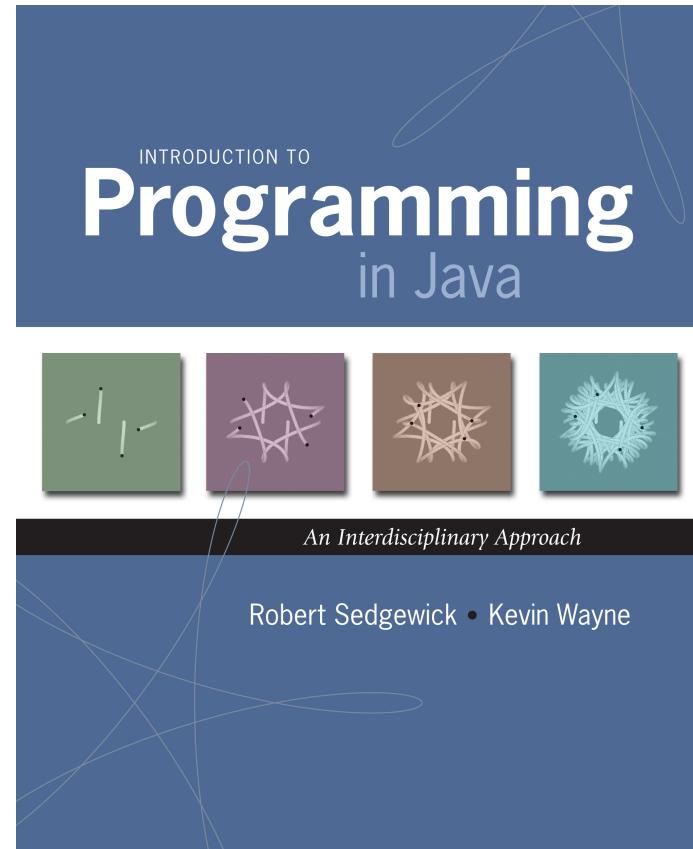


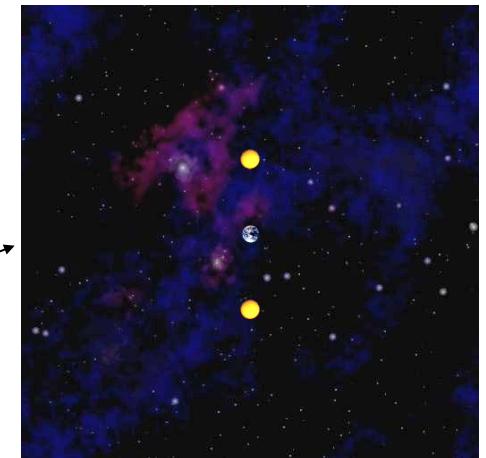
1.1 Your First Program



Why Programming?

Why programming? Need to tell computer what to do.

"Please simulate the motion of N
heavenly bodies, subject to Newton's
laws of motion and gravity."



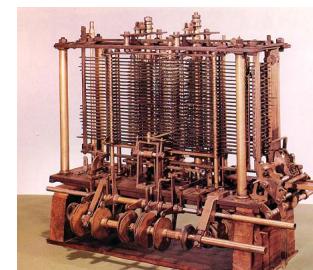
Prepackaged software solutions. Great, they do exactly what you want.



Programming. Enables you to make a computer do **anything** you want.



Ada Lovelace



Analytic Engine

well, almost anything
[stay tuned]

Languages

Machine languages. Tedious and error-prone.

Natural languages. Ambiguous and hard for computer to parse.

Kids Make Nutritious Snacks.

Red Tape Holds Up New Bridge.

Police Squad Helps Dog Bite Victim.

Local High School Dropouts Cut in Half.

[real newspaper headlines, compiled by Rich Parris]

High-level programming languages. Acceptable tradeoff.

“Instead of imagining that our main task is to instruct a computer what to do, let us concentrate rather on explaining to human beings what we want a computer to do.” – Donald Knuth



Why Program?

Why program?

- A natural, satisfying and creative experience.
- Enables accomplishments not otherwise possible.
- Opens new world of intellectual endeavor.

First challenge. Learn a programming language.

Next question. Which one?



Naive ideal. A single programming language.

Our Choice: Java

Java features.

- Widely used.
- Widely available.
- Embraces full set of modern abstractions.
- Variety of automatic checks for mistakes in programs.

Java economy.

- Mars rover. \$100 billion,
 5 million developers
- Cell phones.
- Blu-ray Disc.
- Web servers.
- Medical devices.
- Supercomputing.
- ...



James Gosling
<http://java.net/jag>

Why Java?

Java features.

- Widely used.
- Widely available.
- Embraces full set of modern abstractions.
- Variety of automatic checks for mistakes in programs.

Facts of life.

- No perfect language.
- We need to choose **some** language.

“There are only two kinds of programming languages: those people always [gripe] about and those nobody uses.”

– Bjarne Stroustrup



Our approach.

- Minimal subset of Java.
- Develop general programming skills that are applicable to many languages.

It's not about the language!

A Rich Subset of the Java Language

Built-In Types	
<code>int</code>	<code>double</code>
<code>long</code>	<code>String</code>
<code>char</code>	<code>boolean</code>

System	
<code>System.out.println()</code>	
<code>System.out.print()</code>	
<code>System.out.printf()</code>	

Math Library	
<code>Math.sin()</code>	<code>Math.cos()</code>
<code>Math.log()</code>	<code>Math.exp()</code>
<code>Math.sqrt()</code>	<code>Math.pow()</code>
<code>Math.min()</code>	<code>Math.max()</code>
<code>Math.abs()</code>	<code>Math.PI</code>

Flow Control	
<code>if</code>	<code>else</code>
<code>for</code>	<code>while</code>

Parsing	
<code>Integer.parseInt()</code>	
<code>Double.parseDouble()</code>	

Primitive Numeric Types		
<code>+</code>	<code>-</code>	<code>*</code>
<code>/</code>	<code>%</code>	<code>++</code>
<code>--</code>	<code>></code>	<code><</code>
<code><=</code>	<code>>=</code>	<code>==</code>
<code>!=</code>		

Boolean	
<code>true</code>	<code>false</code>
<code> </code>	<code>&&</code>
<code>!</code>	

Punctuation	
Assignment	
<code>{</code>	<code>}</code>
<code>(</code>	<code>)</code>
<code>,</code>	<code>;</code>

String	
<code>+</code>	<code>""</code>
<code>length()</code>	<code>compareTo()</code>
<code>charAt()</code>	<code>matches()</code>

Arrays	
<code>a[i]</code>	
<code>new</code>	
<code>a.length</code>	

Objects	
<code>class</code>	<code>static</code>
<code>public</code>	<code>private</code>
<code>final</code>	<code>toString()</code>
<code>new</code>	<code>main()</code>

Hello, World



Programming in Java

Programming in Java.

- **Create** the program by typing it into a text editor, and save it as `HelloWorld.java`.

```
/*
 * Prints "Hello, World"
 * Everyone's first Java program.
 */

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

`HelloWorld.java`

Programming in Java

Programming in Java.

- Create the program by typing it into a text editor, and save it as `HelloWorld.java`.
- **Compile** it by typing at the command-line:

```
javac HelloWorld.java
```

command-line

```
% javac HelloWorld.java
```

(or click the *Compile* button in DrJava)

- This creates a Java bytecode file named: `HelloWorld.class`.

Programming in Java

Programming in Java.

- Create the program by typing it into a text editor, and save it as `HelloWorld.java`.
- Compile it by typing at the command-line:
`javac HelloWorld.java`.
- Execute it by typing at the command-line:
`java HelloWorld`.

command-line

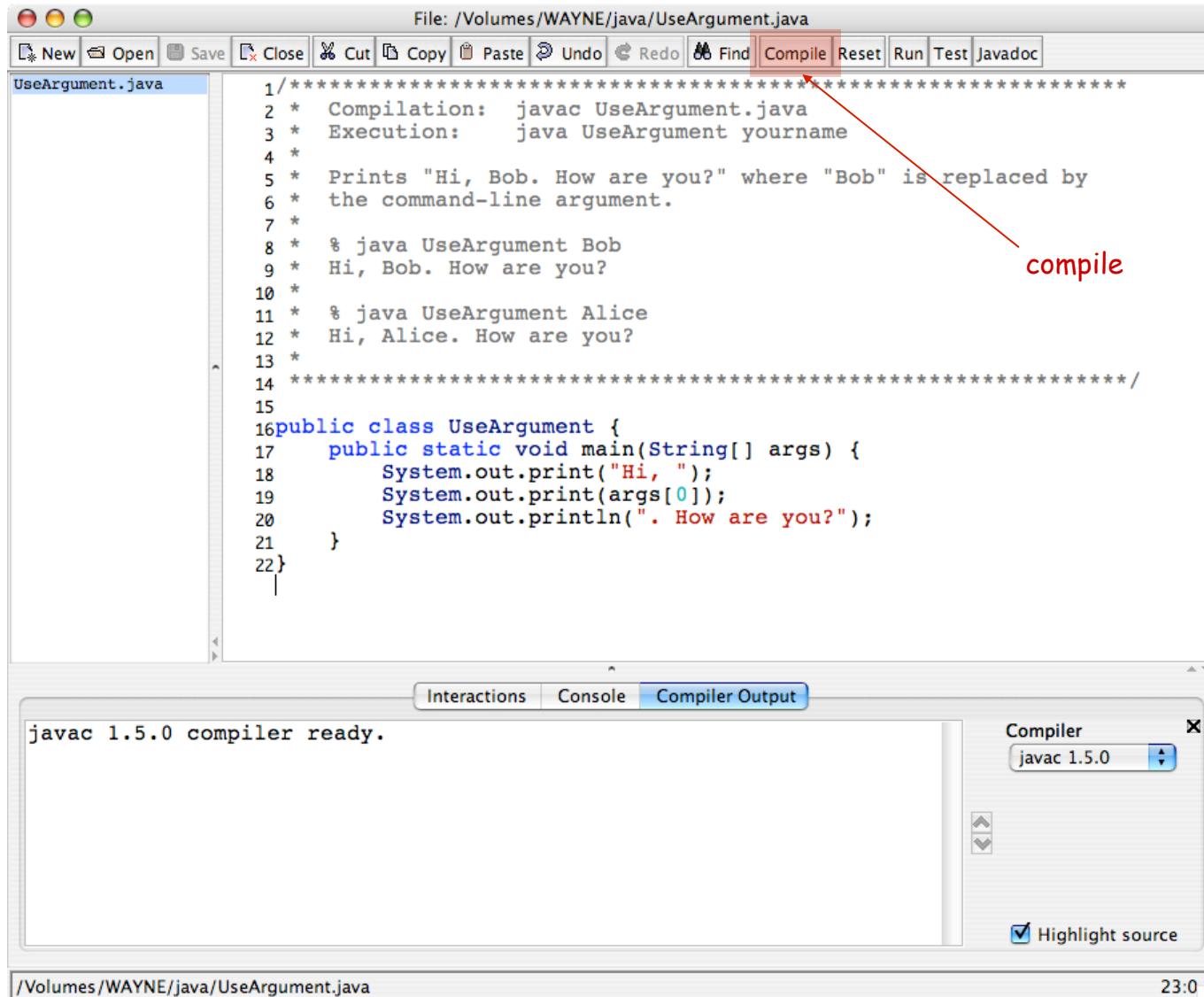
```
% javac HelloWorld.java  
% java HelloWorld  
Hello, World
```

Dr. Java



<http://drjava.org>

Dr. Java



File: /Volumes/WAYNE/java/UseArgument.java

New Open Save Close Cut Copy Paste Undo Redo Find Reset Run Test Javadoc

UseArgument.java

```
1 /**
2 * Compilation: javac UseArgument.java
3 * Execution: java UseArgument yourname
4 *
5 * Prints "Hi, Bob. How are you?" where "Bob" is replaced by
6 * the command-line argument.
7 *
8 * % java UseArgument Bob
9 * Hi, Bob. How are you?
10 *
11 * % java UseArgument Alice
12 * Hi, Alice. How are you?
13 *
14 */
15
16public class UseArgument {
17    public static void main(String[] args) {
18        System.out.print("Hi, ");
19        System.out.print(args[0]);
20        System.out.println(". How are you?");
21    }
22}
```

Interactions Console Compiler Output

javac 1.5.0 compiler ready.

Compiler
javac 1.5.0

Highlight source

/Volumes/WAYNE/java/UseArgument.java 23:0

Dr. Java

The screenshot shows the DrJava IDE interface. The top window is titled "File: /Volumes/WAYNE/java/UseArgument.java". The code editor contains the following Java code:

```
1 /**
2 * Compilation: javac UseArgument.java
3 * Execution: java UseArgument yourname
4 *
5 * Prints "Hi, Bob. How are you?" where "Bob" is replaced by
6 * the command-line argument.
7 *
8 * % java UseArgument Bob
9 * Hi, Bob. How are you?
10 *
11 * % java UseArgument Alice
12 * Hi, Alice. How are you?
13 *
14 */
15
16public class UseArgument {
17    public static void main(String[] args) {
18        System.out.print("Hi, ");
19        System.out.print(args[0]);
20        System.out.println(". How are you?");
21    }
22}
```

The bottom window is titled "Interactions" and shows the console output:

```
Welcome to DrJava. Working directory is /Volumes/WAYNE/java
> java UseArgument Kevin
Hi, Kevin. How are you?
> java UseArgument Bob
Hi, Bob. How are you?
> |
```

Red arrows point from the highlighted command-line arguments "Kevin" and "Bob" in the console output to the word "command-line argument" located below the console window.