

Primitive Data and Definite Loops

Data types

- **type**: A category or set of data values.
 - Constrains the operations that can be performed on data
 - Many languages ask the programmer to specify types
 - Examples: integer, real number, string
- Internally, computers store everything as 1s and 0s
 - 104 → 01101000
 - "hi" → 0110100001101001

Java's primitive types

- **primitive types**: 8 simple types for numbers, text, etc.
 - Java also has **object types**, which we'll talk about later

Name	Description	Examples
int	integers (up to $2^{31} - 1$)	42, -3, 0, 926394
double	real numbers (up to 10^{308})	3.1, -0.25, 9.4e3
char	single text characters	'a', 'X', '?', '\n'
boolean	logical values	true, false

Expressions

- **expression:** A value or operation that computes a value.
 - Examples:
$$1 + 4 * 5$$
$$(7 + 2) * 6 / 3$$
$$42$$
 - The simplest expression is a *literal value*.
 - A complex expression can use operators and parentheses.

Arithmetic operators

- **operator**: Combines multiple values or expressions.

+	addition
-	subtraction (or negation)
*	multiplication
/	division
%	modulus (a.k.a. remainder)

- As a program runs, its expressions are *evaluated*.
 - `1 + 1` evaluates to 2
 - `System.out.println(3 * 4);` prints 12
 - How would we print the text `3 * 4` ?

Integer division with /

- When we divide integers, the quotient is also an integer.

– $14 / 4$ is 3, not 3.5

$$\begin{array}{r} 3 \\ 4 \overline{) 14} \\ \underline{12} \\ 2 \end{array}$$

$$\begin{array}{r} 4 \\ 10 \overline{) 45} \\ \underline{40} \\ 5 \end{array}$$

$$\begin{array}{r} 52 \\ 27 \overline{) 1425} \\ \underline{135} \\ 75 \\ \underline{54} \\ 21 \end{array}$$

- More examples:

– $32 / 5$ is 6

– $84 / 10$ is 8

– $156 / 100$ is 1

– Dividing by 0 causes an error when your program runs.

Integer remainder with %

- The % operator computes the remainder from integer division.

– $14 \% 4$ is 2

– $218 \% 5$ is 3

$$\begin{array}{r} 3 \\ \hline 4 \) \ 14 \\ \underline{12} \\ 2 \end{array}$$

$$\begin{array}{r} 43 \\ \hline 5 \) \ 218 \\ \underline{20} \\ 18 \\ \underline{15} \\ 3 \end{array}$$

What is the result?

$45 \% 6$

$2 \% 2$

$8 \% 20$

$11 \% 0$

- Applications of % operator:

– Obtain last digit of a number: $230857 \% 10$ is 7

– Obtain last 4 digits: $658236489 \% 10000$ is 6489

– See whether a number is odd: $7 \% 2$ is 1, $42 \% 2$ is 0

Precedence

- **precedence**: Order in which operators are evaluated.

- Generally operators evaluate left-to-right.

1 - 2 - 3 is (1 - 2) - 3 which is -4

- But * / % have a higher level of precedence than + -

1 + 3 * 4 is 13

6 + 8 / 2 * 3

6 + 4 * 3

6 + 12 is 18

- Parentheses can force a certain order of evaluation:

(1 + 3) * 4 is 16

- Spacing does not affect order of evaluation

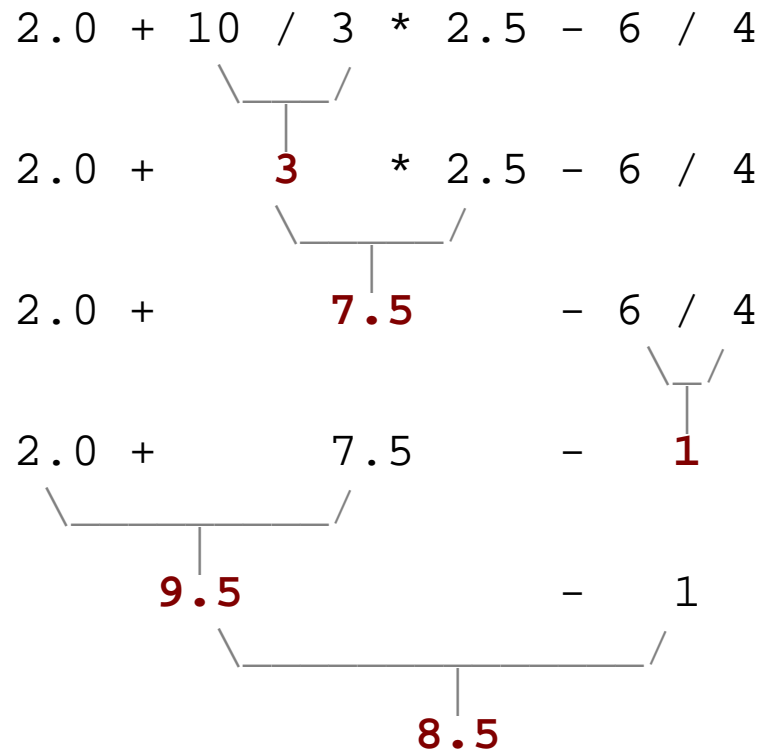
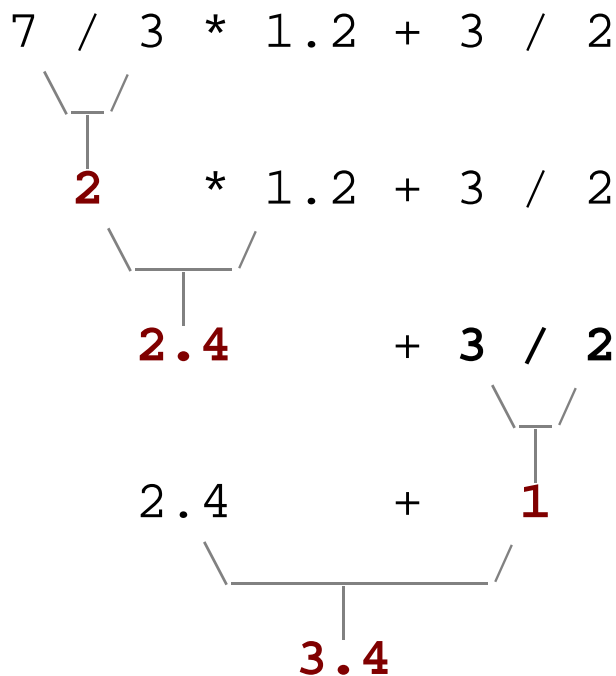
1+3 * 4-2 is 11

Real numbers (type double)

- Examples: `6.022` , `-42.0` , `2.143e17`
 - Placing `.0` or `.` after an integer makes it a `double`.
- The operators `+` `-` `*` `/` `%` `()` all still work with `double`.
 - `/` produces an exact answer: `15.0 / 2.0` is `7.5`
 - Precedence is the same: `()` before `*` `/` `%` before `+` `-`

Mixing types

- When `int` and `double` are mixed, the result is a `double`.
 - `4.2 * 3` is `12.6`
- The conversion is per-operator, affecting only its operands.



– `3 / 2` is `1` above, not `1.5`.

String concatenation

- **string concatenation:** Using + between a string and another value to make a longer string.

"hello" + 42 is "hello42"

1 + "abc" + 2 is "1abc2"

"abc" + 1 + 2 is "abc12"

1 + 2 + "abc" is "3abc"

"abc" + 9 * 3 is "abc27"

"1" + 1 is "11"

4 - 1 + "abc" is "3abc"

- Use + to print a string and an expression's value together.
 - `System.out.println("Grade: " + (95.1 + 71.9) / 2);`
 - Output: Grade: 83.5

Variables

Receipt example

What's bad about the following code?

```
public class Receipt {  
    public static void main(String[] args) {  
        // Calculate total owed, assuming 8% tax / 15% tip  
        System.out.println("Subtotal:");  
        System.out.println(38 + 40 + 30);  
        System.out.println("Tax:");  
        System.out.println((38 + 40 + 30) * .08);  
        System.out.println("Tip:");  
        System.out.println((38 + 40 + 30) * .15);  
        System.out.println("Total:");  
        System.out.println(38 + 40 + 30 +  
                            (38 + 40 + 30) * .08 +  
                            (38 + 40 + 30) * .15);  
    }  
}
```

- The subtotal expression (38 + 40 + 30) is repeated
- So many println statements

Variables

- **variable:** A piece of the computer's memory that is given a name and type, and can store a value.
 - Like preset stations on a car stereo, or cell phone speed dial:



- Steps for using a variable:
 - *Declare* it - state its name and type
 - *Initialize* it - store a value into it
 - *Use* it - print it or use it as part of an expression

Declaration

- **variable declaration:** Sets aside memory for storing a value.
 - Variables must be declared before they can be used.

- Syntax:

type name;

- The name is an *identifier*.

– `int x;`



– `double myGPA;`



Assignment

- **assignment**: Stores a value into a variable.
 - The value can be an expression; the variable stores its result.
- Syntax:

name = expression;

```
- int x;  
  x = 3;
```

x	3
---	---

```
- double myGPA;  
  myGPA = 1.0 + 2.25;
```

myGPA	3.25
-------	------

Using variables

- Once given a value, a variable can be used in expressions:

```
int x;  
x = 3;  
System.out.println("x is " + x);           // x is 3  
System.out.println(5 * x - 1);             // 5 * 3 - 1
```

- You can assign a value more than once:

```
int x;  
x = 3;  
System.out.println(x + " here");           // 3 here  
  
x = 4 + 7;  
System.out.println("now x is " + x);       // now x is 11
```

x	11
---	----

Declaration/initialization

- A variable can be declared/initialized in one statement.

- Syntax:

type name = value;

- `double myGPA = 3.95;`

myGPA	3.95
-------	------

- `int x = (11 % 3) + 12;`

x	14
---	----

Assignment and algebra

- Assignment uses = , but it is not an algebraic equation.

= means, *"store the value at right in variable at left"*

- The right side expression is evaluated first,
and then its result is stored in the variable at left.

- What happens here?

```
int x = 3;
```

```
x = x + 2;    // ???
```

x	5
---	---

Assignment and types

- A variable can only store a value of its own type.
 - `int x = 2.5; // ERROR: incompatible types`
- An `int` value can be stored in a `double` variable.
 - The value is converted into the equivalent real number.
- `double myGPA = 4;`
- `double avg = 11 / 2;`
 - Why does `avg` store 5.0 and not 5.5 ?

myGPA	4.0
-------	-----

avg	5.0
-----	-----

Compiler errors

- A variable can't be used until it is assigned a value.

```
- int x;  
  System.out.println(x);    // ERROR: x has no value
```

- You may not declare the same variable twice.

```
- int x;  
  int x;                    // ERROR: x already exists
```

```
- int x = 3;  
  int x = 5;                // ERROR: x already exists
```

- How can this code be fixed?

Printing a variable's value

- Use + to print a string and a variable's value on one line.

```
- double grade = (95.1 + 71.9 + 82.6) / 3.0;  
  System.out.println("Your grade was " + grade);
```

```
int students = 11 + 17 + 4 + 19 + 14;  
System.out.println("There are " + students +  
                   " students in the course.");
```

- Output:

```
Your grade was 83.2
```

```
There are 65 students in the course.
```

Receipt question

Improve the receipt program using variables.

```
public class Receipt {
    public static void main(String[] args) {
        // Calculate total owed, assuming 8% tax / 15% tip
        System.out.println("Subtotal:");
        System.out.println(38 + 40 + 30);

        System.out.println("Tax:");
        System.out.println((38 + 40 + 30) * .08);

        System.out.println("Tip:");
        System.out.println((38 + 40 + 30) * .15);

        System.out.println("Total:");
        System.out.println(38 + 40 + 30 +
                           (38 + 40 + 30) * .15 +
                           (38 + 40 + 30) * .08);
    }
}
```

Receipt answer

```
public class Receipt {  
    public static void main(String[] args) {  
        // Calculate total owed, assuming 8% tax / 15% tip  
        int subtotal = 38 + 40 + 30;  
        double tax = subtotal * .08;  
        double tip = subtotal * .15;  
        double total = subtotal + tax + tip;  
  
        System.out.println("Subtotal: " + subtotal);  
        System.out.println("Tax: " + tax);  
        System.out.println("Tip: " + tip);  
        System.out.println("Total: " + total);  
    }  
}
```


The for loop

Repetition with `for` loops

- So far, repeating a statement is redundant:

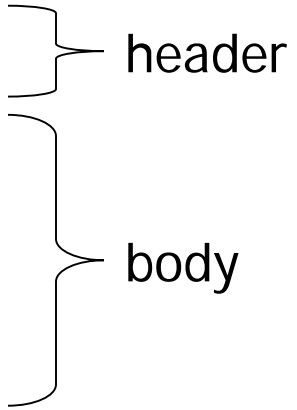
```
System.out.println("Homer says:");  
System.out.println("I am so smart");  
System.out.println("I am so smart");  
System.out.println("I am so smart");  
System.out.println("I am so smart");  
System.out.println("S-M-R-T... I mean S-M-A-R-T");
```

- Java's **`for loop`** statement performs a task many times.

```
System.out.println("Homer says:");  
for (int i = 1; i <= 4; i++) {    // repeat 4 times  
    System.out.println("I am so smart");  
}  
System.out.println("S-M-R-T... I mean S-M-A-R-T");
```

for loop syntax

```
for (initialization; test; update) {  
    statement;  
    statement;  
    ...  
    statement;  
}
```



header

body

- Perform **initialization** once.
- Repeat the following:
 - Check if the **test** is true. If not, stop.
 - Execute the **statements**.
 - Perform the **update**.

Initialization

```
for (int i = 1; i <= 6; i++) {  
    System.out.println("I am so smart");  
}
```

- Tells Java what variable to use in the loop
 - Performed once as the loop begins
 - The variable is called a *loop counter*
 - can use any name, not just `i`
 - can start at any value, not just 1

Test

```
for (int i = 1; i <= 6; i++) {  
    System.out.println("I am so smart");  
}
```

- Tests the loop counter variable against a limit
 - Uses comparison operators:
 - < less than
 - <= less than or equal to
 - > greater than
 - >= greater than or equal to

Increment and decrement

shortcuts to increase or decrease a variable's value by 1

Shorthand

variable++;

variable--;

```
int x = 2;
```

```
x++;
```

```
double gpa = 2.5;
```

```
gpa--;
```

Equivalent longer version

variable = **variable** + 1;

variable = **variable** - 1;

```
// x = x + 1;
```

```
// x now stores 3
```

```
// gpa = gpa - 1;
```

```
// gpa now stores 1.5
```

Modify-and-assign

shortcuts to modify a variable's value

Shorthand

variable += **value** ;
variable -= **value** ;
variable *= **value** ;
variable /= **value** ;
variable %= **value** ;

Equivalent longer version

variable = **variable** + **value** ;
variable = **variable** - **value** ;
variable = **variable** * **value** ;
variable = **variable** / **value** ;
variable = **variable** % **value** ;

x += 3 ;

// x = x + 3 ;

gpa -= 0.5 ;

// gpa = gpa - 0.5 ;

number *= 2 ;

// number = number * 2 ;

Repetition over a range

```
System.out.println("1 squared = " + 1 * 1);  
System.out.println("2 squared = " + 2 * 2);  
System.out.println("3 squared = " + 3 * 3);  
System.out.println("4 squared = " + 4 * 4);  
System.out.println("5 squared = " + 5 * 5);  
System.out.println("6 squared = " + 6 * 6);
```

– Intuition: "I want to print a line for each number from 1 to 6"

- The `for` loop does exactly that!

```
for (int i = 1; i <= 6; i++) {  
    System.out.println(i + " squared = " + (i * i));  
}
```

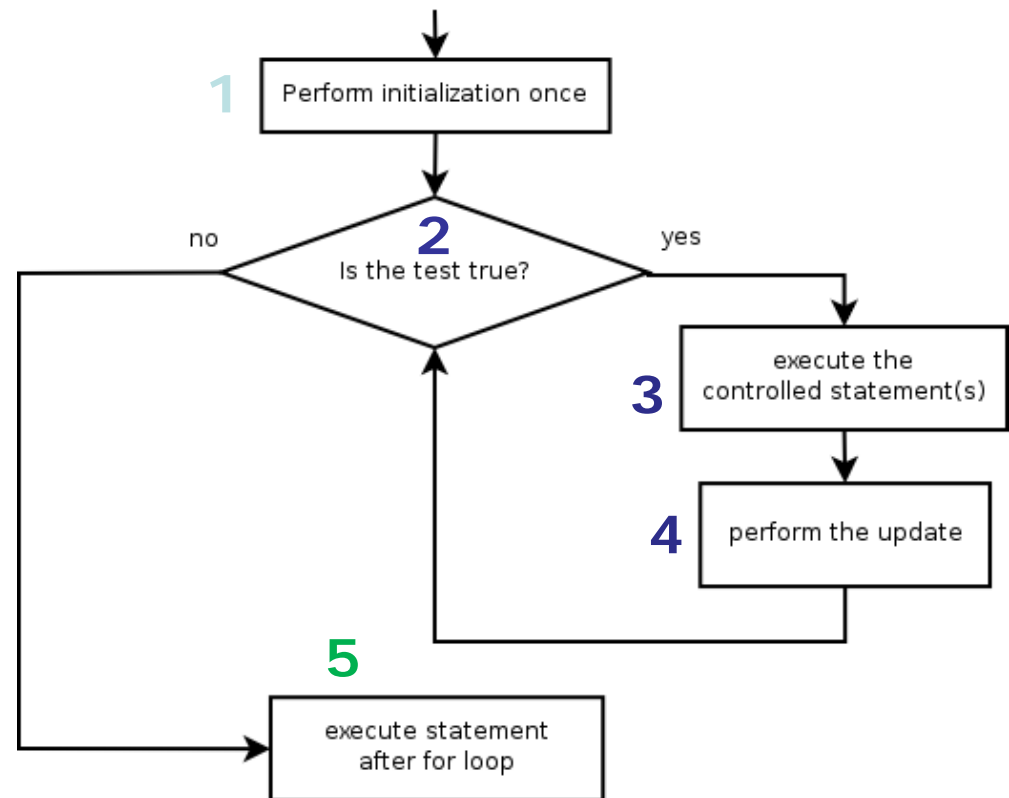
– "For each integer `i` from 1 through 6, print ..."

Loop walkthrough

```
for (int i1 = 1; i2 <= 4; i4++) {  
    System.out.println(i + " squared = " + (i * i)3);  
}  
5 System.out.println("Whoo!");
```

Output:

```
1 squared = 1  
2 squared = 4  
3 squared = 9  
4 squared = 16  
Whoo!
```



System.out.print

- Prints without moving to a new line
 - allows you to print partial messages on the same line

```
int highestTemp = 5;
for (int i = -3; i <= highestTemp / 2; i++) {
    System.out.print((i * 1.8 + 32) + " ");
}
```

- Output:

26.6 28.4 30.2 32.0 33.8 35.6

- Concatenate " " to separate the numbers

Nested for loops

Nested loops

- **nested loop:** A loop placed inside another loop.

```
for (int i = 1; i <= 5; i++) {  
    for (int j = 1; j <= 10; j++) {  
        System.out.print("*");  
    }  
    System.out.println();    // to end the line  
}
```

- Output:

```
*****  
*****  
*****  
*****  
*****
```

- The outer loop repeats 5 times; the inner one 10 times.
 - "sets and reps" exercise analogy

Nested for loop exercise

- What is the output of the following nested for loops?

```
for (int i = 1; i <= 5; i++) {  
    for (int j = 1; j <= i; j++) {  
        System.out.print("*");  
    }  
    System.out.println();  
}
```

- Output:

```
*  
**  
***  
****  
*****
```

Nested for loop exercise

- What is the output of the following nested for loops?

```
for (int i = 1; i <= 5; i++) {  
    for (int j = 1; j <= i; j++) {  
        System.out.print(i);  
    }  
    System.out.println();  
}
```

- Output:

```
1  
22  
333  
4444  
55555
```

Common errors

- Both of the following sets of code produce *infinite loops*:

```
for (int i = 1; i <= 5; i++) {  
    for (int j = 1; i <= 10; j++) {  
        System.out.print("*");  
    }  
    System.out.println();  
}
```

```
for (int i = 1; i <= 5; i++) {  
    for (int j = 1; j <= 10; i++) {  
        System.out.print("*");  
    }  
    System.out.println();  
}
```

Nested for loop exercise

- What is the output of the following nested for loops?

```
for (int line = 1; line <= 5; line++) {  
    for (int j = 1; j <= (-1 * line + 5); j++) {  
        System.out.print(".");  
    }  
    for (int k = 1; k <= line; k++) {  
        System.out.print(line);  
    }  
    System.out.println();  
}
```

- Answer:

```
....1  
...22  
..333  
.4444  
55555
```


Nested for loop exercise

- Modify the previous code to produce this output:

```
....1
...2.
..3..
.4...
5....
```

- Answer:

```
for (int line = 1; line <= 5; line++) {
    for (int j = 1; j <= (-1 * line + 5); j++) {
        System.out.print(".");
    }
    System.out.print(line);
    for (int j = 1; j <= (line - 1); j++) {
        System.out.print(".");
    }
    System.out.println();
}
```

Drawing complex figures

- Use nested `for` loops to produce the following output.
- Why draw ASCII art?
 - Real graphics require a lot of finesse
 - ASCII art has complex patterns
 - Can focus on the algorithms

```
#=====#
|           <><>           |
|           <> . . . . <>   |
|           <> . . . . . . . <> |
| <> . . . . . . . . . . <> |
| <> . . . . . . . . . . <> |
|           <> . . . . . . . <> |
|           <> . . . . <>   |
|           <><>           |
#=====#
```

Development strategy

- Recommendations for managing complexity:
 1. Design the program (think about steps or methods needed).
 - write an English description of steps required
 - use this description to decide the methods

2. Create a table of patterns of characters

- use table to write your `for` loops

```
#=====#
|          <><>          |
|          <> . . . . <>  |
|          <> . . . . . <> |
| <> . . . . . . . . . <> |
| <> . . . . . . . . . <> |
|          <> . . . . . <> |
|          <> . . . . <>  |
|          <><>          |
#=====#
```

1. Pseudo-code

- **pseudo-code**: An English description of an algorithm.
- Example: Drawing a 12 wide by 7 tall box of stars

```
print 12 stars.  
for (each of 5 lines) {  
    print a star.  
    print 10 spaces.  
    print a star.  
}  
print 12 stars.
```

```
* * * * *  
*           *  
*           *  
*           *  
*           *  
*           *  
* * * * *
```

Pseudo-code algorithm

1. Line

- # , 16 = , #

2. Top half

- |
- spaces (decreasing)
- <>
- dots (increasing)
- <>
- spaces (same as above)
- |

3. Bottom half (top half upside-down)

4. Line

- #, 16 =, #

A 10x10 grid diagram. The top and bottom rows are filled with '#' symbols. The four vertical edges are marked with vertical lines. The grid contains blue and black symbols arranged in a symmetric pattern. The blue symbols are located in the top half of the grid (rows 1-5), and the black symbols are in the bottom half (rows 6-10). The symbols are arranged in a way that suggests a specific pattern or sequence, possibly related to the text above the diagram.

Class constants and scope

Scaling the mirror

- Let's modify our Mirror program so that it can scale.
 - The current mirror (left) is at size 4; the right is at size 3.
- We'd like to structure the code so we can scale the figure by changing the code in just one place.

```
#=====#
|          <><>          |
|      <> . . . . <>      |
|  <> . . . . . . . <>  |
|<> . . . . . . . . . <>|
|<> . . . . . . . . . <>|
|  <> . . . . . . . <>  |
|      <> . . . . <>      |
|          <><>          |
#=====#
```

```
#=====#
|          <><>          |
|      <> . . . . <>      |
|<> . . . . . . . <>  |
|<> . . . . . . . <>  |
|      <> . . . . <>      |
|          <><>          |
#=====#
```

Limitations of variables

- Idea: Make a variable to represent the size.
 - Use the variable's value in the methods.
- Problem: A variable in one method can't be seen in others.

```
public static void main(String[] args) {  
    int size = 4;  
    topHalf();  
    printBottom();  
}  
  
public static void topHalf() {  
    for (int i = 1; i <= size; i++) {           // ERROR: size not found  
        ...  
    }  
}  
  
public static void bottomHalf() {  
    for (int i = size; i >= 1; i--) {           // ERROR: size not found  
        ...  
    }  
}
```


Scope

- **scope**: The part of a program where a variable exists.
 - From its declaration to the end of the { } braces
 - A variable declared in a `for` loop exists only in that loop.
 - A variable declared in a method exists only in that method.

```
public static void example() {  
    int x = 3;  
    for (int i = 1; i <= 10; i++) {  
        System.out.println(x);  
    }  
    // i no longer exists here  
} // x ceases to exist here
```

i's scope

x's scope

Scope implications

- Variables without overlapping scope can have same name.

```
for (int i = 1; i <= 100; i++) {  
    System.out.print("/");  
}  
for (int i = 1; i <= 100; i++) {    // OK  
    System.out.print("\\");  
}  
int i = 5;                        // OK: outside of loop's scope
```

- A variable can't be declared twice or used out of its scope.

```
for (int i = 1; i <= 100 * line; i++) {  
    int i = 2;                        // ERROR: overlapping scope  
    System.out.print("/");  
}  
i = 4;                              // ERROR: outside scope
```

Class constants

- **class constant**: A fixed value visible to the whole program.
 - value can be set only at declaration; cannot be reassigned

- Syntax:

```
public static final type name = value;
```

- name is usually in ALL_UPPER_CASE

- Examples:

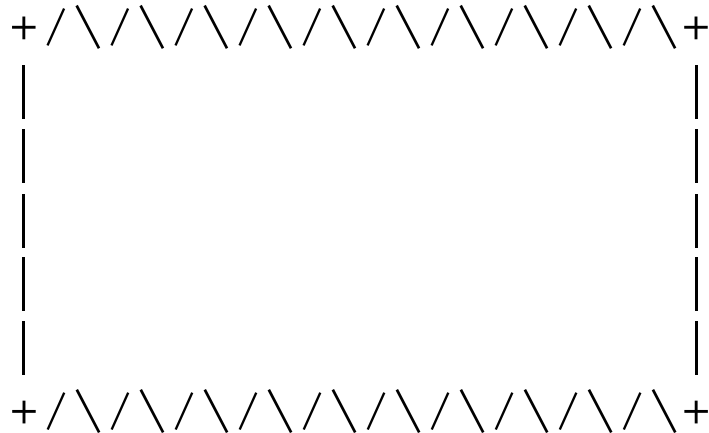
```
public static final int DAYS_IN_WEEK = 7;
```

```
public static final double INTEREST_RATE = 3.5;
```

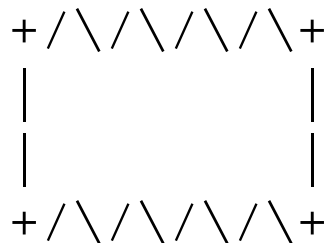
```
public static final int SSN = 658234569;
```

Constants and figures

- Consider the task of drawing the following scalable figure:



Multiples of 5 occur many times



The same figure at size 2

Repetitive figure code

```
public class Sign {

    public static void main(String[] args) {
        drawLine();
        drawBody();
        drawLine();
    }

    public static void drawLine() {
        System.out.print("+");
        for (int i = 1; i <= 10; i++) {
            System.out.print("/\\");
        }
        System.out.println("+");
    }

    public static void drawBody() {
        for (int line = 1; line <= 5; line++) {
            System.out.print("|");
            for (int spaces = 1; spaces <= 20; spaces++) {
                System.out.print(" ");
            }
            System.out.println("|");
        }
    }
}
```

Adding a constant

```
public class Sign {
    public static final int HEIGHT = 5;

    public static void main(String[] args) {
        drawLine();
        drawBody();
        drawLine();
    }

    public static void drawLine() {
        System.out.print("+");
        for (int i = 1; i <= HEIGHT * 2; i++) {
            System.out.print("/\\");
        }
        System.out.println("+");
    }

    public static void drawBody() {
        for (int line = 1; line <= HEIGHT; line++) {
            System.out.print("|");
            for (int spaces = 1; spaces <= HEIGHT * 4; spaces++) {
                System.out.print(" ");
            }
            System.out.println("|");
        }
    }
}
```

Complex figure w/ constant

- Modify the Mirror code to be resizable using a constant.

A mirror of size 4:

```
#=====#  
|          <><>          |  
|        <> . . . . <>        |  
|      <> . . . . . . . . <>      |  
| <> . . . . . . . . . . <> |  
| <> . . . . . . . . . . <> |  
|      <> . . . . . . . . <>      |  
|        <> . . . . <>        |  
|          <><>          |  
#=====#
```

A mirror of size 3:

```
#=====#  
|          <><>          |  
|        <> . . . . <>        |  
| <> . . . . . . . . <> |  
| <> . . . . . . . . <> |  
|        <> . . . . <>        |  
|          <><>          |  
#=====#
```

Using a constant

- Constant allows many methods to refer to same value:

```
public static final int SIZE = 4;

public static void main(String[] args) {
    topHalf();
    printBottom();
}

public static void topHalf() {
    for (int i = 1; i <= SIZE; i++) {        // OK
        ...
    }
}

public static void bottomHalf() {
    for (int i = SIZE; i >= 1; i--) {        // OK
        ...
    }
}
```