

## CS 112 – Introduction to Computing II

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Today: Java basics:

Compilation vs Interpretation

Values

Variables

Types

Operators and Expressions

Next Time: Java Statements, conditionals, and loops

Reading assignments are posted on the web site!



## Compilation vs Interpretation



Python is an example of an **interpreted** language; the primary workflow is to interact with the interpreter as a fancy calculator with lots of features:

```

739 # Xe.append(nextExponential(50))
740 #
741 #Xn = []
742 #
743 #for i in range(N):
744 #    Xn.append(norm.rvs(50,10))
745 #
746 #
747 #
748 #drawNormalPlot(Xu)
749 #
750 #drawNormalPlot(Xp)
751 #
752 #drawNormalPlot(Xe)
753 #
754 #drawNormalPlot(Xn)
755 #
756 # Normality testing by binning
757 # Separate data into bins of width S * sigma on each side of mean
758 # and graph percentages of data that are within
759 #
760 #
761 def drawNormal(mu, var):
762     plt.figure(figsize=(15,7))
763     #
764     sigma = var**0.5
765     #
766     Xn = [x for x in np.arange(int(mu-4*sigma),int(mu+4*sigma)+1,1)]
767     Yn = [phi(mu,var,x) for x in Xn]
768     plt.plot(Xn,Yn, 'r-')
769     plt.xlabel('Range')
770     plt.ylabel('Probability')
771     plt.xlim(int(mu-4*sigma),int(mu+4*sigma))
772     plt.title(r"N()")
773     #

```

```

24994 0/.21126
24995 69.58215
24996 64.54826
24997 64.69855
24998 67.52918
24999 68.87761
Name: Height, dtype: float64
In [106]: H.var()==0.5
Out[106]: 1.9816787712056042
In [107]: 3_4
File "<ipython-input-107-c8029b172030>", line 1
3_4
^
SyntaxError: invalid syntax
In [108]: 3 + 5
Out[108]: 8
In [109]: 2 + 9
Out[109]: 11
In [110]: H.var() == 0.5
Out[110]: 1.9816787712056042
In [111]:

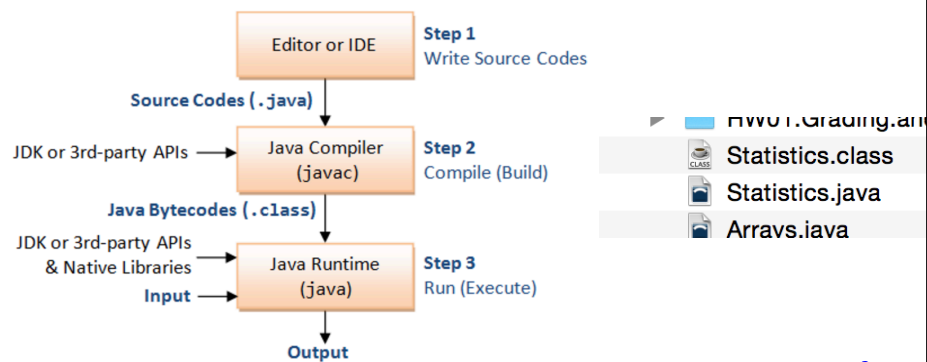
```

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## Compilation vs Interpretation



Java is an example of a language which is **compiled**; before running any code, your program (ending in .java) must be transformed into a lower-level form (an “executable file” ending in .class), and which is then passed to the interpreter, which runs the program and produces output:



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## Compilation vs Interpretation



Dr. Java combines all the files necessary for your Java program with an editor, file manager, compiler, and an interpreter.

```

1 /*
2  * File: Statistics.java
3  * Author: Wayne Snyder
4  * Date: January 23rd, 2015
5  * Purpose: This is a solution for HW01, Problem B.2
6  */
7
8 // The following is a library which provides functionality for
9 // reading input from the user in the Interactions Pane. Some
10 // libraries (such as Math) are already imported, but most (such
11 // as Scanner) you need to explicitly import. The import statement
12 // must occur before your class definition.
13
14 import java.util.Scanner;
15
16 public class Statistics {
  
```

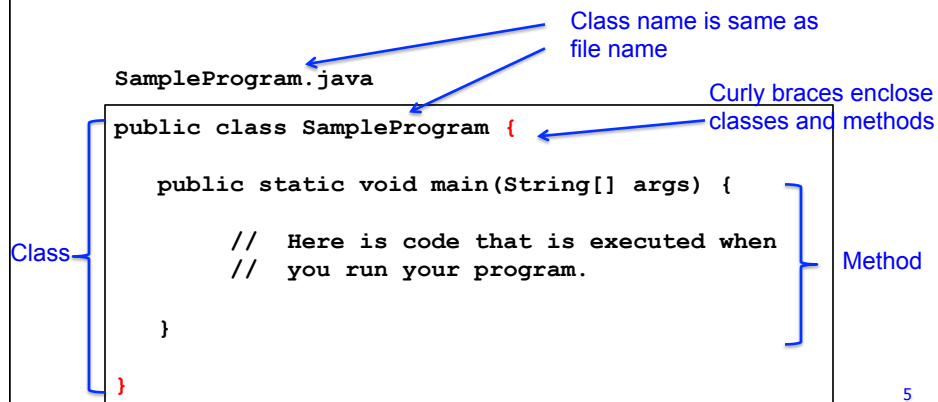
The screenshot shows the Dr. Java IDE. The top pane displays the source code for Statistics.java. The bottom pane shows the console output, which includes the prompt "You have input the numbers 4, 1, and 8." followed by statistical calculations: "The sum is 13", "The max is 8", "The min is 1", "The range is 7", "The mean is 4.33", "The variance is 8.22", "The standard deviation is 2.87", and "The median is 4". The status bar at the bottom indicates "Running main Method of Current Document" and "89/36".

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## Java Basic Program Structure



Java programs are organized as **classes** (more on these next week!) stored in files with the suffix “.java”, and with code written inside **methods** delimited by curly braces; each program must have a method called main, which contains the code that will be executed when you run your program:



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## Java Comments



Java has comments, exactly like Python, but with a different syntax:

Python:

""" and #

```
"""
File: Lab05.py
Author: Wayne Snyder
Purpose: This collects together
discrete distributions.
"""

# Import statements
import matplotlib.pyplot as plt
import matplotlib.mlab as mlab
import numpy as np
import math
```

Java:

/\* .... \*/ and //

```
/*
File: Statistics.java
Author: Wayne Snyder
Date: January 23rd, 2015
Purpose: This is a solution for
*/

// The following is a library which
// reading input from the user in
// libraries (such as Math) are al
// as Scanner) you need to explici
// must occur before your class de
```

## Java Values and Types



Java is a **strongly-typed** language supporting the following types of values:

Java Primitive Data Types				
Type	Values	Default	Size	Range
byte	signed integers	0	8 bits	-128 to 127
short	signed integers	0	16 bits	-32768 to 32767
int	signed integers	0	32 bits	-2147483648 to 2147483647
long	signed integers	0	64 bits	-9223372036854775808 to 9223372036854775807
float	IEEE 754 floating point	0.0	32 bits	+/-1.4E-45 to +/-3.4028235E+38, +/-infinity, +/-0, NaN
double	IEEE 754 floating point	0.0	64 bits	+/-4.9E-324 to +/-1.7976931348623157E+308, +/-infinity, +/-0, NaN
char	Unicode character	\u0000	16 bits	\u0000 to \uFFFF
boolean	true, false	false	1 bit used in 32 bit integer	NA

String "hi there" ""

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## Java Values and Types



Literal values are similar to Python:

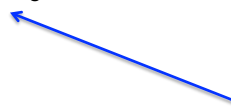
int 4 -5

double 3.4 -2.34e10

char 'a' '\n' '\t' // single quotes for chars

boolean true false // note lower case

String "hi there" // must use double quotes



Note that String is capitalized

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## Java Values and Types



Python is "weakly typed": values have types but variables do not; variables are just names for any value you want and can be reused for any values; the only errors occur when variables have not yet been assigned values:

```
In [123]: X = 5

In [124]: X
Out[124]: 5

In [125]: X = 4.5

In [126]: X = "hi"

In [127]: X
Out[127]: 'hi'

In [128]: Z
Traceback (most recent call last):

  File "<ipython-input-128-41ff0912a07f>", line 1, in <module>
    Z
NameError: name 'Z' is not defined
```

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## Java Values and Types



Java is strongly-typed in that

**All variables must be declared with a type before being used and can only be used for that type of value:**

```
int x;                // declare x to be int
x = 4;                // assign value to x
System.out.print(x);
double y = 3.4;       // combine declaration and assignment
double z = x + y;
System.out.print(z);
```

Note: Java statements end in semicolon

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## Java Values and Types



During compilation, the types are checked and errors will be reported with line numbers and terse explanations:

```

1 public class SampleProgram {
2
3
4     public static void main(String[] args) {
5
6         int x;           // declare x to be int
7         x = 3.4;         // assign value to x
8         System.out.println(x);
9         double y = 3.4;  // combine declaration and assignment
10        double z = x + y;
11        System.out.println(z);
12
13    }
14
15 }

```

1 error found:  
File: /Users/waynesnyder/Dropbox/Documents/Teaching/cs112/SampleProgram.java [line: 7]  
Error: /Users/waynesnyder/Dropbox/Documents/Teaching/cs112/SampleProgram.java:7:  
possible loss of precision  
found : double  
required: int

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## Java Values and Types



This might seem unduly rigid, but the philosophy of strongly-typed languages is that specifying types makes programmers more careful about variables, and bugs and errors can be found during compilation, not when the program is running.

Values can be converted from one type to another implicitly or explicitly:

**Widening Conversions (implicit):**

Narrow types (less information)  $\longrightarrow$  Wider types (more information)

**Example:** int  $\longrightarrow$  double

```
double x;
x = 4;    // 4 is widened to 4.0 and then assigned
```

**No error!**

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## Java Values and Types



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**Widening Conversions (implicit):**

Narrow types (less information)  $\longrightarrow$  Wider types (more information)

**Example:** `int`  $\longrightarrow$  `double`

```
double x;
x = 4;    // 4 is widened to 4.0 and then assigned
```

**Example 2:** `char`  $\longrightarrow$  `int`

```
int x;
x = 'A';  // 'a' is converted to its ASCII
          // value 65 and assigned to x
```

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## Java Values and Types



This might seem unduly rigid, but the philosophy of strongly-typed languages is that specifying types makes programmers more careful about variables, and bugs and errors can be found during compilation, not when the program is running.

Values can be converted from one type to another implicitly or explicitly:

**Narrowing Conversions (you must specify a cast or else get an error):**

Wider types (more information)  $\longrightarrow$  Narrower types (less information)

**Example:** `double`  $\longrightarrow$  `int`

```
int x;
x = 4.5;
```

**Error!**

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## Java Values and Types



This might seem unduly rigid, but the philosophy of strongly-typed languages is that specifying types makes programmers more careful about variables, and bugs and errors can be found during compilation, not when the program is running.

Values can be converted from one type to another implicitly or explicitly:

**Narrowing Conversions (you must specify or else get an error):**

Wider types (more information)  $\longrightarrow$  Narrower types (less information)

**Example:** double  $\longrightarrow$  int

```
int x;
x = 4.5;
```

Must explicitly tell Java to truncate the double value to an integer:

**Error!**

```
int x;
x = (int) 4.5;    // x gets 4
```

**Cast**

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## Java Values and Types



double  $\xleftarrow{\text{(int)}}$  int  $\xleftarrow{\text{(char)}}$  char

**Narrowing**



String

boolean

**Widening**



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## Java Operators



Arithmetic operators are almost exactly the same as in Python:

Same:

+	addition	+=
-	subtraction	-=
*	multiplication	*=
%	modulus	%=
==	equals	
!=	not equal	
<	less	
<=	less or equal	
>	greater	
>=	greater or equal	

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## Java Operators



Arithmetic operators are almost exactly the same as in Python:

BUT some are different:

Python:

not  
and  
or

Java:

!  
&&  
||

In both languages, **and** and **or** are lazy:

(false and X) => false (without evaluating X)  
(true or X) => true (without evaluating X)

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## Java Operators



Division is significantly different:

Python: two different division operators:  
         /       floating-point division       /=   
         //      integer division

Java: division operator is “overloaded”:

/       returns an int if both operands are ints,  
         otherwise returns double:

5 / 2   => 2       5.0 / 2   => 2.5       5.0 / 2.0 => 2.5

5 / (double) 2   => 2.5

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## Java Operators



There is no exponentiation operator in Java:

Python:  
         x \*\* 2       x squared

Java: have to use explicit math functions:

Math.pow(x,2)   => returns double  
   Math.sqrt(2)

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## Java Operators



Finally, Java has several useful increment and decrement operators which Python lacks:

Java:

```
++x;  x++;    // same as x = x + 1   or   x += 1
--x;  x--;    // same as x = x - 1   or   x -= 1
```

BUT these can be used as arithmetic expressions:

```
++x      has the value AFTER adding 1
x++      has the value BEFORE adding 1
```

```
int x = 4;      x = 4
int y = ++x;    y = 4  x = 5
int z = x++;    y = 4  z = 5  x = 6
```

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