



Java Basics

These slides contain a fast summary of Java syntax for people who already know some programming.

Where's the Source Code?

In Java, all source code is contained in **classes**.

A **class** defines a *kind of object*.

and the object's **attributes** and **behavior**.

You create objects (instances) from a class.

Creating Objects

Use "new" to create an instance (object) of a class.

```
new Date( )
```

To refer to the object again later, you usually want to assign a *reference* to it:

```
Date d = new Date( );
```

What does "new Date()" mean? How about this:

```
Date d = new Date(112, 2, 20);
```

Answer: it depends on the source code.

Defining your own class

To define a new kind of object, you create a Java *class*.

Example:

in the coin purse project, we want to have "coins" that remember their *value*, so we define a Coin class.

Class Structure

```
package coinpurse;
/**
 * Describe this class.
 * @author Your Name
 */
public class Coin {
    static attributes
    instance attributes
    constructors
    methods
}
```

Attributes

Attributes are **what an object knows**.

To refer to something, it must be a variable.

```
package coinpurse;  
public class Coin {  
    private double value;  
    private String currency;  
  
}
```

attributes of a Coin:
a Coin has a value and
currency.

Declaring Attributes

```
public class Coin {  
    /** value of coin */  
    private double value;
```

Javadoc for attribute

Visibility

public
protected
[none =
package]
private

Data Type

primitive type
class name
interface
array

Variable Name

name of attribute
should start with
lowercase

Common Java Data Types

Some data types used in Java are:

Data Type	Examples
<code>int</code>	<code>-100 ... -1 0 1 2 ... 2147483647</code>
<code>double</code>	<code>0.5 -3.70 2.98E+8</code>
<code>boolean</code>	<code>true false</code>
<code>String</code>	<code>"Hello" "I'm hungry" "turn left"</code>
<code>List</code> <code>ArrayList</code>	Collection of things. <code>List list = new ArrayList();</code> <code>list.add("apple"); list.add("orange");</code>

Initialize **All** Your Attributes!

```
public class Coin {  
    private double value;    // = 0.0  
    private String currency = "THB";  
  
    /** initialize a new coin */  
    public Coin( double value ) {  
        this.value = value ;  
    }  
}
```

Two ways to initialize attributes:

- assign a value as part of declaration, or
- initialize in a constructor

Constructor Initializes a New Object

```
Coin ten = new Coin( 10 );
```

```
/** initialize a new coin */  
public Coin( double value ) {  
    this.value = value ;  
}
```

Constructor has the same name as the class.

Constructor does not have any return value. Not even "void".

"**this**" means "**this object**". "**this**" is used to *distinguish* between the parameter value and attribute **value**.

How Objects are Created

```
new Coin( 10 )
```

Java creates object in memory

JVM invokes a *constructor* to initialize state of the object

```
// constructor's job is to  
// initialize a new object  
public Coin( double val ) {  
    this.value = val;  
}
```

Correct this Code

```
public class Coin {  
    private double value;  
    public void Coin(double val) {  
        this.value = val;  
    }  
}
```

This code has legal syntax,
but it is not a constructor.

More than One Constructor

```
public class Coin {  
    /** default constructor */  
    public Coin( ) {  
        this.value = 0;  
        this.currency = "THB";  
    }  
    public Coin(double value) {  
        this.value = value;  
        this.currency = "THB";  
    }  
    public Coin(double value,  
        String currency) {  
        ...  
    }  
}
```

A class can have
many constructors,
if they have different
parameters.

Default Constructor

```
public class Coin {  
    private double value;  
    private String currency;  
    public Coin( ) {  
        this.value = 0 ;  
        this.currency = "THB";  
    }  
}
```

Coin zero = new Coin();

A constructor with no parameters is called the **default constructor**.

Avoid Duplicate Code

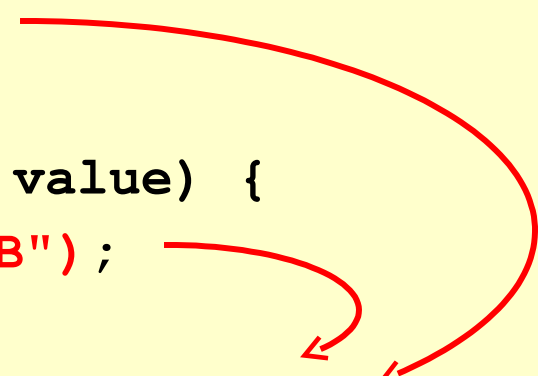
```
public class Coin {  
    /** default constructor */  
    public Coin( ) {  
        this.value = 0;  
        this.currency = "THB";  
    }  
    public Coin(double value) {  
        this.value = value;  
        this.currency = "THB";  
    }  
    public Coin(double value, String currency) {  
        this.value = value;  
        this.currency = currency;  
    }  
}
```

These 3 constructors
all do the **same thing**.

Constructor calls Constructor

A constructor can call another constructor using "**this()**", but it **must be the first statement in constructor**.

```
public Coin( ) {  
    this( 0, "THB");  
}  
public Coin(double value) {  
    this( value, "THB");  
}  
public Coin(double value, String curr) {  
    if (value < 0)  
        throw new IllegalArgumentException(...);  
    this.value = value;  
    this.currency = curr;  
}
```

A diagram with two red curved arrows. The first arrow starts from the 'this(0, "THB");' line in the first constructor and points to the 'this(value, "THB");' line in the second constructor. The second arrow starts from the 'this(value, "THB");' line in the second constructor and points to the 'this(value, "THB");' line in the third constructor.

Methods

- ✓ The **behavior** of objects is defined in **methods**.
- ✓ Methods contain the program's **logic**.

name of method

```
public String toString( ) {  
    return String.format("%d %s coin",  
        this.value, this.currency );  
    //ex: 5 Baht coin  
}
```

instructions for this
method

Method in Java

return value (nothing)

name of the method

start of this method

```
public void act( ) {
```

.

.

.

.

instructions

of the method ("body")

```
}
```

end of this method

The Body of a Method

The body of a method is a **list of instructions**.

Instructions are executed from **top** to **bottom**.

```
public void act( ) {  
    move( );  
    turn( 30 );  
    move( );  
}
```



list of
instructions



";" ends each instruction

You can use a { block } anywhere

You can use { } for "else" or "while" or ...

```
if ( balance > 0 ) {
```

*block of statements for
"then" case*

```
}
```

```
else {
```

*block of statements for
"else" case*

else block

```
}
```

Writing a Method that Returns Result

this method returns an "int" value

```
public class Coin {  
    private int value;  
    /** compare 2 coins by value */  
    public int compareTo(Coin other) {  
        int diff = this.value - other.value;  
        return diff;  
    }  
}
```

Method with a Parameter

We use *parameters* to give **information** to a method.

Behavior in English
with *parameter*

turn ***left***

turn ***15 degrees***

can see ***a Worm*** ?

move to ***x, y***

Method in Java
with *parameter*

```
turn( -90 )
```

```
turn( 15 )
```

```
canSee( Worm.class )
```

```
setLocation( x, y )
```

Writing a Method with Parameter

specify the *data type*
of the parameter value

the parameter *name*

```
/* add value of two coins */  
int add( Coin coin1, Coint coin2 ) {  
    int sum = coin1.value + coin2.value;  
    return sum;  
}
```



Attributes for Knowing Things

An object has to **remember** information.

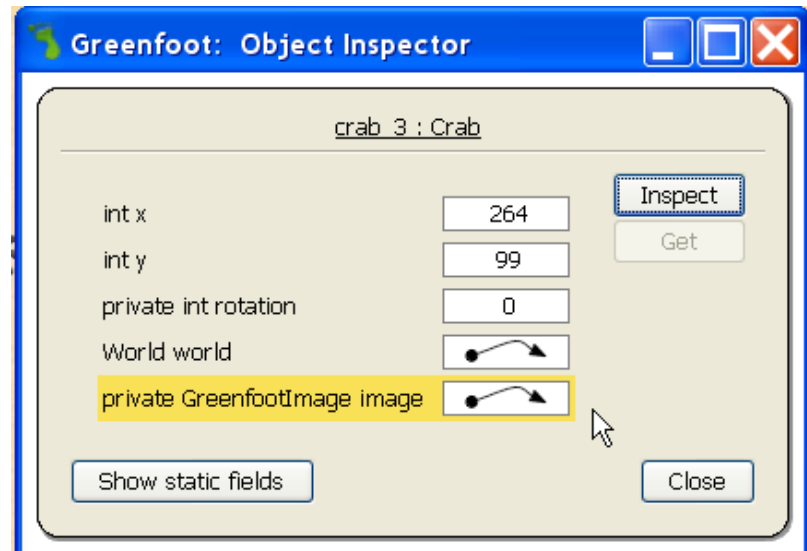
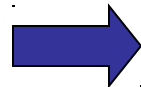
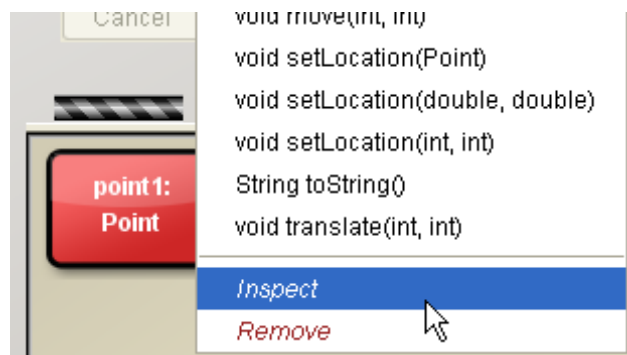
A class defines the attributes of a kind of object.

See *attributes* of an Object

In **BlueJ**, you can "**inspect**" attributes of an object.

1. Create an object, e.g. `java.awt.Point`
2. Right click and choose "*Inspect*".
3. **What are the attributes?**

The attributes of an object are also called "fields" or "properties".



Attributes are what an object knows

*Attributes -
what a Purse knows*

*Methods -
what a Purse can do*

Purse
<div><div></div><div>capacity: int</div><div>coins: Coin[*]</div></div>
<div><div></div><div>getBalance()</div><div>getCapacity</div><div>insert(Coin)</div><div>isFull()</div><div>withdraw(amount)</div></div>

Defining an Attribute

Attributes should be defined near top of class.

Attribute has a visibility, data type, and name.

You can optionally initialize its value.

```
class Coin {  
    private int value = 0;  
}
```

Memory

0

private:

Only this
class can **see**
value.

The **type** of data
we want to store.

The **name** of
this attribute

Assigning and Changing a Value

We can change the value of a variable as often as we like. To assign a value use:

```
variableName = some expression;
```

variable =  *expression*

```
count = 0;
```

```
count = count + 1;
```

Memory

0

1

Values and References

- ❑ An attribute (variable) of a **primitive type** like "int" contains a **value of the primitive**.
- ❑ An attribute (variable) of an **object type** like Coin is a **reference**.

Variables as *References*

A variable can be used to remember another object.

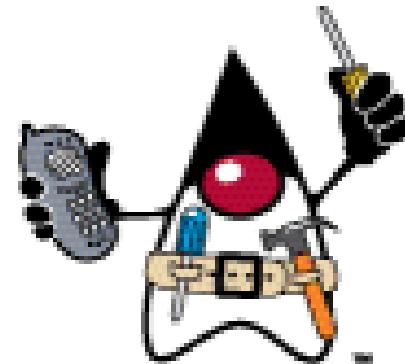
- A **reference** (variable) is how one object sends a message to another object.

Example:

A mobile phone **contact** is a *reference* to another mobile phone ...

My Contacts	
Alice	
Duke	
...	

081-555-1212



Variables as References (2)

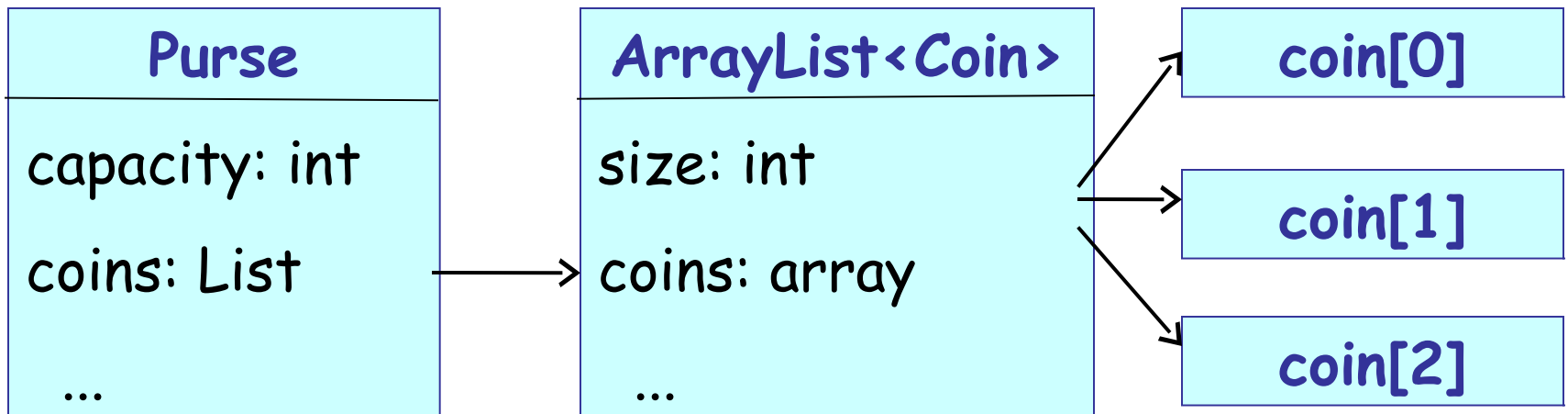
A variable is a reference to **another object**.

Example:

A Purse contains a *reference* to a List of coins.

The List contains *references* to Coin objects.

A Purse has a capacity which is just a *value* (int).



Variables as References (3)

Use a reference to **ask as object** some questions, using the object's methods.

```
void describe(Purse purse) {  
    int balance = purse.getBalance();  
    if ( purse.isFull() ) ...  
}
```


Local Variables

Variables defined inside a method are **local variables**.

(1) can only be used *inside the method*

(2) **deleted** when the method **returns**

```
public class Purse {  
  
    public int getBalance( ) {  
        int balance = 0;  
        for(int k=0; k<coins.size(); k++) {  
            // add coins.get(k) to balance  
        }  
    }  
}
```

Local variables are defined inside a method.

3 Types of Variables

An object has access to 3 kinds of variables:

Attributes of the object

Static attributes of the class

Local variables and **parameters** (inside one method)

Local Variables vs. Attributes

An **attribute** is something an object *remembers* for its whole life.

A **local variable** is for *temporary* data. The value is lost when execution leaves the method.

```
public class Purse {  
    private int capacity;  
    private List coins;  
    public int getBalance( ) {  
        int balance = ...;  
        return balance;  
    }  
}
```

A purse must
remember its capacity
and coins

balance can be computed
each time we ask for it.
Don't need to remember.

Static Method as Service

Some classes provide a "service".

A **service** is something that the **class does**, but is not associated with any object.

Services are defined by *static methods*.

Get the current system time in milliseconds:

```
System.getTimeMillis ( ) ;
```

Name of Class

static method name

Service: method without an object

Some other service (static) methods:

Square root:

```
double r = Math.sqrt( 2 );
```

Convert a String to an integer:

```
int value = Integer.parseInt("123");
```

Play a sound in Greenfoot:

```
Greenfoot.playSound("starwars.wav");
```

These methods are performed by a **class**, **not** an object:

Service methods are static

A method that doesn't belong to an object is called **static**.

`Math.sqrt()` - **static** method in the `Math` class

`Greenfoot.playSound()` **static** method in `Greenfoot`

To create a static method, add the word "**static**":

```
/** distance between points (x1,y1) and (x2,y2) */  
public static double distance( x1, y1, x2, y2 ) {  
    // hypot computes hypotenous of a triangle  
    double d = Math.hypot( x1 - x2, y1 - y2 );  
    return d;  
}
```

Java Naming Convention

class name begins with Uppercase: `Coffee`, `String`

method name uses camelCase: `getMoreCoffee()`

variable name also uses camelCase: `myCoffee`

constants use UPPER_CASE and `_`: `MAX_COFFEE`

package names are all lowercase (but not always):

`java.util` `java.io`

`org.apache.commons.logging`

primitive type names are all lowercase:

`boolean`, `int`, `double`

What are these?

Date

System

System.nanoTime()

System.out

System.out.println()

double

Double

"Hello nerd".length()

java.lang.Double.MAX_VALUE

Comparable

java.util

java.util.ArrayList

java.util.*List*

Is it a ...

package

class

primitive type

attribute ("field")

method

(static or instance)

constant

(static final attribute)

interface (*more advanced*)

???

Packages

- ❑ Java uses packages to **organize classes**.
- ❑ Packages reduce size of *name space* and avoid *name conflicts (two classes with same name)*

Example: there are 2 Date classes.

java.util.Date "Date" class in java.util

java.sql.Date "Date" class in java.sql

To use the Date from java.util package, write:

```
import java.util.Date;
```

Core Packages

<code>java.lang</code>	<p>Java language core classes.</p> <p>Object, String, System, Integer, Double, Math, Thread</p> <p>java compiler always imports this package, so you don't need to.</p>
<code>java.io</code> (and <code>java.nio</code>)	<p>Classes for input and output</p> <p>InputStream, BufferedReader, File, OutputStream</p>
<code>java.util</code>	<p>Date/time classes, collections, & utilities</p> <p>Calendar, Date, List, ArrayList, Set, Arrays, Formatter, Scanner</p>

Importing classes

Write "import" statements at top of file, **after** the "package" statement (if you have one).

```
package coinpurse;
import java.util.Scanner;
import java.util.Date;
/**
 * User interface for coin purse.
 */
public class ConsoleDialog {
    Scanner console = new Scanner( System.in );
    ...
}
```

imports come **after** package statement and **before** class Javadoc comment.

Importing all classes

Write "import" statements at top of file, **after** the "package" statement (if you have one).

```
package coinpurse;
import java.util.*;
/**
 * User interface for coin purse.
 */
public class ConsoleDialog {
    Scanner console = new Scanner( System.in );
    ...
}
```

imports come **after** package statement and **before** class Javadoc comment.

What is "import"?

import tells the compiler *where* to find classes.

It doesn't actually "import" any code!

```
package guessinggame;
import java.util.Random;
/**
 * User interface for guessing game.
 */
public class GameDialog {
    private Random rand = new Random( );
    ...
}
```

tell the compiler where to
find the Random class

Why import?

```
import java.util.Date;  
class Appointment {  
    private Date startDate;
```

The reason for "import" is to resolve ambiguity.

Many classes can have the *same name*.

Java API has 2 classes named "Date".

`java.util.Date` and `java.sql.Date`.

3 classes named "Timer"

5 "Element" classes and interfaces.

Import Everything

You can import everything from a package. Use *

```
package lazyimport;
import java.util.*;
import java.io.InputStream;

class Person {
    private static Scanner console = ...;
    private Date birthday;
    private List<Person> friends;
    ...
}
```

Ambiguity in Import

If a class matches more than one wildcard "*", Java requires you to resolve the ambiguity using an import without the wildcard.

Example: There are 2 Date classes: `java.util.Date` and `java.sql.Date`. These imports are *ambiguous*:

```
import java.util.*;
import java.sql.*;
/** a class using a Date */
class Ambiguous {
    private Date today;
```

which Date class
should Java use?

Resolving Ambiguity

There are two ways to resolve ambiguity.

1. **import a specific class (no wildcard)**
2. **use the fully qualified name in Java code**

```
import java.util.*;
import java.sql.*;
import java.util.Date; // Solution #1
class Ambiguous {
    private Date today = new Date( );
    // Solution #2
    private java.sql.Date mdate
        = new java.sql.Date( );
```



Array versus ArrayList (a List)

Array

```
// array of coins  
Coin[] coins;  
coins = new Coin[10];  
coins[0] = new Coin(5);  
coins[1] = new Coin(20);  
System.out.println( coins[4] ); // print null
```

ArrayList is a kind of List

A List can hold any amount of data.

ArrayList is a kind of list.

List and ArrayList are in java.util.

```
// array of coins
Coin[] coins;
coins = new Coin[10];
coins[0] = new Coin(5);
coins[1] = new Coin(20);
System.out.println( coins[4] ); // print null
```



Console Input and Output

Display output

```
System.out.println("I'm a string" + " again");
```

```
System.out.print("apple");
```

```
System.out.print("banana\n");
```

```
System.out.print("grape");
```

I'm a string again

applebanana

grape

Input

System.in can only read bytes. Not very useful.

```
int c = System.in.read( ); // read 1 byte
byte[] b;
System.in.read( b ); // array of bytes
```

Use a Scanner to read input as int, double, String, etc.

```
Scanner console = new Scanner(System.in);
String word = console.next();
String line = console.nextLine();
int number = console.nextInt();
double x = console.nextDouble();
```

Packaging and Commenting Code

```
package coinpurse;

/**
 * Coin represents money with an integer value.
 * @author Bill Gates
 */
public class Coin {
    private int value;

    /**
     * Initialize a new coin object.
     * @param value is the value of the coin
     */
    public Coin( int value ) {
        this.value = value;
    }
}
```


Complex logic: and or not

The test expression of "if" may contain && (and), || (or), and ! (not), as long as the result is true or false.

```
int x = getX( );
int y = getY( );
// if x ≤ 0 or y ≤ 0 then turn right
if ( x <= 0 || y <= 0 )
    turn( +15 );
// if we are hungry and see a worm...
if ( hungry( ) && canSee(Worm.class) )
    eat(Worm.class);
```

Summary (1)

- ✓ A **compiler** translates Java source code into a form that can be run.
- ✓ An object-oriented program consists of **classes**.
- ✓ **Classes** can contain:
 - attributes** of objects -- things an object knows
 - methods** -- behavior of objects
 - constructor** -- initializes data of a new object
 - static methods** -- **services** provided by the class
 - static variables** -- things known by the class

Summary (2)

- ❑ A **class** defines a kind of object, like Actor or Crab.
- ❑ The **methods** of a class contain the logic for how an object behaves (written in Java).
- ❑ A method can call other methods in the same object, e.g. `act ()` **calls** `move ()`.
- ❑ A method can call methods of other objects, e.g. `atWorldEdge ()` **calls** `world.getWidth ()`.

Question: why { ... } ?

Why do we have to write { and } around the method instructions?

Why?

```
public void sayHello (String who) {  
    System.out.println( "Hello "+who );  
}
```

Why?

How to convert number to String?

How to convert a number n to a String?

```
int n = 100;

String s = n;    // error: must convert to string

// At least 4 possible solutions:

String s1 =
String s2 =
String s3 =
String s4 =
```

How to convert a number to String?

How to convert a number `n` to a String?

```
int n = 100;

String s = n;    // ERROR: must convert to string

// At least 4 solutions:

String s1 = Integer.toString( n );
String s2 = "" + n;
String s3 = String.valueOf( n );
String s4 = String.format( "%d", n );
```



Summary about Methods

If you already understand how to use methods and parameters, you can skip this part.


Anatomy of a method (1)

Who can use this method?

public = any one

protected = me and my children (subclasses)

private = only my class



```
public void sayHello( ) {  
    String who = "Cat";  
    System.out.println( "Hello "+who );  
}
```



Anatomy of a method (2)

What answer (value) is returned?

void = nothing returned

int = returns an integer (0, 1, 2, ...)

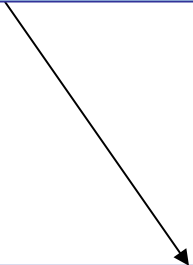
etc. a method can return anything



```
public void sayHello( ) {  
    String who = "Cat";  
    System.out.println( "Hello "+who );  
}
```

Anatomy of a **method** (3)

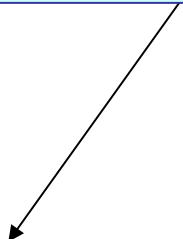
Name of this method



```
public void sayHello( ) {  
    String who = "Cat";  
    System.out.println( "Hello "+who );  
}
```

Anatomy of a method (4)

Parameters for sending
info to this method
(none here).



```
public void sayHello( ) {  
    String who = "Cat";  
    System.out.println( "Hello "+who );  
}
```

Anatomy of a method (5)

Parameter

who to greet?

Method wants a **String**.

```
public void sayHello(String who) {  
    System.out.println( "Hello "+who );  
}
```

```
sayHello( "Cat" );  
sayHello( "Bird" );  
sayHello( 2.5 ); ERROR
```

Anatomy of a method (6)

Return a boolean (true or false)

Parameter (info):
what kind of food
to look for?

```
public boolean canSee(Class food) {  
    Object obj =  
        getOneIntersectingObject(food);  
    if (obj != null) return true;  
    else return false;  
}
```

Call another
method, from
the Actor
class.