

JULIA PROGRAMMING

Variables, Data Types, Operations

dr. ilker arslan

Dynamically typed language

Optionally typed language

User defined types

Parameterized types

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Variables

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variable :: varType

x :: Int64

y :: String

text::String = "Julia Language"

ERROR: LoadError: syntax: type declarations on global variables are not yet supported

area(height::Float64, width::Float64)

1. Multiple dispatch
2. Human readability
3. Catch errors

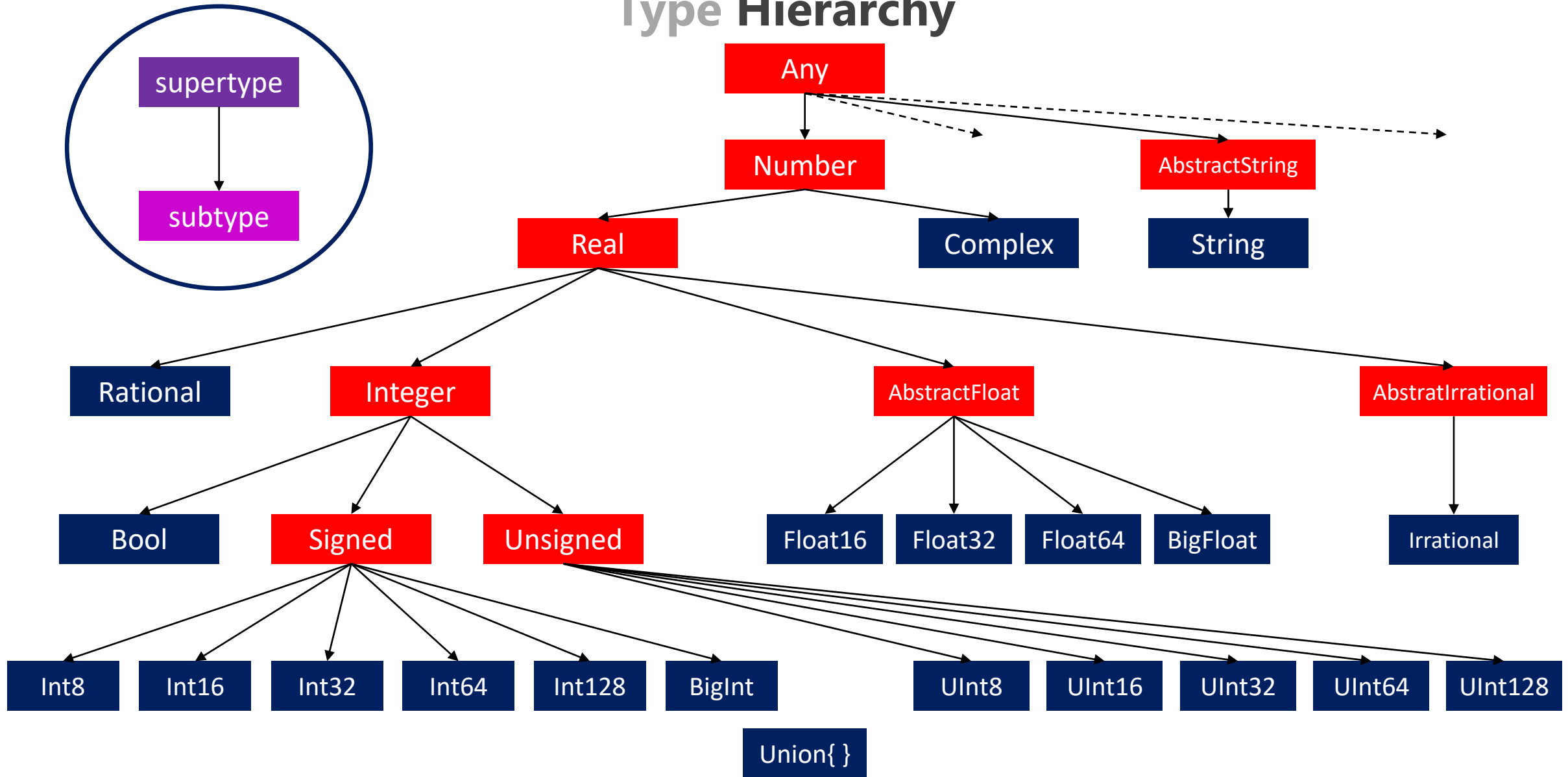
(expression)::DataType

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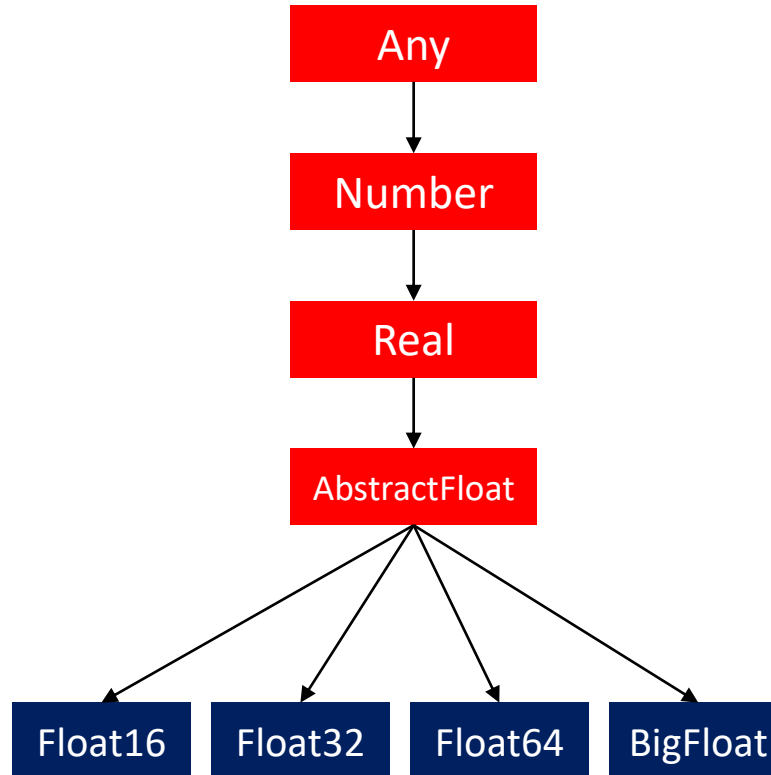
Type Hierarchy in Julia

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Type Hierarchy



Abstract Types Concrete Types



Defining Abstract Types

abstract type «type-name» end

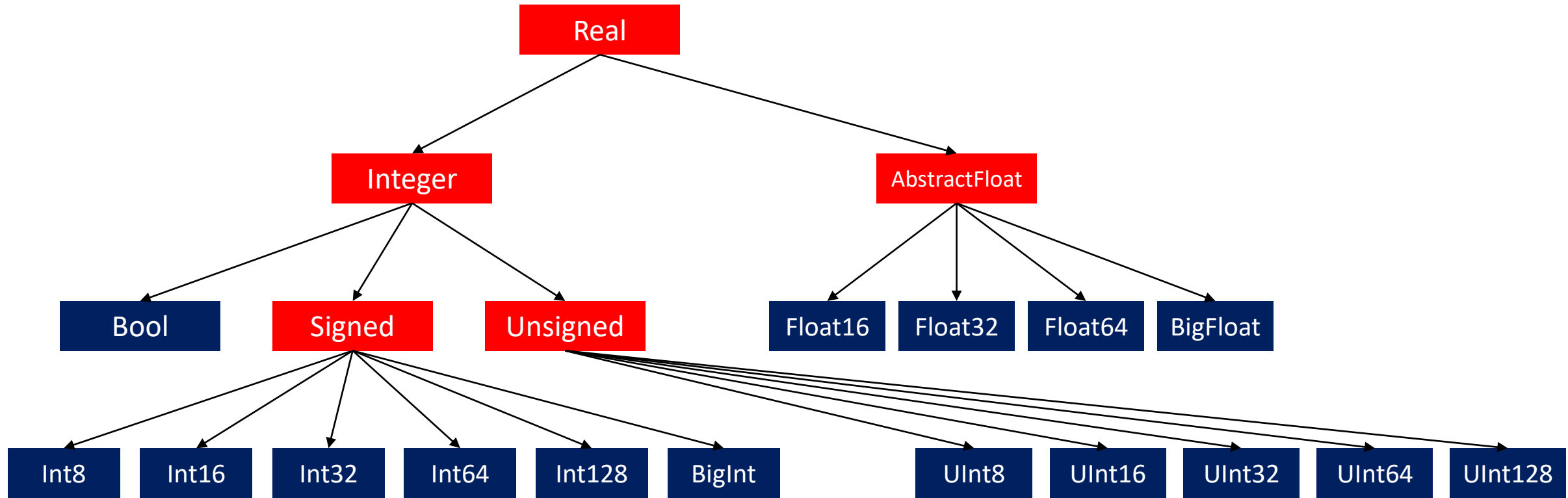
abstract type «type-name» <: «supertype» end

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Numerical data types:
Integers and Floating-Point Numbers

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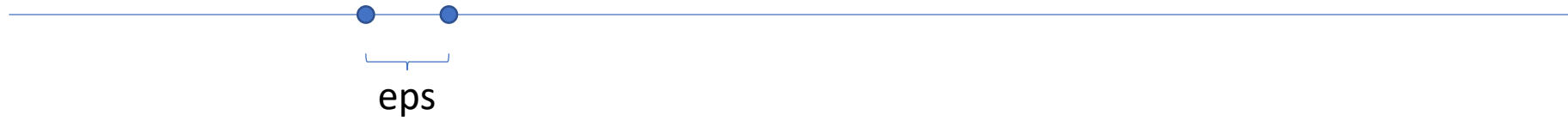
Numerical Data Types: Integers and Floating Point Numbers



Max & Min Integer Values

	Min Value	Max Value
Int N	$(-2)^{N-1}$	$2^{N-1} - 1$
UInt N	0	$2^N - 1$

Machine Epsilon



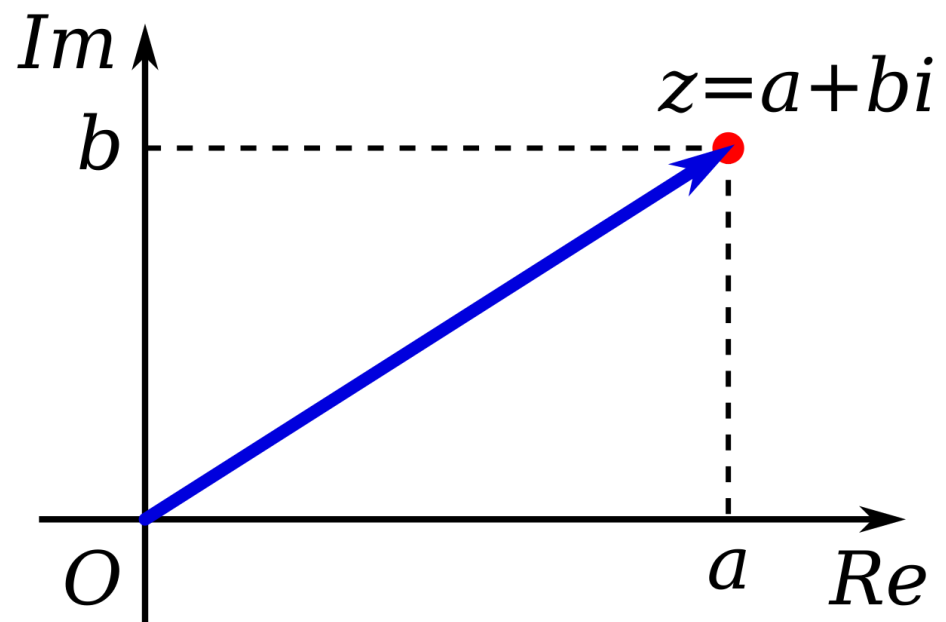
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Numerical data types:
Complex and Rational Numbers

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Complex Numbers

$$\sqrt{-1} = i$$

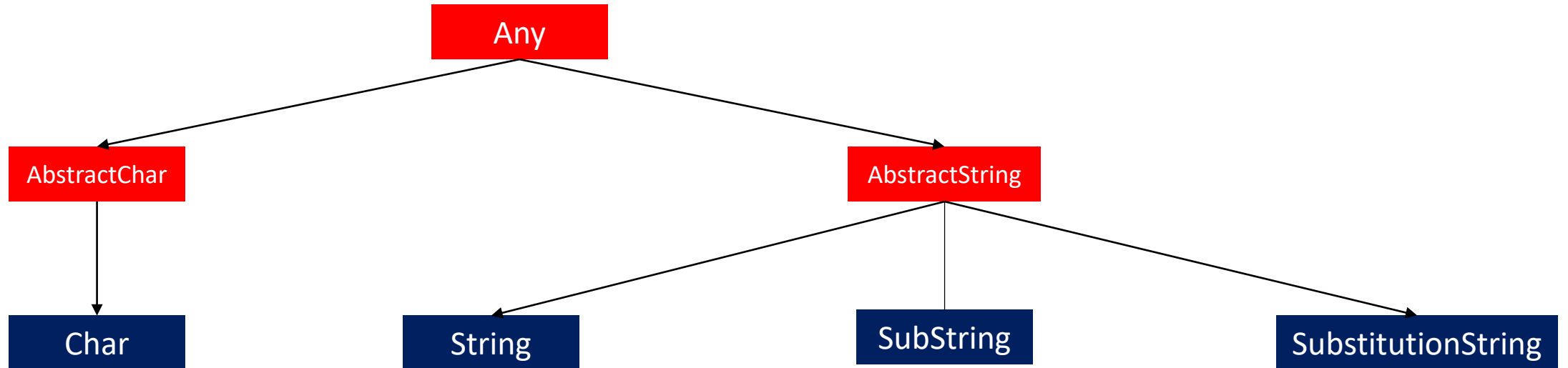


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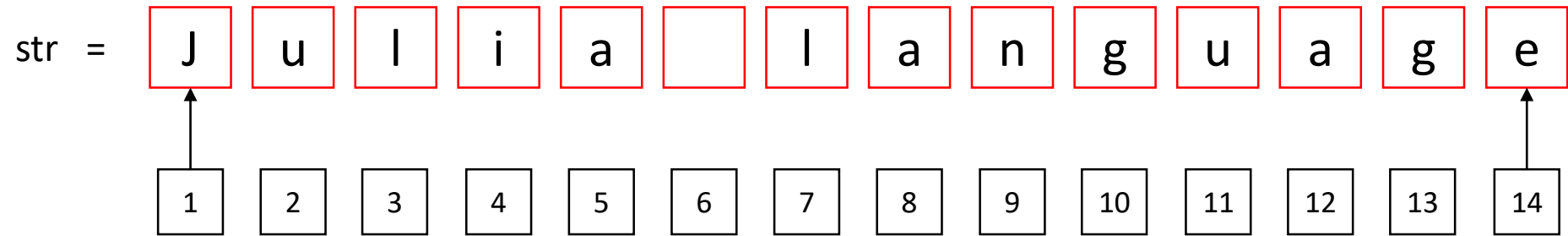
Character & Strings

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Type Hierarchy



Indexing Strings



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Primitive & Composite Types

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Primitive Types

```
primitive type «name» «bits» end
```

```
primitive type «name» <: «supertype» «bits» end
```

```
primitive type Float16 <: AbstractFloat 16 end
```

```
primitive type Float32 <: AbstractFloat 32 end
```

```
primitive type Float64 <: AbstractFloat 64 end
```

```
primitive type Bool <: Integer 8 end
```

```
primitive type Char <: AbstractChar 32 end
```

```
primitive type Int8 <: Signed 8 end
```

```
primitive type UInt8 <: Unsigned 8 end
```

```
primitive type Int16 <: Signed 16 end
```

```
primitive type UInt16 <: Unsigned 16 end
```

```
primitive type Int32 <: Signed 32 end
```

```
primitive type UInt32 <: Unsigned 32 end
```

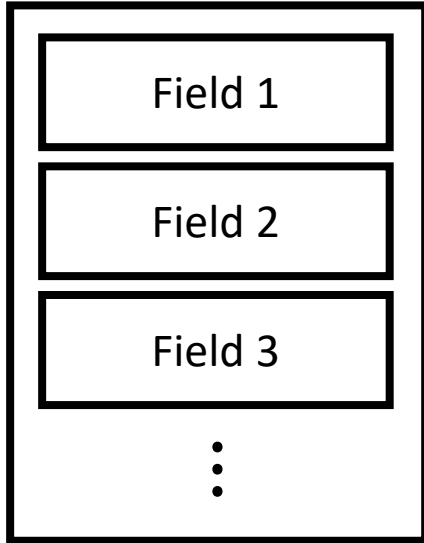
```
primitive type Int64 <: Signed 64 end
```

```
primitive type UInt64 <: Unsigned 64 end
```

```
primitive type Int128 <: Signed 128 end
```

```
primitive type UInt128 <: Unsigned 128 end
```

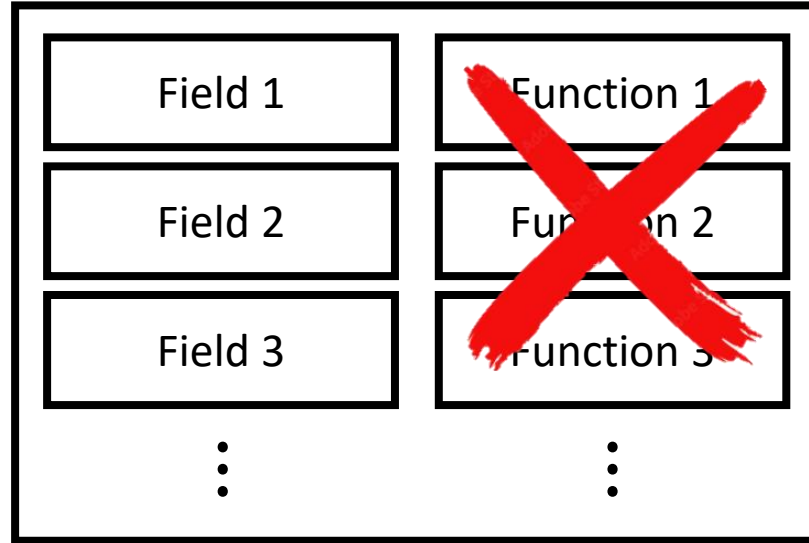
Composite Types



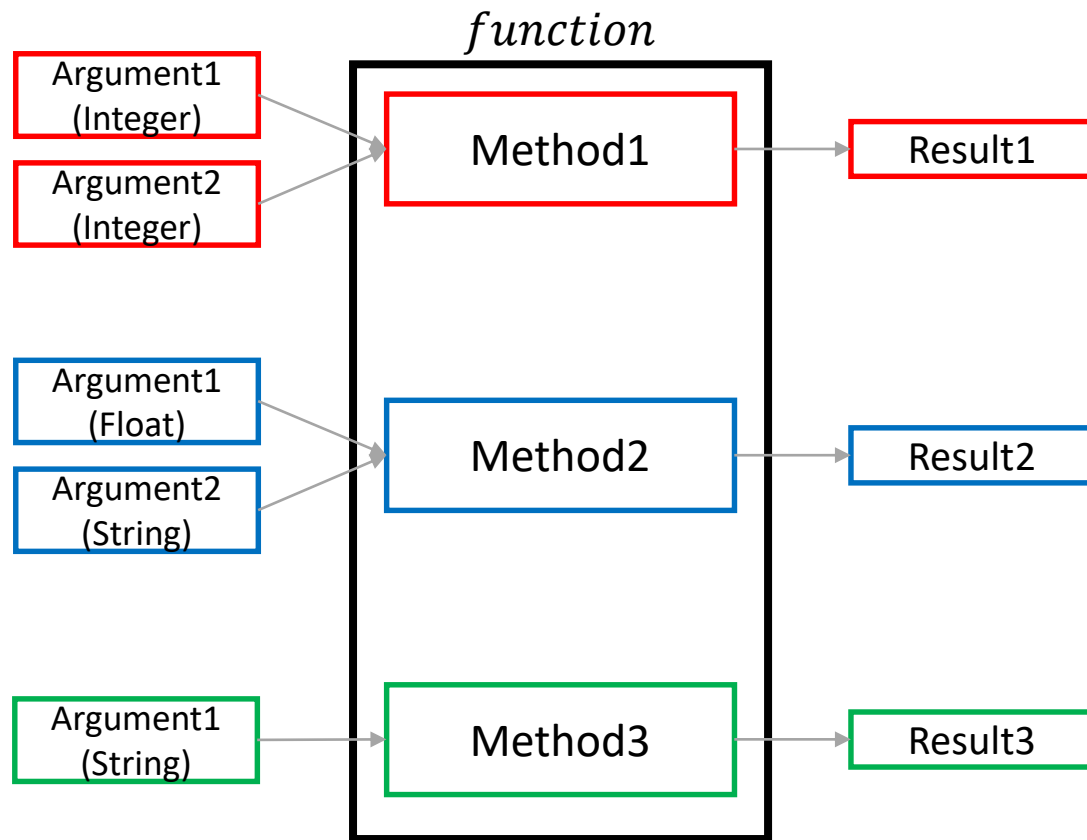
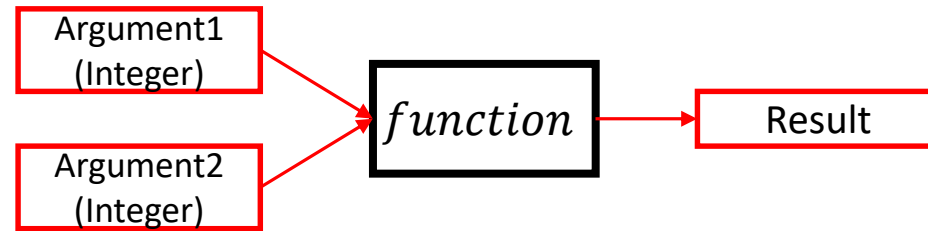
struct

record

object



Multiple Dispatch



$$f(x :: int, y :: int) = x^2 + y^2$$

$$f(x :: float, y :: string) = print("y =", x)$$

$$f(x :: string) = print("Hello, ", x, " how are you? ")$$

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Parametric Types

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Basic Operations

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Arithmetic Operations

Operation	Sign	Explanation
Plus	$x + y$	Addition
Minus	$x - y$	Subtraction
Times	$x * y$	Multiplication
Division	x / y	Division
Integer Division	$x \div y$	Truncates x/y to an integer
Inverse Division	$x \setminus y$	Calculates y / x
Power	x^y	Calculates x to the power y
Remainder	$x \% y$	Calculates mod x divided by y

Numeric Comparisons

Operator	Explanation
<code>==</code>	equality
<code>===</code> <code>≡</code>	equivalent (same object)
<code>!=</code> <code>≠</code>	inequality
<code><</code>	less than
<code><=</code> <code>≤</code>	less than or equal to
<code>></code>	greater than
<code>>=</code> <code>≥</code>	greater than or equal to

Boolean Operations

Operation	Expression
Negation	!x
AND	x && y
OR	x y

a	b	a && b
TRUE	TRUE	TRUE
TRUE	FALSE	FALSE
FALSE	TRUE	FALSE
FALSE	FALSE	FALSE

a	b	a b
TRUE	TRUE	TRUE
TRUE	FALSE	TRUE
FALSE	TRUE	TRUE
FALSE	FALSE	FALSE

Bitwise Operators

Operator	Explanation
$\sim x$	bitwise not
$x \& y$	bitwise and
$x y$	bitwise or
$x \underline{\vee} y$	bitwise xor (exclusive or) (\xor)
$x \bar{\wedge} y$	bitwise nand (not and) (\nand)
$x \bar{\vee} y$	bitwise nor (not or) (\nor)
$x >>> y$	logical shift (right)
$x >> y$	arithmetic shift right
$x << y$	logical /arithmetic shift left

Bitwise Operators: AND OR XOR

	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0										
	128	64	32	16	8	4	2	1										
x	0	1	1	0	1	1	0	1	0	64	32	0	8	4	0	1	$64 + 32 + 8 + 4 + 1$	109
y	0	0	1	1	1	0	0	0	0	0	32	16	8	0	0	0	$32 + 16 + 8$	56
x & y	0	0	1	0	1	0	0	0	0	0	32	0	8	0	0	0	$32 + 8$	40
x y	0	0	1	1	1	1	0	1	0	64	32	16	8	4	0	1	$64 + 32 + 16 + 8 + 4 + 1$	125
x ∨ y	0	1	0	1	0	1	0	1	0	64	0	16	0	4	0	1	$64 + 16 + 4 + 1$	85

Bitwise Operators: NOT

2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
-------	-------	-------	-------	-------	-------	-------	-------

128	64	32	16	8	4	2	1
-----	----	----	----	---	---	---	---

1	0	1	0	1	1	0	1
---	---	---	---	---	---	---	---

-128	0	32	0	8	4	0	1
------	---	----	---	---	---	---	---

$-128 + 32 + 8 + 4 + 1$

-83

0	1	1	0	1	1	0	1
---	---	---	---	---	---	---	---

0	64	32	0	8	4	0	1
---	----	----	---	---	---	---	---

$64 + 32 + 8 + 4 + 1$

109

1	0	0	1	0	0	1	0
---	---	---	---	---	---	---	---

-128	0	0	16	0	0	2	0
------	---	---	----	---	---	---	---

$-128 + 16 + 2$

-110
