

Language basics

Tecnología de Videojuegos

Objective

Develop simple algorithms in Java

Bibliography

1. The Java™ Tutorials. Oracle. (Link)

Table of Contents

- Introduction
- Variables
 - Primitive types
 - Arrays
 - Casting
- Operators
 - Assignment and arithmetic operators
 - Unary operators
 - Relational and conditional operators
 - Bitwise and shift operators
- Control flow
 - Control flow introduction
 - Blocks
 - Conditional statements
 - Loops
 - Branching statements

Introduction

Java is based on the C syntax

- i.e., Java is similar to C

... however, Java is not C (neither C++)

- Java is Object-Oriented (OO) (classes, interfaces, inheritance, etc)
- OOP: Object-Oriented Programming

Java was designed to be secure and portable

- Intermediate code (bytecode)
- Safe execution environment (Java Virtual Machine)
- Automatic memory management (no more mallocs)
- No pointers in Java (oh yeah!) → **Garbage collector**

If you know C, then you almost know Java

- Variables, operators, expressions and control flow

Variables

Primitive types (I)

Warning!: Several names in OOP meaning the same

- Attribute, fields, member, ...

Types of variables

- Instance variable (non-static variables): Belongs to the object
- Class variable (static variables): Belongs to the class
- Local variable: Like in C
- Parameters: Do you remember `public static void main(String[] args)`? That's it

Variable related keywords

public, protected, private, static, final, new

Variables

Primitive types (II)

Variable size is architecture independent

Definition	Type	Default	Size
<code>byte</code>	Integer	<code>0</code>	8-bit
<code>short</code>	Integer	<code>0</code>	16-bit
<code>int</code>	Integer	<code>0</code>	32-bit
<code>long</code>	Integer	<code>0L</code>	64-bit
<code>float</code>	Float	<code>0.0f</code>	32-bit
<code>double</code>	Float	<code>0.0d</code>	64-bit
<code>char</code>	Character	<code>'\u0000'</code>	16-bit (Unicode)
<code>string</code>	String	<code>null</code>	X
<code>boolean</code>	Logic	<code>false</code>	

Same initialization than C: `int i = 0;`

Variables

Primitive types (III)

TypesExample.java

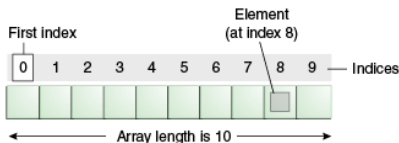
```
public class TypesExample {  
    public static void main(String[] args) {  
        int a = 0;  
        double b = 1.3;  
        String text = "The sum is: ";  
        boolean condition = true;  
  
        if (condition) {  
            System.out.println(text + (a + b));  
            System.out.println(text + a + b);  
        }  
    }  
}
```

Variables

Arrays (I)

An **array** is a sequence of variables of the same type

- The variable is identified by an index
- The array length remains constant



(Source)

Example

```
int[] array1 = new int[10];  
array1[3] = 5;  
float[] array2 = new float[10];  
int size=5;  
boolean array3 = new boolean[size];
```


Variables

Arrays (II)

Declaration, creation and initialization are different concepts

```
public class ArrayDemo {  
    public static void main(String[] args) {  
        int[] anArray; //Declaration  
  
        anArray = new int[3]; // Creation  
  
        anArray[0] = 100; // Initialization  
        anArray[1] = 200;  
        anArray[2] = 300;  
  
        System.out.println("Element 1: " + anArray[0]);  
        System.out.println("Element 2: " + anArray[1]);  
        System.out.println("Element 3: " + anArray[2]);  
    }  
}
```

Variables

Arrays (III)

The `main()` function provides the parameters as an array

ArrayDemo2.java

```
class ArrayDemo2 {  
    public static void main(String[] args) {  
        System.out.println("Argumentos: " + args.length);  
        for (int i=0; i<args.length; i++) {  
            System.out.println(args[i]);  
        }  
    }  
}
```

Variables

Casting

We can assign a value to a variable of different type

- The compiler might guess some conversions
- We can force a conversion: **Casting**

CastDemo.java

```
public class CastDemo {  
    public static void main(String[] args) {  
        float a = 1.5; // Error  
        float b = (float) 1.5; // Good  
  
        int res;  
        res = java.lang.Math.pow(2,2); // Error  
        res = (int) java.lang.Math.pow(2,2); // Good  
    }  
}
```

Operators

Assignment and arithmetic operators

=	Assignment
+	Add
-	Substraction
*	Multiplication
/	Division
%	Modulus
+=	Assign +
-=	Assign -
*=	Assign *
/=	Assign /

ArithmeticDemo.java

```
class ArithmeticDemo {  
    public static void main(String[] args){  
        int result = 1 + 2;  
        result *= 5;  
        resultado = resultado + 3;  
        System.out.println("Result = " + result);  
    }  
}
```

Operators

Unary operators

var++	Increment
var--	Decrement
++var	Increment
--var	Decrement

UnaryDemo.java

```
public class UnaryDemo {  
    public static void main(String[] args){  
        int a=1, b=2;  
        int res;  
        res = a+b;  
        System.out.println("Res=" + res);  
        res = a*b;  
        res *= 2;  
        System.out.println("Res=" + res);  
        a++;  
        System.out.println("a=" + a);  
        System.out.println("a=" + a++);  
        System.out.println("a=" + ++a);  
    }  
}
```

Operators

Relational and conditional operators (I)

Relational operators

- `==` Equal to
- `!=` Not equal to
- `>` Greater than
- `>=` Great. or eq. to
- `<` Less than
- `<=` Less than or eq. to

- Result: **true** or **false**
 - Java supports native boolean variables
 - The result is a boolean
- Widely used in loops and conditions
- Truth tables represent the conditional operators

Conditional operators

- `&&` AND
- `||` OR
- `!` Negation

Truth tables

A	T T F F
B	T F T F
A & B	T F F F

A	T T F F
B	T F T F
A B	T T T F

Operators

Relational and conditional operators (II)

ComparisonDemo.java

```
public class ComparisonDemo {  
    public static void main(String[] args){  
        int value1 = 1;  
        int value2 = 2;  
  
        if(value1 == value2)  
            System.out.println("value1==value2");  
        if(value1 != value2)  
            System.out.println("value1!=value2");  
        if(value1 > value2) System.out.println("value1>value2");  
        if(value1 < value2) System.out.println("value1<value2");  
        if(value1 <= value2)  
            System.out.println("value1<=value2");  
    }  
}
```

Operators

Bitwise and shift operators (I)

Bitwise operators	&	Bitwise AND
		Bitwise OR
	^	Bitwise XOR
	<<	Shift left
	>>	Shift right
	~	Bit inversion

Examples

AND	A	1100
	B	1010
	A&B	1000

SHIFT	A	1100
	A>>1	0110

OR	A	1100
	B	1010
	A B	1110

XOR	A	1100
	B	1010
	A^B	0110

Bit-level operators

- Conditional operators are variable-level

Classic logic operations

- AND, OR, XOR, shift and inversion
- AND is used to put bits to 0
- OR is used to put bits to 1

Operators

Bitwise and shift operators (II)

BitDemo.java

```
public class BitDemo {
    public static void main(String[] args) {
        int bitmask = 0x000F;
        int val = 0x2222;
        // prints "2"
        System.out.println(val & bitmask);
    }
}
```

Operations over certain bits: Bitmasks

- Example: Get the value of bit 5

```
XXXIXXXX   &
000I0000   =
_____
000I0000
```

```
XXXOXXXX   &
000I0000   =
_____
00000000
```

Control flow

Control flow introduction

Control flow breaks up the flow of execution

- Conditions (if-then, switch)
- Loops (for, while, do-while)
- Branching (break, continue, return)

Usually used with code blocks

Control flow

Blocks

A block is a group of statements between braces (“{” y “}”)

- A block is a unity of code
- Braces never end with semicolon (“;”)
- Used with loops, methods, conditions, etc

```
if (a != b)
  a = c;
  c = c+2;
```

≠

```
if (a != b) {
  a = c;
  c = c+2;
}
```

A variable can be defined at block-level

- The variable only exists within the block
- Good practice: Limiting the scope of the variables

```
if (a != b) {
  int c;
  c = a;
  a = b;
  b = c;
}
```

Control flow

Conditional statements: if-else statement (I)

Conditional statements implement decision making

- They are based on a conditional statement
- The result is a boolean
- Remember: Java supports a booleans!

```
int cond = true;
if (cond)
    // Some code
else
    // More code
```

≈

```
int a = 0;
if (a == 0)
    // Some code
else
    // More code
```

Good practice: The usage of `else` is optional, try to avoid it!

Control flow

Conditional statements: if-else statement (II)

- Many times decisions are not binary (true/false)
- Grouped conditions
 - Conditions are evaluated until first true
 - If all conditions are false, then it executes `else`
 - `else` is optional (try not to use it!)

```
if (condicion1)
    orden1;
else if (condicion2)
    orden2;
else if (condicion3)
    orden3;
else
    orden4;
```

Control flow

Conditional statements: if-else statement (III)

Example

```
int mes=2

if (mes == 1)
    System.out.println("Enero");
else if (mes == 2)
    System.out.println("Febrero");
else if (mes == 3)
    System.out.println("Marzo");

.....

else if (mes == 12)
    System.out.println("Diciembre");
else {
    System.out.println("Error, mes no reconocido");
}
```

Control flow

Conditional statements: Ternary operator (IV)

The statement `if ... else` is pretty common

- Sometimes to simply assign a variable value
- It makes code hard to read

Ternary operator: `condition? if-true : if-false;`

```
if (a>b) {  
    greater = true;  
} else {  
    greater = false;  
}
```

=

```
greater = (a>b)? true :  
          false;
```

Control flow

Conditional statements: switch (I)

- Closely related to `if else`
 - Sometimes `switch` is more convenient
- It evaluates an expression and, depending on its result, takes a branch
- There is a `default` action
- The keyword `break` exits the statement

```
switch (expression) {  
    case constant1:  
        statement1;  
        break;  
    case constant2:  
        statement2;  
        break;  
    case constant3:  
        statement3;  
        break;  
    default:  
        statement4;  
}
```


Control flow

Conditional statements: switch (II)

Example

```
switch (ke.getKeyCode()) {  
    case KeyEvent.VK_UP:  
        location = 0;  
        break;  
    case KeyEvent.VK_DOWN:  
        location = 1;  
        break;  
    case KeyEvent.VK_LEFT:  
        location = 3;  
        break;  
    case KeyEvent.VK_RIGHT:  
        location = 4;  
        break;  
}
```

Control flow

Loop statements: for and while (I)

For and while are the two most common loop statements

for syntax

```
for (expr1; expr2; expr3) {  
    // Some code here  
}
```

=

while syntax

```
expr1;  
while (expr2) {  
    // Some code  
    expr3;  
}
```

- The statements for and while are equivalents
- The for statement can be read as
 - For expr1, while expr2, do expr3

Control flow

Loops: iterating collections

Old syntax

```
public static void main(String[] args) {  
    int[] vector = {1,2,3,4,5};  
  
    for (int i=0; i<vector.length; i++)  
        System.out.println(vector[i]);  
}
```

Modern syntax (> Java 5)

```
public static void main(String[] args) {  
    int[] vector = {1,2,3,4,5};  
  
    for (int number: vector)  
        System.out.println(number);  
}
```

Control flow

Loops: do-while (I)

Statements **for** y **while** assess first

- Execution is not assured

Statement **do-while** first executes, then assesses

- The body is executed at least one time
- Some times, using a **do-while** saves code

It can be read as “do ... while ...”

do-while syntax

```
do
    // Some code
while (expression);
```

Control flow

Loops: do-while (II)

Example

```
class DoWhileDemo {  
    public static void main(String[] args) {  
        int count = 1;  
        do {  
            System.out.println("Count is: " + count);  
            count++;  
        } while (count < 11);  
    }  
}
```

Control flow

Branching statements: Break and continue (I)

- **break**: Exit the loop
- **continue**: Jump to next iteration
- **break** and **continue** are valids in loops
 - **break** can be used, in addition, in a **switch** statement

Example: break

```
for (i = 0; i < MAX, i++) {  
    // Some code  
    if (a == b) break;  
    // More code  
}
```

Example: Continue

```
for (i = 0; i < MAX, i++) {  
    // Some code  
    if (a == b) continue;  
    // More code  
}
```

Control flow

Branching statements: Break and continue (II)

Break example

```
int[] array = {32, 87, 3, 589, 12, 1076, 2000, 8};
int searchfor = 12;
int i;
boolean foundIt = false;

for (i = 0; i < array.length; i++) {
    if (array[i] == searchfor) {
        foundIt = true;
        break;
    }
}
if (foundIt)
    System.out.println("Found " + searchfor + " at " + i);
else
    System.out.println(searchfor + " not in the array");
```

Exercise: Use loops modern syntax

Control flow

Branching statements: Break and continue (III)

Continue example

```
String searchMe = "peter piper picked a "  
    + "peck of pickled peppers";  
int max = searchMe.length();  
int numPs = 0;  
  
for (int i = 0; i < max; i++) {  
    // interested only in p's  
    if (searchMe.charAt(i) != 'p') continue;  
    // process p's  
    numPs++;  
}  
  
System.out.println("Found " + numPs + " p's");
```