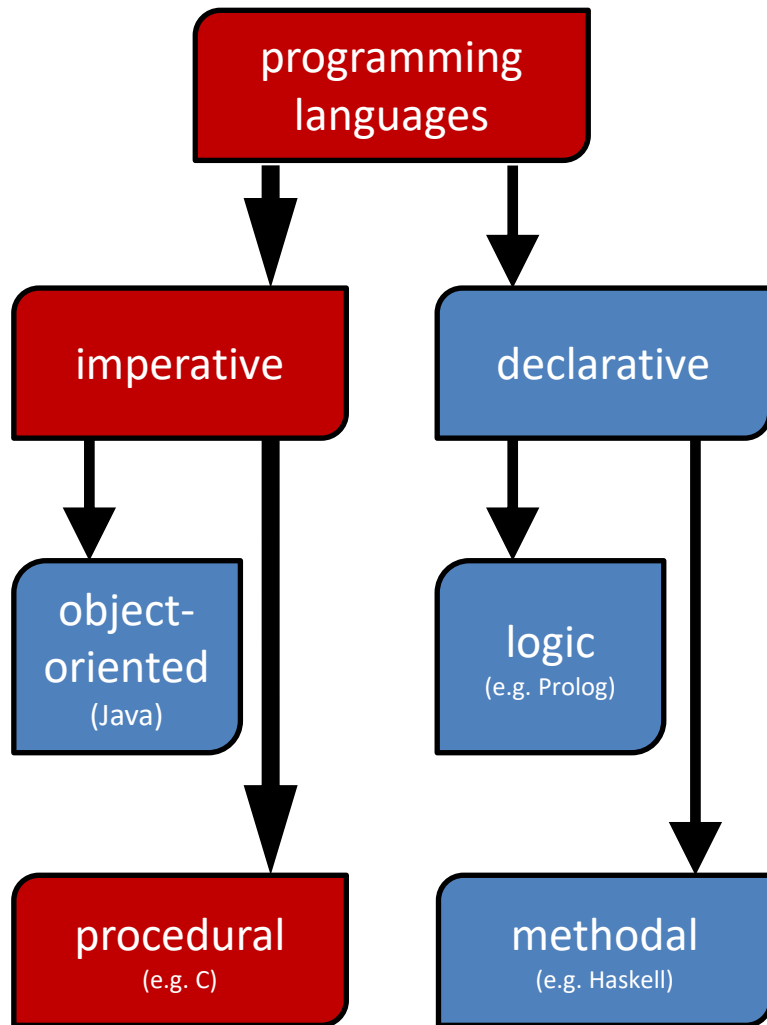
Java is C++ without the guns,
clubs and knives.

James Gosling
creator of Java

JAVA

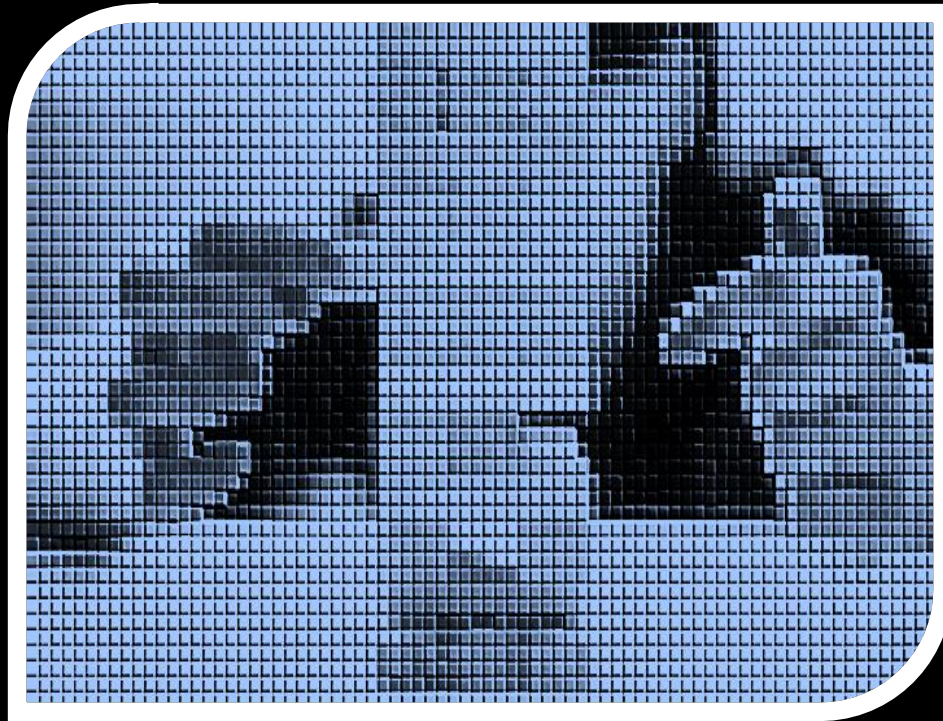


Language Context



- *Java* is an *imperative* and *object-oriented* language.
- Imperative means 'telling the computer *how* to do things' – using sequences of commands (i.e. *statements*) to step-by-step define and change a computer's *state* to calculate a result...
- Object-oriented means data and its associated code are coupled into well-defined, reusable chunks called *objects*.
- Java is a versatile, object-oriented programming language known for platform independence and wide applicability in web, mobile, and enterprise development..

PROCEDURES



Methods

- Mathematical *methods* take arguments from some well-defined sets and *return* a result element from some other well defined set, for instance:

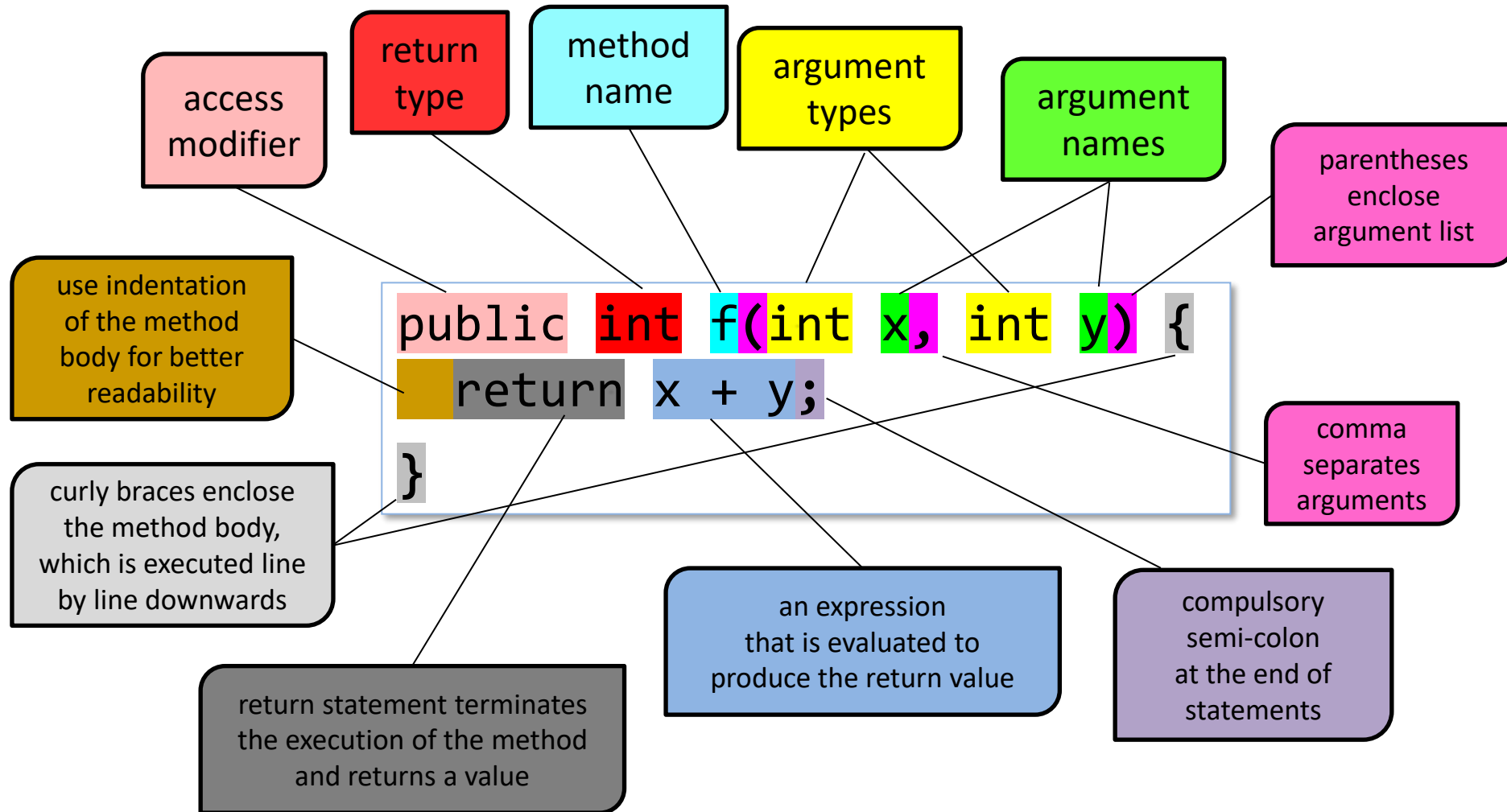
$$f: \mathbb{Z} \times \mathbb{Z} \rightarrow \mathbb{Z} \qquad f(x, y) = x + y$$

- In Java, using the keyword `int` to represent small-ish integers, the above method could be written like this:

```
public int f(int x, int y) {  
    return x + y;  
}
```

- Java methods consist of two parts: a *signature* such as `public int f(int x, int y)` and a *body* surrounded by `{...}`.

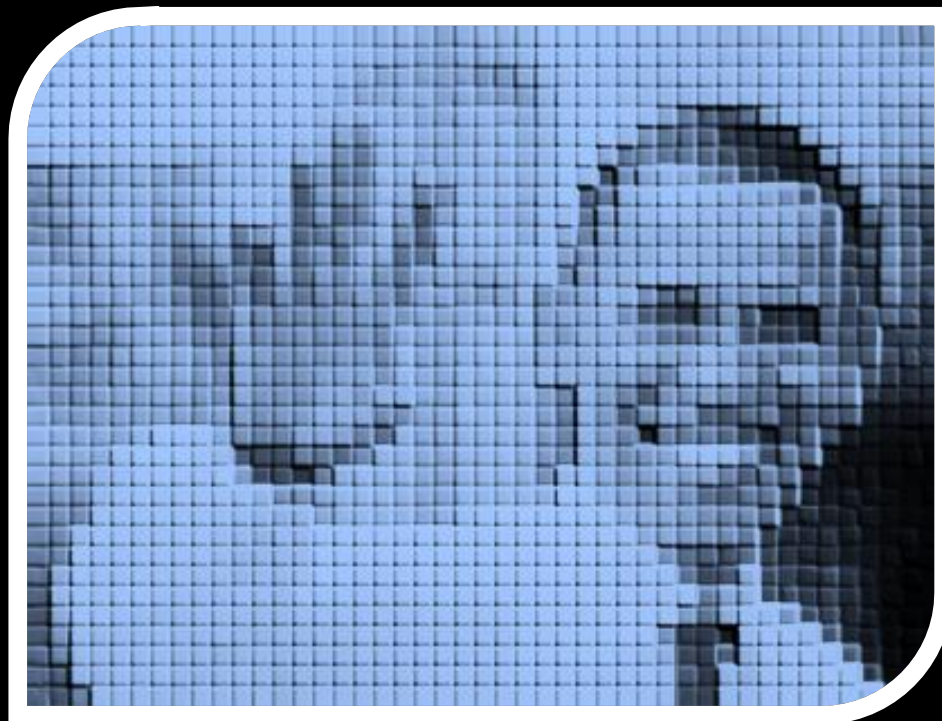
Basic Elements of a Method



Procedures

- A method that only calculates the result using its arguments is called *pure* (such as *f*).
- *Procedures* are methods, yet they are more flexible than pure methods: they may also read, write or manipulate data outside the method or interact with computer resources such as files or devices.
- Procedures in general can (but do not have to) *return* a result; they may or may not take *arguments*.
- The body of a procedure contains a sequence of *statements* that are executed line-by-line downwards.

HELLO



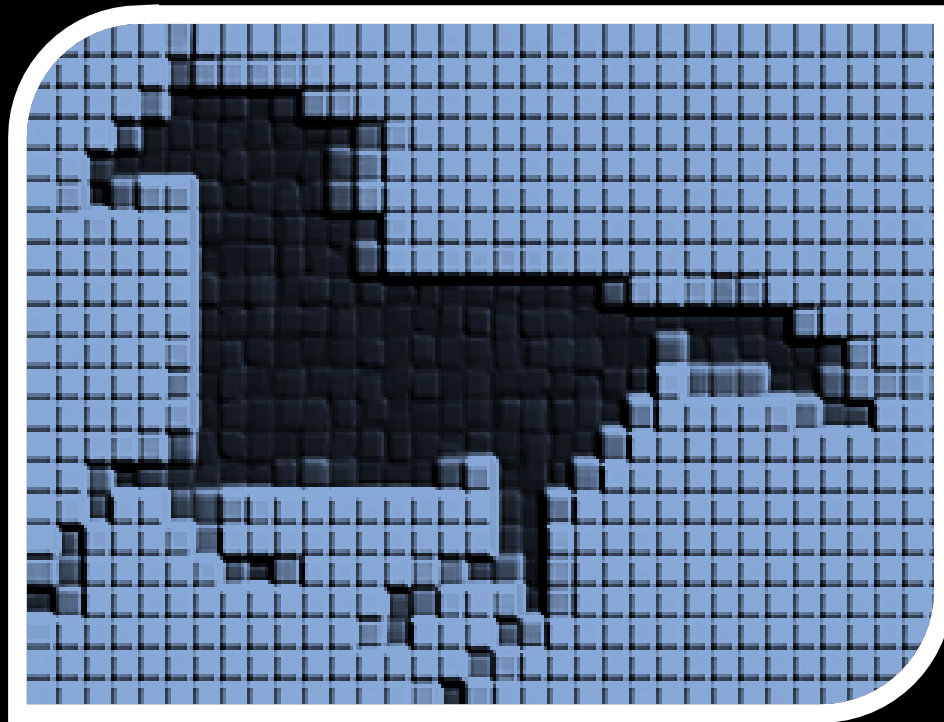
Hello World!

```
/* Example program that prints Hello World! */  
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello World!!");  
    }  
}
```

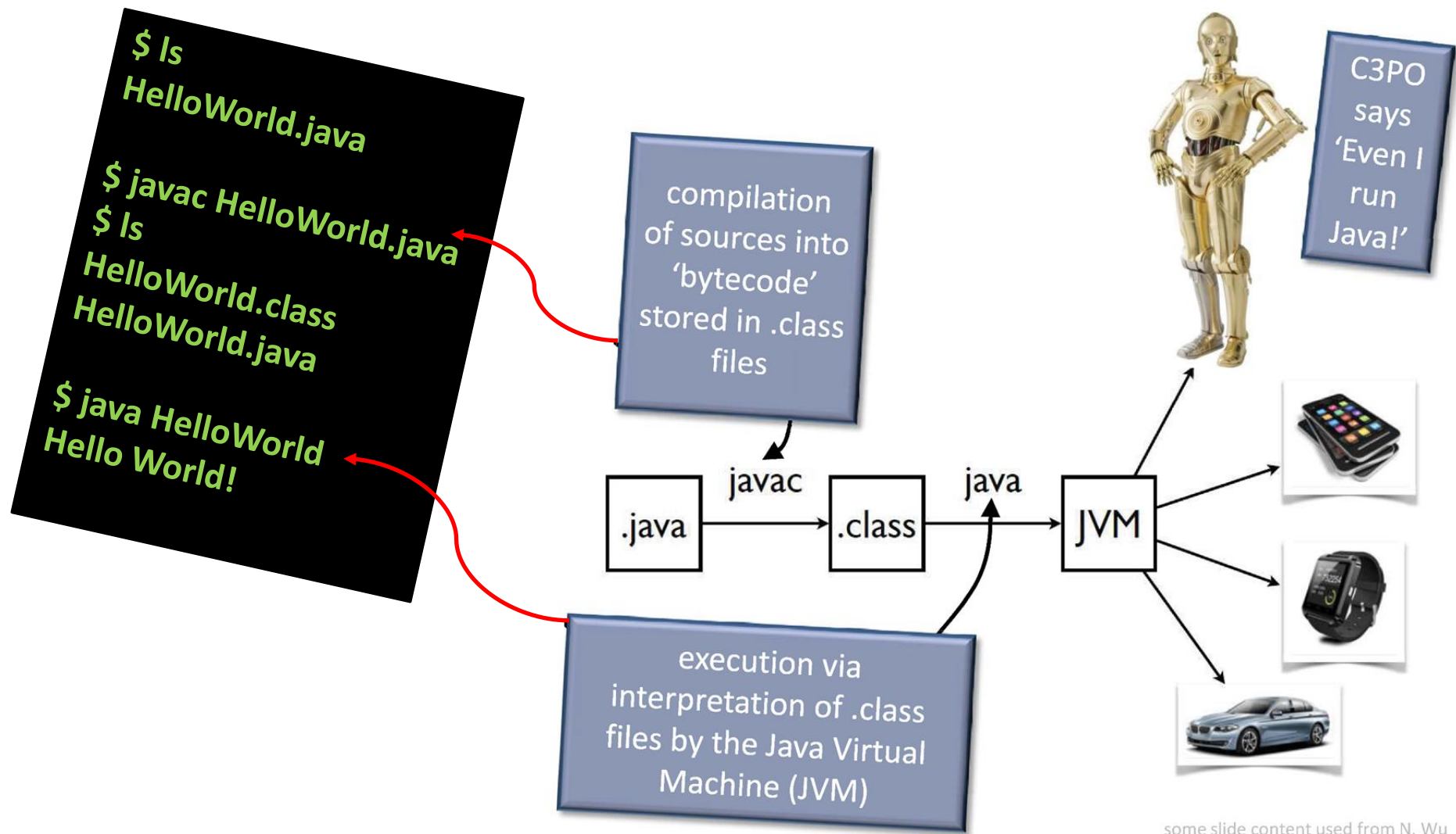
HelloWorld.java

- **public class** HelloWorld : Defines a class named HelloWorld.
- **public static void main**(String[] args) : Main method, the entry point of the program.
- **System.out.println**("Hello World!!"); : Prints "Hello, World!" to the console.

RUNNING

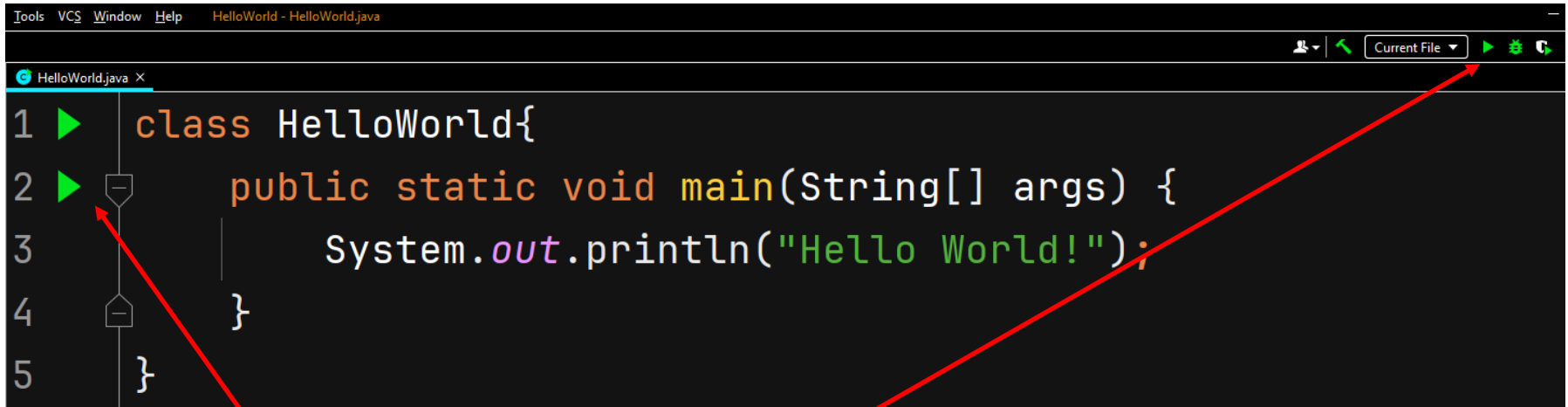


Running HelloWorld (in the terminal): The Java Toolchain



some slide content used from N. Wu

Running HelloWorld (in IntelliJ)



click the play button
in IntelliJ (requires
setup)

Source Code and Compilation

- The text of a source program (like `HelloWorld.java`) is called its *source code* (or just code).
- Java source code cannot be run directly on a system.
- The code needs to be translated by the *compiler* (`javac`) into a *java bytecode* program compatible which in turn runs on the *JVM (Java virtual machine)*, which interprets the byte code for the system on which it resides
- During compilation the *syntax* (or detailed structure) of the program is checked to be valid.
- The *semantics* (or detailed meaning) are not checked.

Compilation and Running

- To compile and then run `HelloWorld.java` via a Linux terminal, navigate to its directory and then just type:

```
$ ls  
HelloWorld.java  
  
$ javac HelloWorld.java  
  
$ java HelloWorld  
Hello World!
```

Comments

Let's dissect the Hello World program:

- The first line is a *comment*.

```
/* Example program that prints Hello World! */  
...
```

- Comments and blank lines are for human readers only, they are ignored by the computer.
- Use comments before a program or more complex procedure to *explain succinctly* what they are for.
- Comments `/*...*/` can run over many lines, alternatively, comments `//...` run over one line only.

Procedure Calls

- The rest of the program is our familiar `main` method.

```
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello World!!");  
    }  
}
```

- `public class HelloWorld`: Defines a class named `HelloWorld`.
- `public static void main(String[] args)`: Main method, the entry point of the program.
- `System.out.println("Hello, World!");`: Prints "Hello, World!" to the console.