FRC Java Lesson 1

Intro Variables, Arrays, Math

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Hello World

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

- "main" first method run in Java Program
- All Normal Java Programs need this framework
 - FRC Robots have their own however
- The ; in line 2 means the end of that statement

System.out

- Methods include print() and println()
 - System.out.print();
 - System.out.println();

- The data to print out is put inside the ()
 - System.out.println("Hello World");
 - System.out.println(42);

Variable Types

- int Whole positive negative numbers
 - 5*,* 7*,* 2*,* 405*,* 334
- float Positive negative numbers with decimal
 - 3.554, 7.443, 4.3, 5.34
- double Positive negative with longer decimal
 - 4.55654, 99.76547, 86.54564,
- String Text (surrounded by "")
 - "Hello", "why", "good day", "number 3"
- Boolean True and false
 - true, false

Variables

- Make a Variable
 - <type> <name> = <data>;
 - -int age = 43;
- Make a variable with no data
 - -<type> <name>;
 - String name;
- Change a variable's data (Do not put type here)
 - <name> = <data>
 - name = "jimmy"; age = 3;

Arrays

- An array is like a variable but it holds multiple values
- Made like Variable except with square brackets after type
 - int[] anArray;
- Then to allocate memory use the new operator
 - anArray = new int[#]
- To access/assign data use brackets and location(index)
 - AnArray[0] = 423
 - AnArray[3] = 33
- Array index ALWAYS starts at zero

Math

- Addition is signified with a +
 - -42 + 32
- Subtraction is signified with a -
 - **42 32**
- Multiplication is signified with a *
 - 42 * 32
- Division is signified with a /
 - 42 / 32

Modulus

Signified with a %

Used to get Remainder

- 100 % 6 = 4
- 20 % 6 = 2

Math Shortcuts

- <variable>++; adds 1 to the variables value
- <variable>--; subtracts 1 to the variables value

- <variable> += <data> adds data to the variable
- <variable> -= <data> subtracts data from variable
- <variable> *= <data> multiply data with variable
- <variable> /= <data> divide data with variable
- <variable> %= <data> modulus data with variable
- var *= 30; is same as: var = var * 30;
- age += 10; is the same as: age = age + 10;

Data Types and Type Casting

Doing math on two int will result in an int

$$-4/3=1$$

- (double) 4 / 3 = 1.33333

- If one or more are float/double result is such
 - -4.0/3 = 1.33333
 - (int) 4.0 / 3 = 1
- Casts go just before the number you are casting
 - Correct: (int) 3.44 2 (This will change 3.44 to 3)
 - Incorrect: (int) 2 3.44 (This will not change 3.44)

Concatenating Strings

Concatenate means to link in series

```
"hello" + "world" = "helloworld"
```

```
"dude" + 32 = "dude32"
```

```
System.out.println("hello " + "world");
```

```
String string1 = "hello";
int int1 = 32;
String string3 = string1 + int1;
System.out.println(string3);
```

Making and Changing Variables

```
String name = "Jimmy";
int age = 32;
System.out.println(name);
System.out.println(age);
name = "George";
age = 33;
System.out.println(name);
System.out.println(age);
```

Variables and Math

```
int operand1 = 32;
int operand2 = 53;
double operand3 = 4.33;
```

```
System.out.println(43-32);
System.out.println(operand1/operand2);
System.out.println(43%operand1);
int operand4 = (int) operand1 * operand3;
double operand 5 = (double) operand 1 / operand3;
operand1 = operand2 % operand5;
```

Assignment

Write a program to write out your Name

- Write program to print first name on line 1, last name on line 2
 - Then do it with ONE System.out.print(In)("");

Write a program to write out your address