

Session 3:

Data



Objectives

After completing this lesson, you should be able to

- Describe the purpose of a variable in the Java language
- List and describe four data types
- Declare and initialize String variables
- Concatenate String variables with the '+' operator
- Make variable assignments
- Declare and initialize int and double variables
- Modify variable values by using numeric operators
 - Override default operator precedence using ()

Topics

- Introducing variables
- Working with String variables
- Working with numbers
- Manipulating numeric data

Java Classes

- A Java class is the building block of a Java application.

ShoppingCart.java



Includes code that

- Allows a customer to add items to the shopping cart
- Provides visual confirmation to the customer

Variables

- A variable refers to something that can change.
 - Variables can be initiated with a value.
 - The value can be changed.
 - A variable holds a specific type of data.

The type of data Variable name The value of the variable

```
String firstName = "Mary";
```

```
firstName = "Gary";
```

Naming a Variable

Guidelines:

- Begin each variable with a lowercase letter. Subsequent words should be capitalized:
 - myVariable
- Names are case-sensitive.
- Names cannot include white space.
- Choose names that are mnemonic and that indicate to the casual observer the intent of the variable.
 - outOfStock (a boolean)
 - itemDescription (a String)

Uses of Variables

- Holding data used in a method

```
String name = "Sam" ;  
double price = 12.35;  
boolean outOfStock = true;
```

- Assigning the value of one variable to another:

```
String name = name1;
```

- Representing values within a mathematical expression:

```
total = quantity * price ;
```

- Printing the values to the screen:

```
System.out.println(name) ;
```


String Concatenation

You can concatenate String variables outside or inside a method call:

```
String greet1 = "Hello";  
String greet2 = "World";  
String message = greet1 + " " + greet2 + "!";  
  
System.out.println(message);  
System.out.println(greet1 + " " + greet2 + "!");
```

Output:

```
Hello World!  
Hello World!
```

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Working with Numbers

int and double Values

- int variables hold whole number values between:
 - -2,147,483,648
 - 2,147,483,647
- Examples: 2, 1343387, 1_343_387
- double variables hold larger values containing decimal portions.
 - Use when greater accuracy is needed.
 - Examples: 987640059602230.7645 , -1111, 2.1E12

Initializing and Assigning Numeric Values

int and double Values

- int variables:

- `int quantity = 10;`
- `int quantity = 5.5;`

✓
✗ Compilation fails!

- double variables:

- `double price = 25.99;`

✓
✓ Run time will
interpret as 75.0.

Standard Mathematical Operators

Purpose	Operator	Example	Comments
Addition	+	<code>sum = num1 + num2;</code>	If num1 is 10 and num2 is 2, sum is 12.
Subtraction	-	<code>diff = num1 - num2;</code>	If num1 is 10 and num2 is 2, diff is 8.
Multiplication	*	<code>prod = num1 * num2;</code>	If num1 is 10 and num2 is 2, prod is 20.
Division	/	<code>quot = num1 / num2;</code>	If num1 is 31 and num2 is 6, quot is 5.
			The remainder portion is discarded.
			Division by 0 throws an exception.

Increment and Decrement Operators (++ and --)

The long way:

```
age = age + 1;
```

or

```
count = count - 1;
```

The short way:

```
age++;
```

or

```
count--;
```

Operator Precedence

Rules of precedence:

- Operators within a pair of parentheses
- Increment and decrement operators (++ or --)
- Multiplication and division operators, evaluated from left to right
- Addition and subtraction operators, evaluated from left to right

Using Parentheses

Examples:

```
int c = (((25 - 5) * 4) / (2 - 10)) + 4;  
int c = ((20 * 4) / (2 - 10)) + 4;  
int c = (80 / (2 - 10)) + 4;  
int c = (80 / -8) + 4;  
int c = -10 + 4;  
int c = -6;
```


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