

# OOP TA Session 4

Arrays

Command line arguments

Inheritance

protected

# Arrays ?

- ▶ Are like nothing in Python!
- ▶ A special object
- ▶ A collection of
  - ▶ A specific, single type
  - ▶ A specific size!



# Arrays

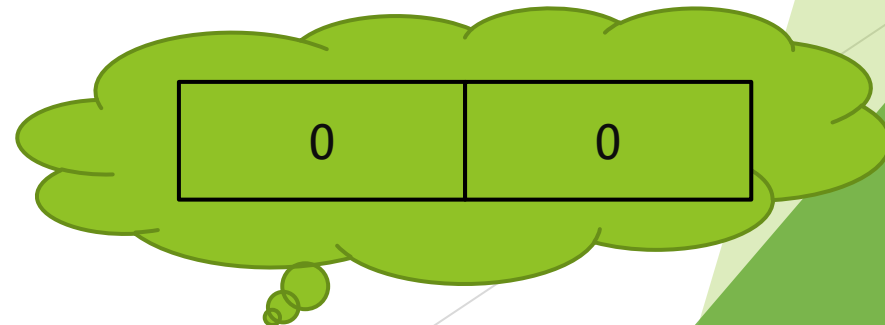
A reference to an array of ints

An object type

```
int[] intsArray;  
intsArray = new int[2];
```

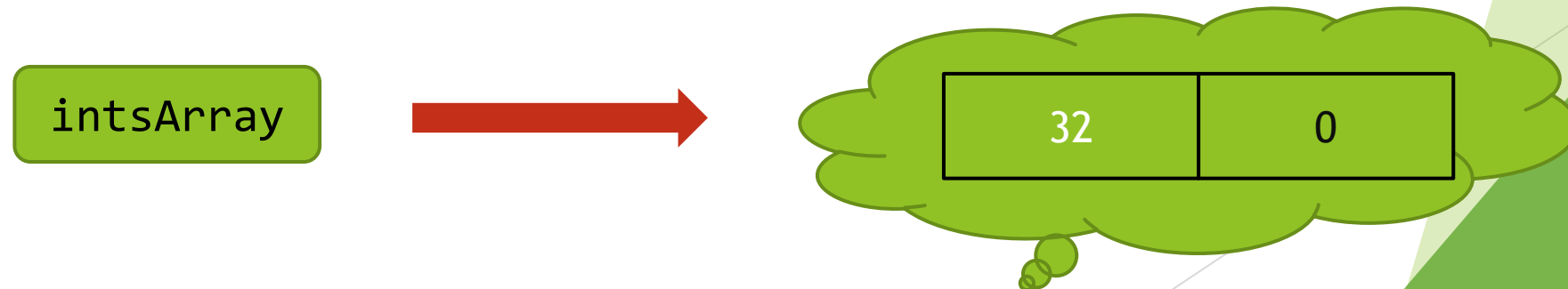
An array object of size 2

intsArray



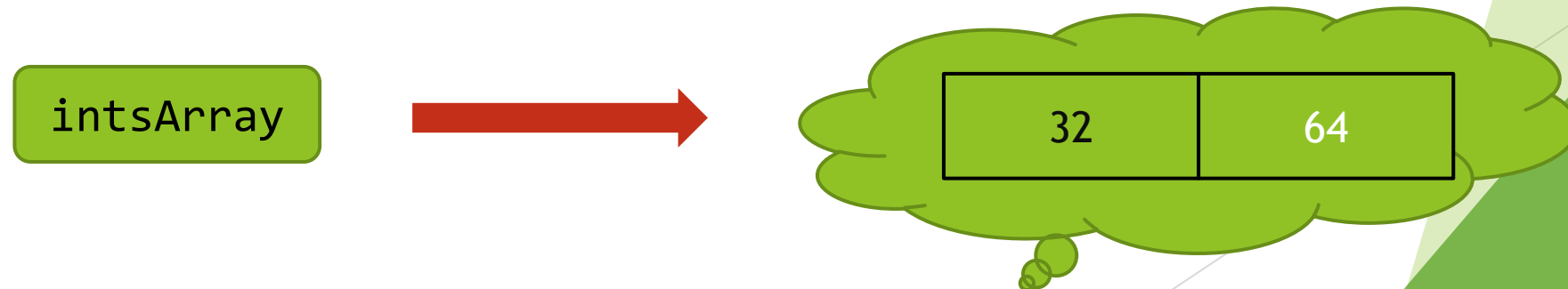
# Arrays

```
int[] intsArray;  
intsArray = new int[2];  
intsArray[0] = 32;
```



# Arrays

```
int[] intsArray;  
intsArray = new int[2];  
intsArray[0] = 32;  
intsArray[1] = 64;
```



# Arrays

```
int[] intsArray;  
intsArray = new int[2];  
intsArray[0] = 32;  
intsArray[1] = 64;  
intsArray[2] = 128;
```

intsArray



Sorry sweetie.

# Arrays

```
int[] intsArray;  
intsArray = new int[2];  
intsArray[0] = 32;  
intsArray[1] = 64;  
intsArray[-1] = 128;
```

intsArray

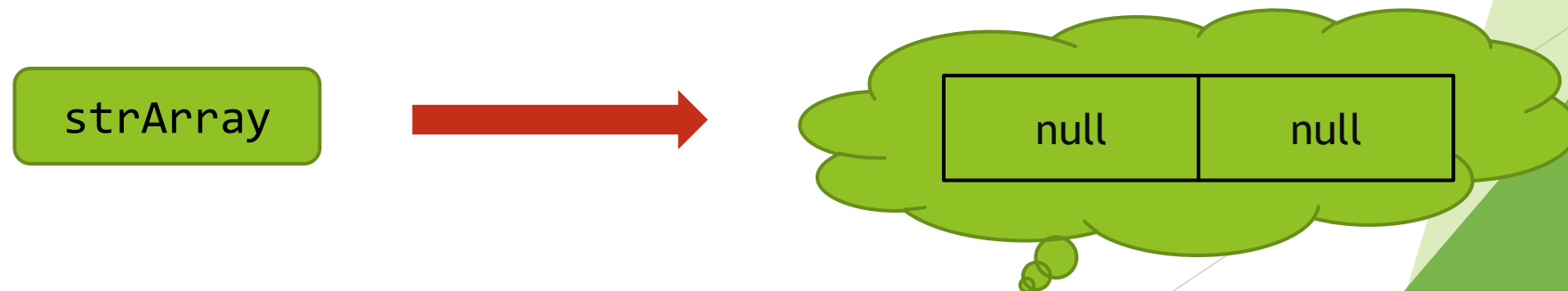


Sorry sweetie.

# Arrays

A reference to an array of references to String

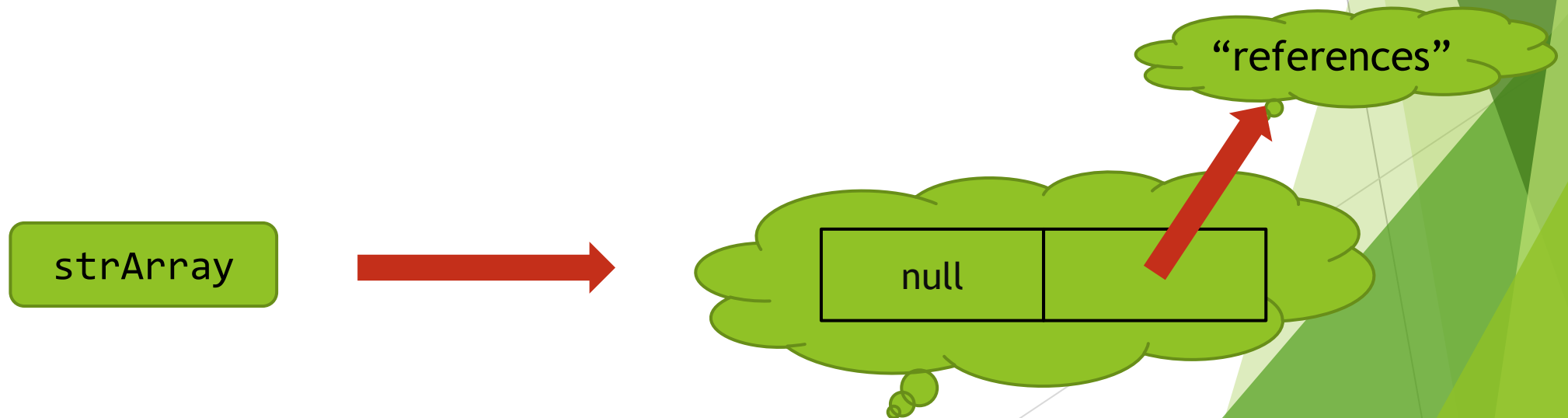
```
String[] strArray;  
strArray = new String[2];
```





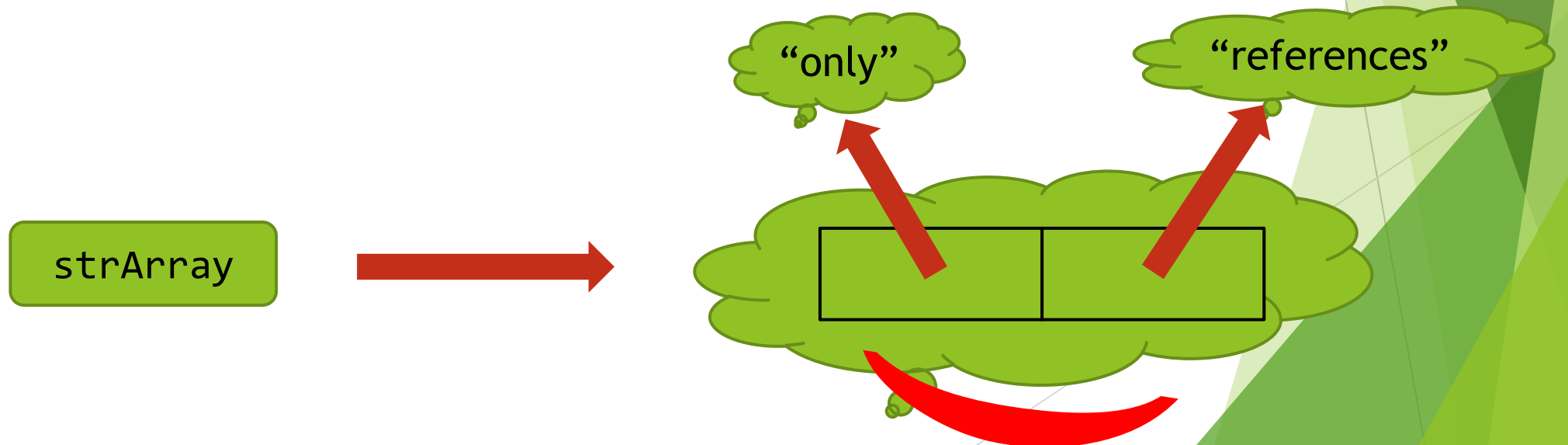
# Arrays

```
String[] strArray;  
strArray = new String[2];  
strArray[1] = "references";
```



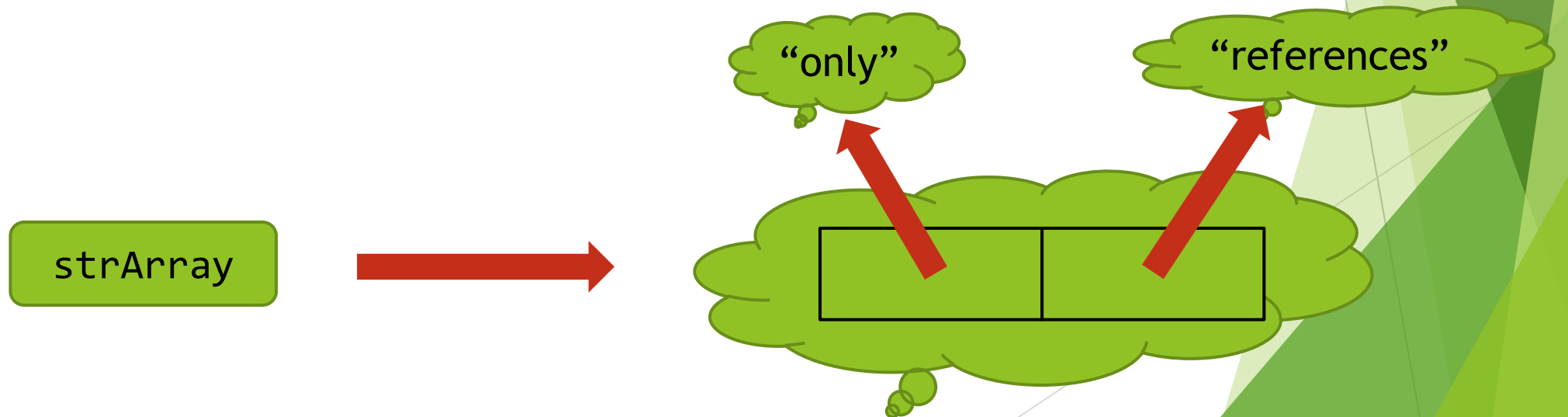
# Arrays

```
String[] strArray;  
strArray = new String[2];  
strArray[1] = "references";  
strArray[0] = "only";
```



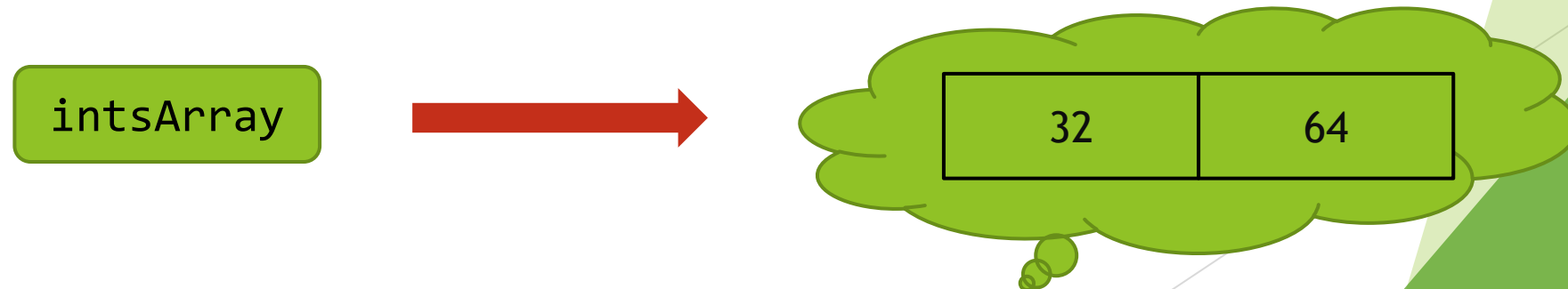
# Arrays: shorthand for assignment

```
String[] strArray;  
strArray = new String[]{"only", "references"};
```



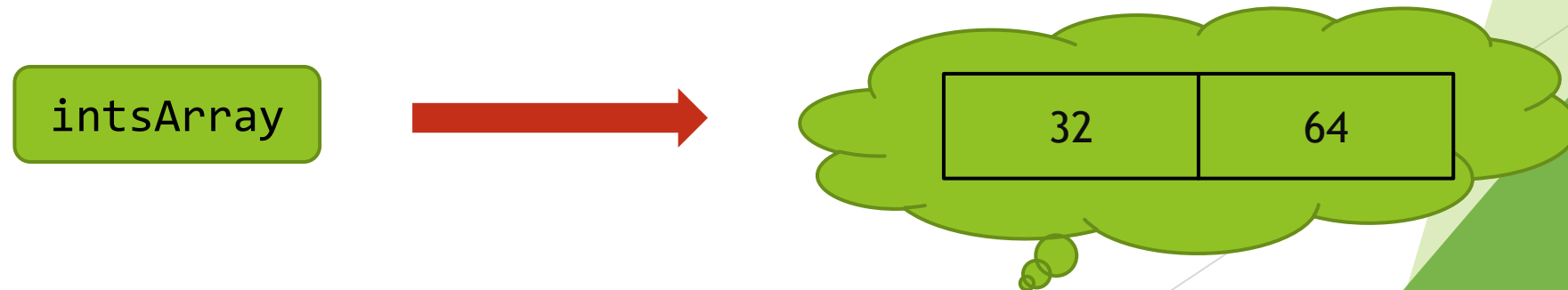
# Arrays: shorthand for assignment

```
int[] intsArray;  
intsArray = new int[]{32, 64};
```



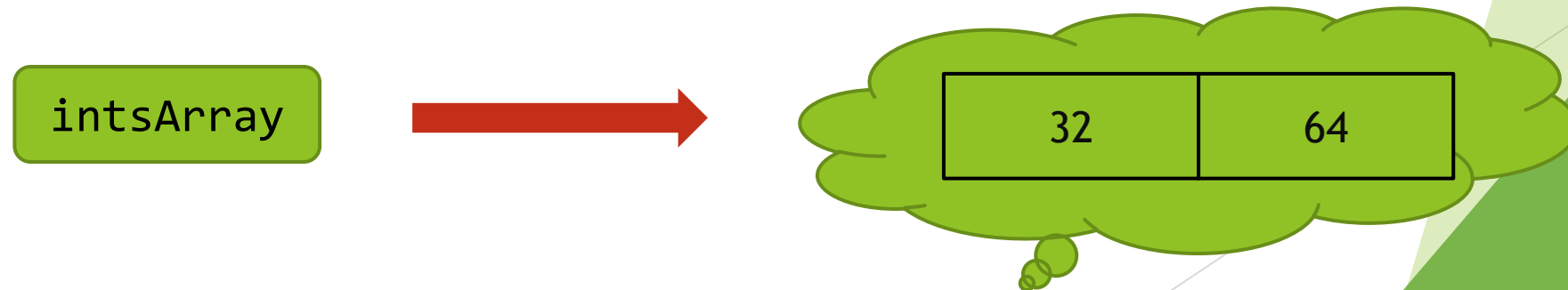
# Arrays: shorthand for assignment

```
int[] intsArray = new int[]{32, 64};
```



# Arrays: shorthand for INITIALIZATION

```
int[] intsArray = {32, 64};
```



# Arrays: shorthand for INITIALIZATION

```
int[] intsArray = {32, 64};  
→ intsArray = {128, 256};
```

Why not allowed?

Very sorry sweetie.

# Arrays

## ► Initialization:

```
int[] intsArray = {32, 64};
```

OR

```
int[] intsArray = new int[]{32, 64};
```

## ► Assignment:

```
intsArray = new int[]{32, 64};
```

OR

```
intsArray[2] = 4;
```



# 2D Arrays

- ▶ What about a matrix?
- ▶ An array of arrays:

```
int[][] intsArray = { {1,2}, {4,8}, {16,32,64} };
```

type

Array of  
type

# Common Array Errors:

```
public class Test {  
    public static void main(String[] args) {  
        String[] words;  
        int num = words.length; //no array there yet!  
        words[0]="hi";  
        words = new String[15];  
        num = words[0].length(); //no object there yet!  
        words[15]="Hello"; //out of bounds!  
    }  
}
```

Won't  
compile

null !

Exception in thread "main" java.lang.NullPointerException  
at Test.main(Test.java:7)

Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 15  
at Test.main(Test.java:8)

# Call by value

```
public static void main(String[] args){  
    int num = 0;  
    increment(num);  
}
```

```
public static void increment(int num){  
    num++;  
}
```

num

0

num

0



# Call by value

```
public static void main(String[] args){  
    int num = 0;  
    increment(num);  
}
```

```
public static void increment(int num){  
    num++;  
}
```

num

0

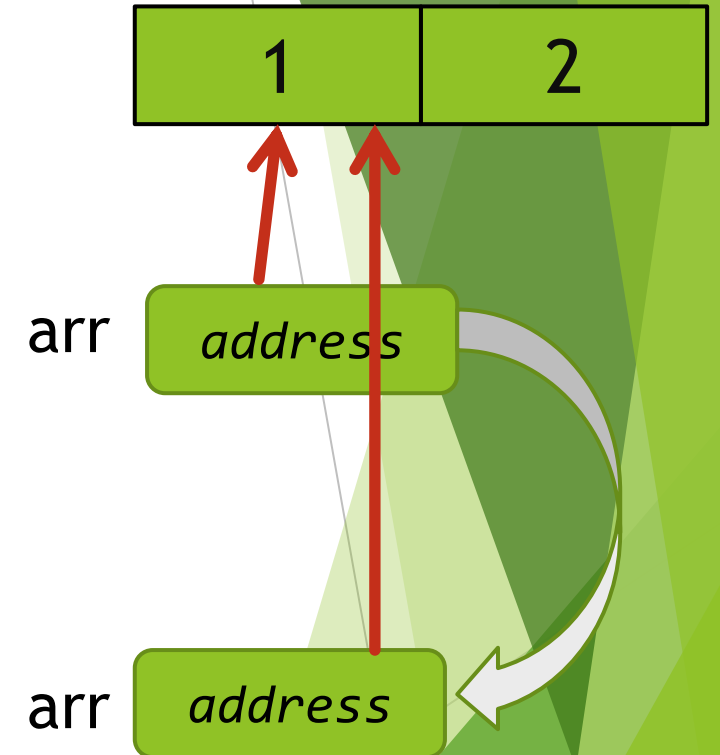
num

1

# Call by reference

```
public static void main(String[] args){  
    int[] arr = {1,2};  
    increment(arr);  
}
```

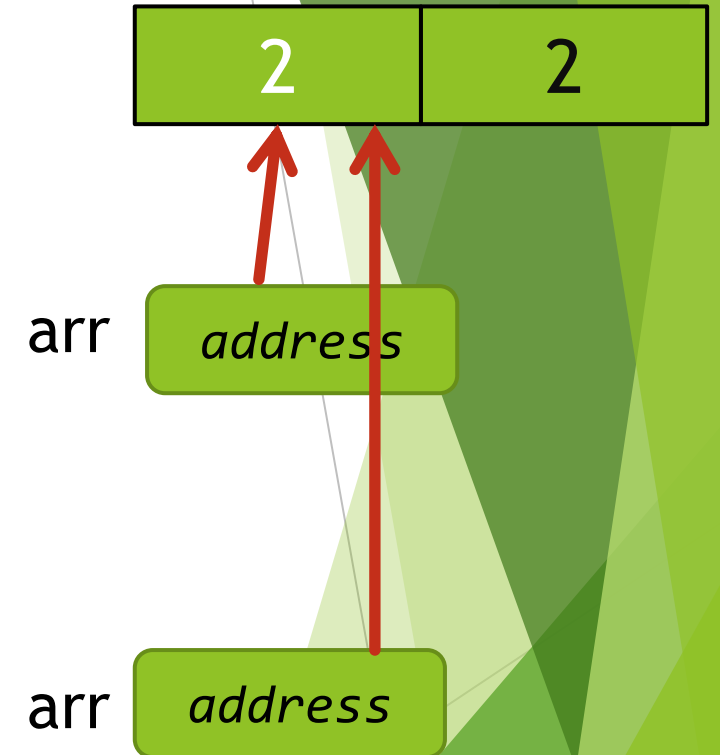
```
public static void increment(int[] arr){  
    arr[0]++;  
}
```



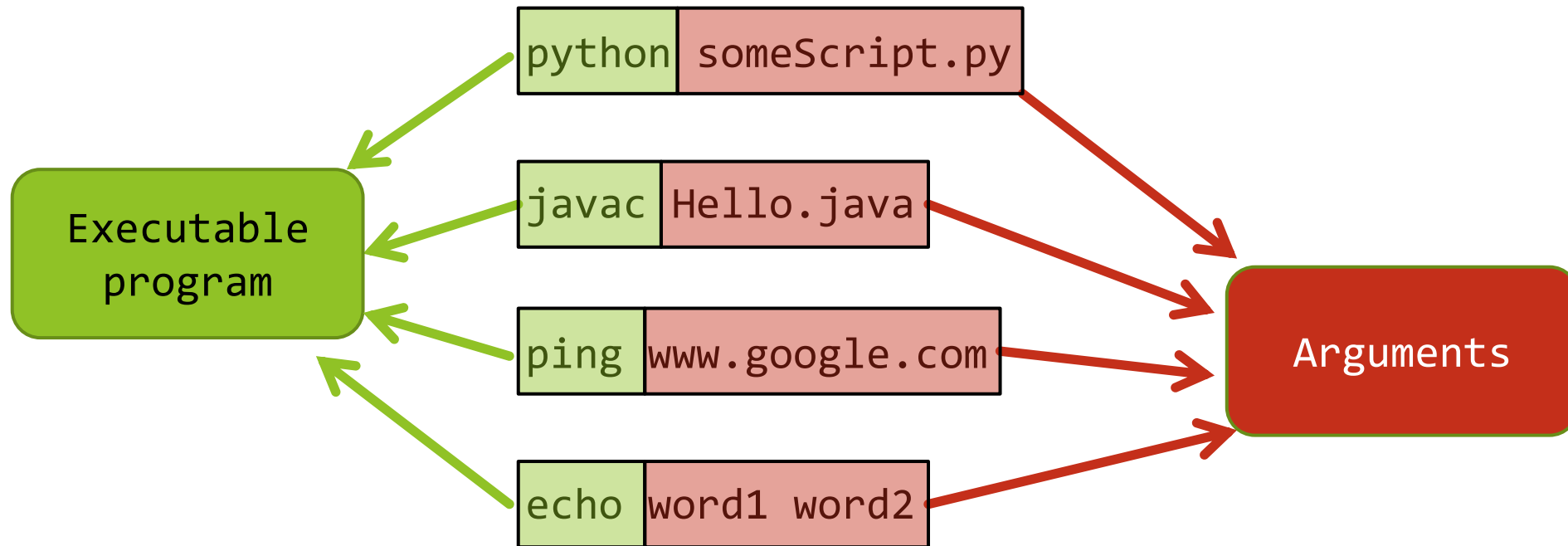
# Call by reference

```
public static void main(String[] args){  
    int[] arr = {1,2};  
    increment(arr);  
}
```

```
public static void increment(int[] arr){  
    arr[0]++;  
}
```



# Command Line Arguments



# Command Line Arguments

- ▶ Built in:

```
C:\Users\Rugrat>echo arg ument  
arg ument  
  
C:\Users\Rugrat>
```


- ▶ Let's write:

```
>java Echo arg1 arg2  
arg1 arg2
```



# Command Line Arguments

```
>java Echo arg1 arg2  
arg1 arg2
```



```
public class Echo {  
    public static void main(String[] args){  
        for(String arg : args)  
            System.out.print(arg + " ");  
        System.out.println();  
    }  
}
```

# Command Line Arguments

```
public class Echo {  
    public static void main(String[] args){  
        for(String arg : args)  
            System.out.print(arg + " ");  
        System.out.println();  
    }  
}
```

# Protected

- ▶ Between private and public
- ▶ The rarer of the three
- ▶ Not part of the class's API
- ▶ But not internal implementation
- ▶ “An interface with the extender”

# Protected: Example 1

- Save code for extender

```
public class Mammal {  
    //walk, eat...  
    public void die() {  
        lieOnBack();  
        shutdownSystems();  
    }  
    protected void lieOnBack() {  
        // ..  
    }  
    protected void shutdownSystems() {  
        // ..  
    }  
}
```

# Protected: Example 1

- Save code for extender

```
public class Opossum extends Mammal {  
    public void playDead() {  
        lieOnBack(); // implemented in Mammal  
        stickTangueOut();  
    }  
}
```

# Protected: Example 2

- ▶ Class is not “stand alone”

```
public class Ant {  
    private int id;  
  
    protected Ant(int id) {  
        this.id = id;  
    }  
    // march, attack...  
}
```

```
public class Queen extends Ant {  
    private static final int NEST_SIZE = 5000;  
  
    private int nextBabyId = 1;  
    private Ant[] nest;  
  
    public Queen() {  
        nest = new Ant[NEST_SIZE];  
        nest[0] = this;  
    }  
}
```

```
public class Queen extends Ant {  
    private static final int NEST_SIZE = 5000;  
  
    private int nextBabyId = 1;  
    private Ant[] nest;  
  
    public Queen() {  
        super(0);  
        nest = new Ant[NEST_SIZE];  
        nest[0] = this;  
    }  
  
    public boolean giveBirth() {  
        if(nextBabyId == NEST_SIZE)  
            return false;  
        nest[nextBabyId] = new Ant(nextBabyId);  
        nextBabyId++;  
        return true;  
    }  
}
```

The only way to  
create regular Ants



## Ex 2: LaTeX