



Advanced Programming

Lab 1

JDK, JRE

- **JDK** = Java Development Kit
 - “tools” for developing, debugging, and monitoring Java applications
 - Oracle JDK, OpenJDK
 - Download
- **JRE** = Java Runtime Environment
 - “tools” required for running a Java application
 - Java Virtual Machine

Integrated development environment (IDE)

- Syntax highlighting
 - Code completion
 - Refactoring
 - Debugging, etc.
-
- Choices: **NetBeans, Eclipse, IntelliJ**

First Project

- New Project
 - Java with Maven
 - Java with Gradle
 - **Java with Ant** (choose this for now)
- **Ant, Maven, Gradle** are used for automating the creation of a software build and the associated processes: *downloading dependencies, compiling, packaging, testing, deployment*

First Program

```
package lab1;
```

```
/**
```

```
 *
```

```
 * @author Your Name
```

```
 */
```

```
public class HelloWorld {
```

```
    public static void main(String args[]) {
```


```
        System.out.println("Hello World!");
```

```
        // just write sout and then press TAB
```

```
    }
```

```
}
```

HelloWorld.java



Compile and Run

- Compiling: **javac**
 - `javac HelloWorld.java`
 - Produces: `HelloWorld.class`
- Virtual Machine: **java**
 - `java HelloWorld`
 - It runs your application
- ...or press the “Big Green Button”

Creating other methods

Procedural approach

```
public class Lab1 {  
  
    public static void main(String args[]) {  
        someMethod() ;  
    }  
  
    public static void someMethod() {  
        //Do stuff  
    }  
}
```

Creating other methods

Object oriented approach

```
public class Lab1 {  
    public static void main(String args[]) {  
        Lab1 lab1 = new Lab1();  
        lab1.compulsory();  
    }  
    void compulsory() {  
        //Do stuff  
    }  
    void homework() {  
        //Do stuff  
    }  
    void bonus() {  
        //Do stuff  
    }  
}
```


Arrays

- Declaration

```
int[] a; byte b[];
```

- Instantiation

```
a = new int[10]; char c[] = new char[100];
```

100 elements of type char



- Initialization

```
String colors[] = {"Red", "Yellow"};
```

```
someMethod( new String[] {"Red", "Yellow"} );
```

- The size of an array

a.length and not ~~a.length()~~

Multi-dimensional Arrays

- Arrays of arrays

```
int[][] m2d = new int[10][20];
```

```
int[][][] m3d = new int[10][20][30];
```

- Copying arrays

`System.arraycopy`

```
int a[]; int b[]; ... What about a = b;
```

- Utility methods for arrays

`java.util.Arrays`

- `binarySearch`, `equals`, `fill`, ...

Strings

- char[]

```
char data[] = {'a', 'b', 'c'};
```

- String **Immutable Object**

```
String s = "abc"; String s = "a" + "b" + "c";
```

```
String s = new String("abc");
```

```
String s = new String(data);
```

- StringBuilder, StringBuffer

```
StringBuilder sb = new StringBuilder("a");
```

```
sb.append("b").append("c");
```

Example

```
public class Problem2 {  
  
    public static void main(String args[]) {  
        Problem2 app = new Problem2();  
        char alphabet[] = {'A', 'C', 'G', 'T'};  
        String word = app.createRandomWord(7, alphabet);  
        System.out.println(word);  
    }  
  
    private String createRandomWord(int len, char[] alphabet) {  
        StringBuilder word = new StringBuilder();  
        Random rand = new Random();  
        for (int i = 0; i < len; i++) {  
            int k = rand.nextInt(alphabet.length);  
            word.append(alphabet[k]);  
        }  
        return word.toString();  
    }  
}
```

Command Line Arguments

```
public class Problem2 {  
  
    public static void main(String args[]) {  
        if (args.length < 3) {  
            System.out.println(  
                "Usage: number, number, one or more characters");  
            System.exit(-1);  
        }  
  
        int n = Integer.parseInt(args[0]) ;  
        int p = Integer.parseInt(args[1]);  
        int m = args.length - 2;  
        char alphabet[] = new char[m];  
        for(int i=0; i<m; i++) {  
            alphabet[i] = args[i+2].charAt(0) ;  
        }  
    }  
}
```

Your Project → Properties → Run → Arguments

Notes

- String to int conversion

- `int n = Integer.parseInt("123");`

- Binary: **0b**1001, Hexa: **0xFF**

- Unicode: **\u**

- `System.out.println("\u0394\u03B4");` Δδ

- How much memory is needed?

- `int a[][] = new int[30_000][30_000];`