

# welcome!

to cs61b

cameras on if you can!



slides  
[bit.ly/abhi-disc](https://bit.ly/abhi-disc)

attendance  
[bit.ly/abhi-attendance](https://bit.ly/abhi-attendance)

about me

# about me

- abhi (he/him/his)

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- from st. louis, missouri

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# about me

- abhi (he/him/his)
- from st. louis, missouri
- youtube and netflix consume a lot of my life
- i'm here to be your point of contact!
  - Disc: M 4-5pm Soda 310
  - Lab: F 11am-1pm Soda 271
  - [abhiganesh@berkeley.edu](mailto:abhiganesh@berkeley.edu)

# about you

- name, pronouns, major, year, anything
- where are you from?
- thoughts on cs61a/coding/CS (👍, 👎, 🤔)
- misc
  - favorite food
  - best places to visit in berkeley
  - hobbies
  - favorite power ranger

**announcements**



# announcements

1. Lab 1, Lab 2, and HW 0 due Friday 01/28 (all of these CANNOT be dropped)

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2. HW 1 released Tuesday at noon, due next Tuesday 02/01

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# announcements

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2. HW 1 released Tuesday at noon, due next Tuesday 02/01
3. OH starts this week entirely online
4. Please complete the Pre-Semester Survey!

```
/** Traditional first program.  
  
 * @author P. N. Hilfinger */  
  
public class Hello {  
  
    /** Print greeting. ARGS is ignored. */  
  
    public static void main(String[] args) {  
  
        System.out.println("Hello, world!");  
  
    }  
  
}
```

```
/** Traditional first program.
```

documentation  
comment

```
 * @author P. N. Hilfinger */
```

```
public class Hello {
```

```
    /** Print greeting. ARGS is ignored. */
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```
    public static void main(String[] args) {
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        System.out.println("Hello, world!");
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```
    }
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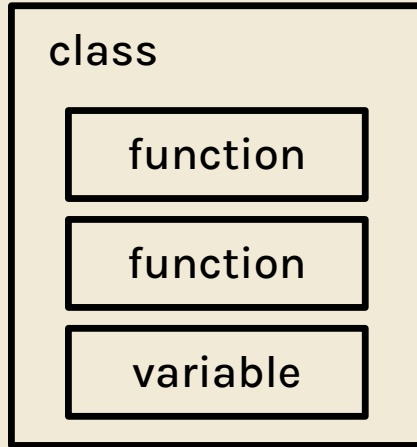
```
}
```



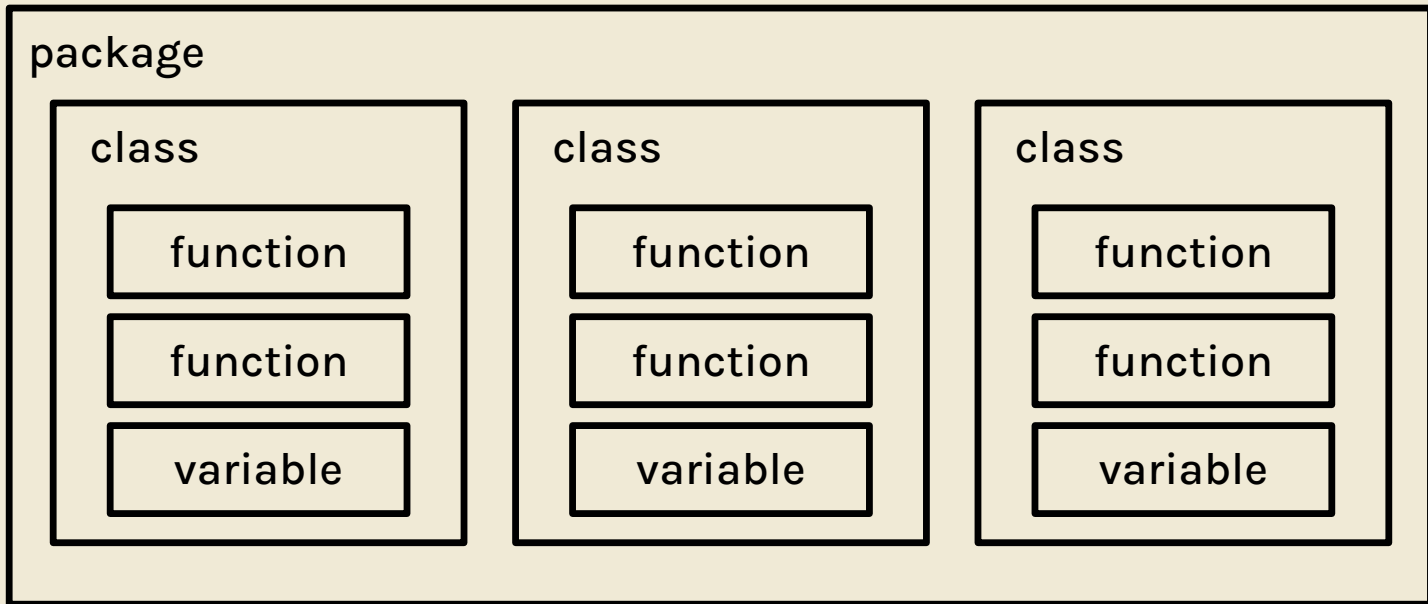
classes...?

# classes

- contain all functions/variables in java
- classes belong to a package



# classes



# structure

```
public class CS61BStudent { // Class Declaration
    public int idNumber; // Instance Variables
    public int grade;

    public static String professor = "Hilfinger"; // Class (Static) Variables

    public CS61BStudent (int id) { // Constructor
        this.idNumber = id;
        this.grade = 100;
    }

    public void watchLecture() { // Instance Method
        ...
    }

    public static void updateGrades() { // Class (Static) Method
        ...
    }
}
```

# instantiation

```
public class CS61BLauncher {  
    public static void main(String[] args) {  
        CS61BStudent studentOne; // Declare class  
        studentOne = new CS61BStudent(32259); // Instantiate and assign class  
        CS61BStudent studentTwo = new CS61BStudent(19234); // Both at once  
  
        studentOne.watchLecture(); // Instance methods are called on instance  
  
        CS61BStudent.updateGrades(); // Static methods can be  
                                     // called by class OR instance  
    }  
}
```

# static

- belongs to whole class
  - All 61B students share the same Prof.

# instance

- belongs to individual instance
  - Each student has their own SID

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```

# the function header

function name

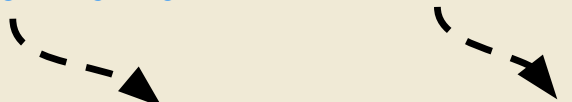


```
public static void main(String[] args) {  
    System.out.println("Hello, world!");  
}
```




# the function header

function name                      parameter(s)



```
public static void main(String[] args) {  
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# the function header



```
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The diagram illustrates the function header of a Java program. A curved arrow points from the word `void` to the word `type` above it, indicating that `void` is the return type of the `main` method.

# the function header

public <sup>class</sup> CS61BStudent {  
3  
↓  
456185  
public ~~int~~ grade() {

return type

parameter type

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

int 5  
String "hi"  
double 2.6  
boolean T/F  
char 'a'

# worksheet

(on 61B website)

# 1 Old Town Code

```
1  int x = 7;
2  String chorus = "Thank u, next";
3  Singer queen = new Singer("Ariana");
4
5  while (x > 0) {
6      x -= 1;
7      queen.sing(chorus);
8  }
9
10 String[] phrases = {"love", "patience", "pain", "what does the fox say?"};
11
12 for (int i = 0; i < 3; i += 1) {
13     System.out.println("One taught me " + phrases[i]);
14 }
15
16 System.out.println(phrases[phrases.length - 1]);
```

**What does this output?**

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7      queen.sing(chorus); // And it calls the queen.sing method on chorus
8  }    ↖ ↗ ↘
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## Console Output

One taught me love  
One taught me patience  
One taught me pain  
What does the fox say?

**What does this output?**

## 2 Reading Code: A Mystery

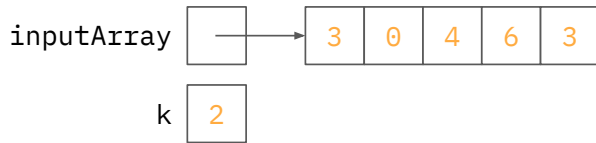
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**What does this return when the input array is [3, 0, 4, 6, 3] and k is 2?**

**What does this answer mean?**

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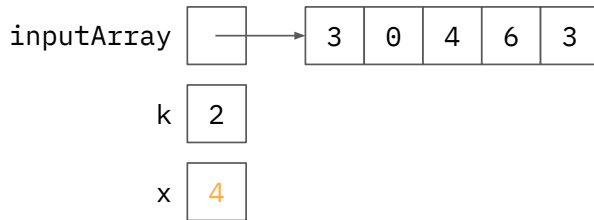
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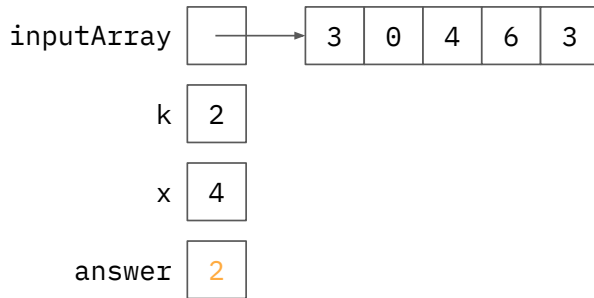


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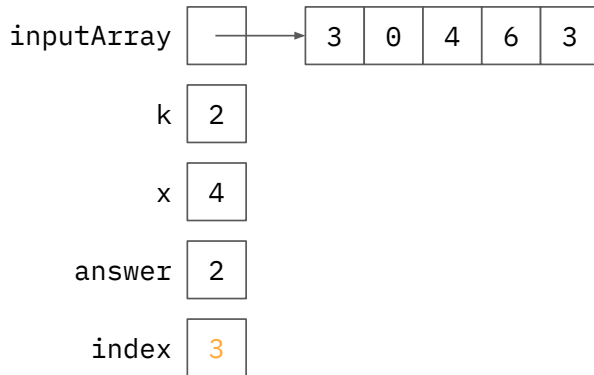
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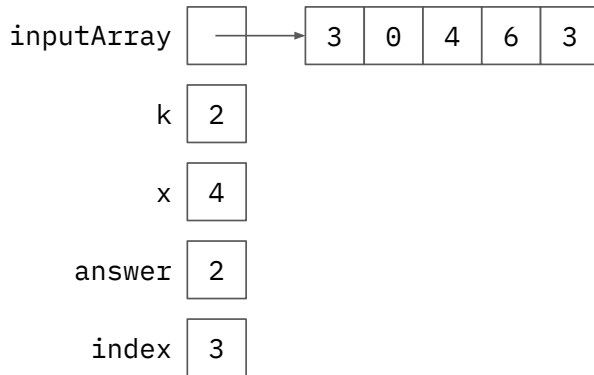
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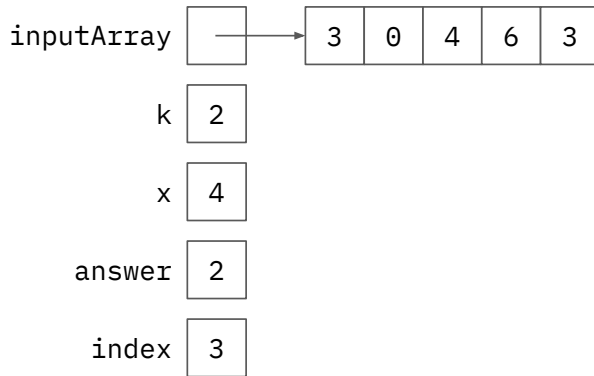
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4     int index = k + 1;  
5     while (index < inputArray.length) { // True  
6         if (inputArray[index] < x) {  
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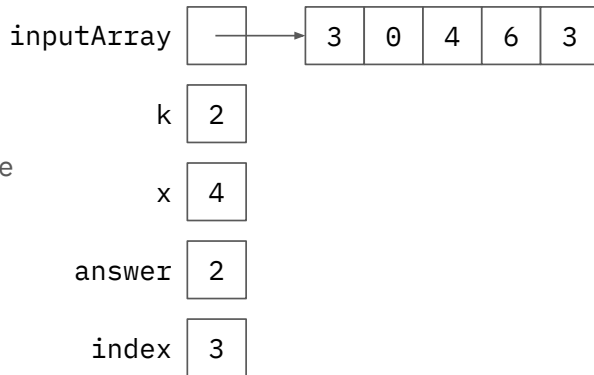
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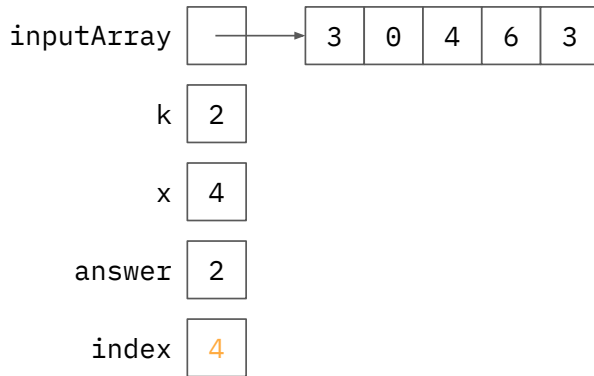
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3     int answer = k;
4     int index = k + 1;
5     while (index < inputArray.length) {
6         if (inputArray[index] < x) {
7             x = inputArray[index]; // Skip this line
8             answer = index; // and this one
9         }
10        index = index + 1;
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```



**What does this return when the input array is [3, 0, 4, 6, 3] and k is 2?**  
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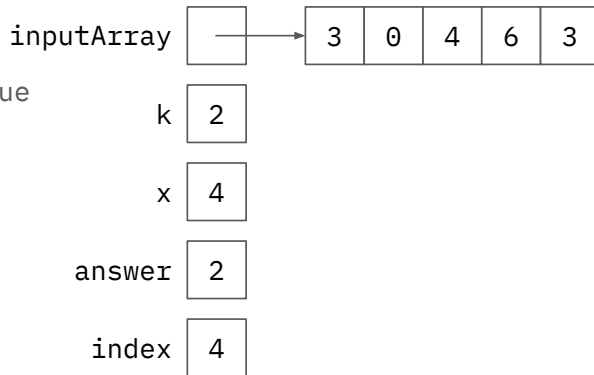
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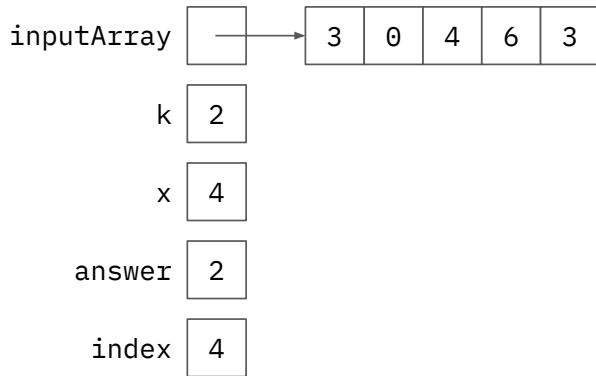
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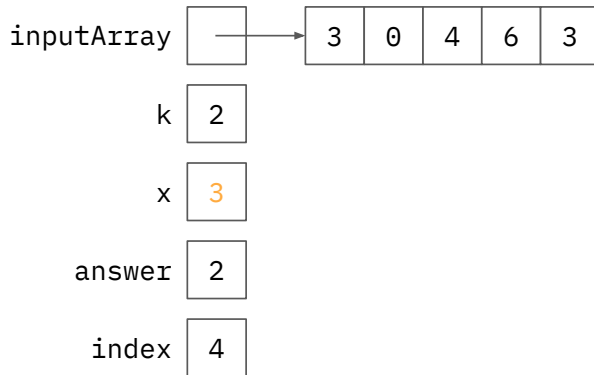


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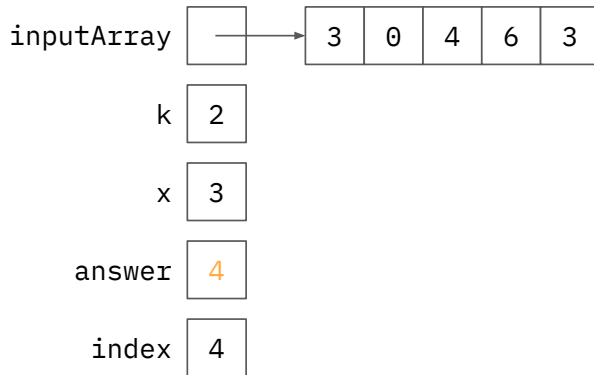
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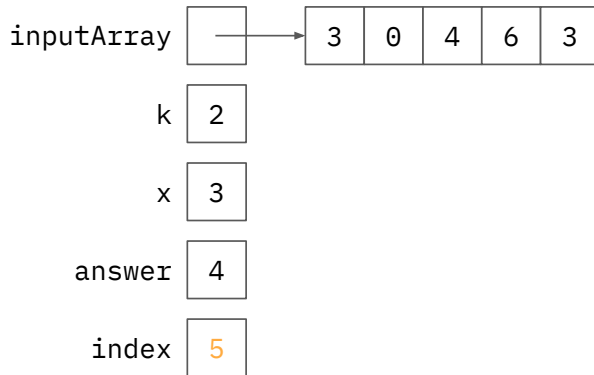
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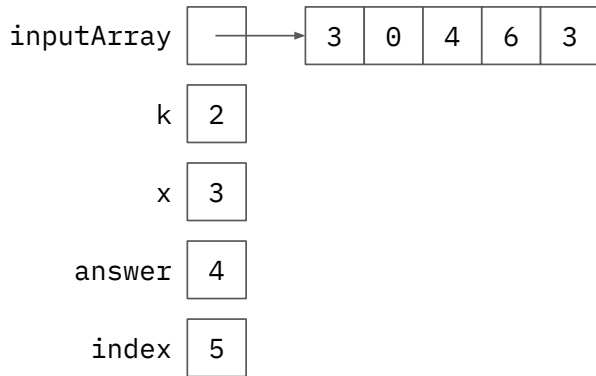
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## 2 Reading Code: A Mystery

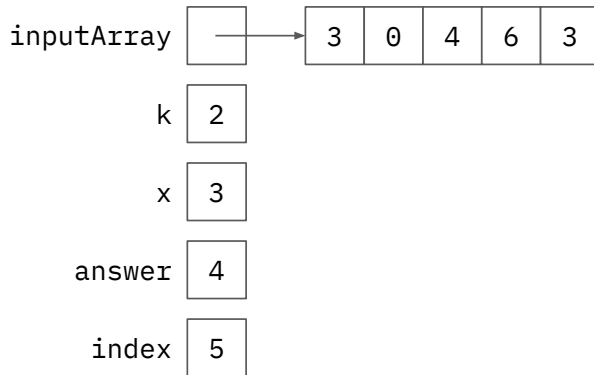
```
1 public static int mystery1(int[] inputArray, int k) {
2     int x = inputArray[k];
3     int answer = k;
4     int index = k + 1;
5     while (index < inputArray.length) { // False
6         if (inputArray[index] < x) {
7             x = inputArray[index];
8             answer = index;
9         }
10        index = index + 1;
11    }
12    return answer;
13 }
```



**What does this return when the input array is [3, 0, 4, 6, 3] and k is 2?**  
**What does this answer mean?**

## 2 Reading Code: A Mystery

```
1 public static int mystery1(int[] inputArray, int k) {
2     int x = inputArray[k];
3     int answer = k;
4     int index = k + 1;
5     while (index < inputArray.length) {
6         if (inputArray[index] < x) { // Skip
7             x = inputArray[index]; // all
8             answer = index; // of
9         } // these
10        index = index + 1; // lines
11    }
12    return answer;
13 }
```



**What does this return when the input array is [3, 0, 4, 6, 3] and k is 2?**  
**What does this answer mean?**

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```
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6          if (inputArray[index] < x) {  
7              x = inputArray[index];  
8              answer = index;  
9          }  
10         index = index + 1;  
11     }  
12     return answer;  
13 }
```

Return: 4

The returned value is the index of the smallest value in the array that occurs at or after index k.

**What does this return when the input array is [3, 0, 4, 6, 3] and k is 2?**

**What does this answer mean?**

### 3 Recursion Practice: Fibonacci

Implement a function `fib1` that recursively calculates the `n`th fibonacci number.

Hint:  $\text{fib}(N) = \text{fib}(N-1) + \text{fib}(N-2)$

1, 1, 2, 3, 5

```
public static int fib1(int N) {  
    if (N == 0 || N == 1) {  
        return 1;  
    } else {  
        return fib1(N-1) + fib1(N-2);  
    }  
}
```

### 3 Recursion Practice: Fibonacci

**Implement a function `fib1` that recursively calculates the `n`th fibonacci number.**

Hint:  $\text{fib}(N) = \text{fib}(N-1) + \text{fib}(N-2)$

```
public static int fib1(int N) {  
    if (N <= 1) { // Base case - can be written a few different ways  
        return N;  
    }  
  
}
```



### 3 Recursion Practice: Fibonacci

Implement a function `fib1` that recursively calculates the `n`th fibonacci number.

**Hint:**  $\text{fib}(N) = \text{fib}(N-1) + \text{fib}(N-2)$

```
public static int fib1(int N) {  
    if (N <= 1) {  
        return N;  
    } else {  
        return fib1(N - 1) + fib2(N - 2);  
    } // Just copying over the same recursive formula from the hint  
}
```



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