

Chapter One: Introduction – Thinking Procedurally

Java

Java is made up of many commands. In this tutorial we will cover the most important of them. We will not cover them all but those required by the IB syllabus.

A program is a sequence of commands or instructions. You enter commands into the editor to make a program and then compile the program (change it into a form that the computer understands) and then run the program.

Type

The information that a computer can hold can be many different type. There are complicated types like iMovie and spreadsheet files and there are basic types called primitive types of which all other information is made up from: boolean, byte, char, int, double.

Variables

A variable is the name of a memory just like the memory on a calculator. With Java you can have as many memories as you like. Variables come in different types depending on the nature of the information that is to be stored. The type of variable that we will first use is called `int`. This is used to store a whole number.

Any sequence of letters or numbers (providing it starts with a letter) can be used to denote a variable. Lower case letters are different from upper case letters. It is always best to use variable names that indicate the information that will be stored there. If a variable is used in a program then it stands for the information that was put in it.

Before a variable can be used it must be declared. (Note in the following examples the declaration of class has been omitted).

```
public class Example1
{
    public static void main(String args[])
    {
        int x = 17;
        IBIO.output("the number was " + x);
    }
}
```

Operations

We use `+` for plus, `-` for subtract, `*` for multiplication, `/` for division and `%` for the modulo/remainder.

```
public class Example2
{
    public static void main(String args[])
    {
        int a = 17;
        int b = 23;
        int c = a * b;
        IBIO.output ("the product of " + a + " and " + b + " is " + c);
    }
}
```

`output()` prints the contents of the brackets in one line. You can put several parts together using `+`. Strings must have double quotes around them.

Input

The command to input an integer is `inputInt(prompt)`:

```
public static void main(String args[])
{
    int    a = IBIO.inputInt("enter a number  ");
    int    b = IBIO.inputInt("and another one ");
    int    c = a * b;
    IBIO.output( "the product of " + a + " and " + b + " is " + c );
}
```

Loops

Loops are very important in Java because they enable us to repeat something over and over again. The first loop we will learn is the **for** loop.

```
for (starting condition; ending condition; increment)
{
    statements
}
```

```
public static void main(String args[])
{
    for (int i = 0; i < 20; i++)
    {
        IBIO.output("hello");
    }
}
```

There are three parts to a **for** loop:

The starting condition	in example <i>i</i> starts at 0
the stopping condition	in example the condition is that <i>i</i> is less than 20
the increment	in example <i>i</i> ++ means to increase <i>i</i> by 1

This loop works by first setting the starting situation, then doing the test, then does the body of the loop, then incrementing and repeating.

Pr 1.1 Change the program so that you enter in a number and then the program will print your name down the screen that number of times.

```
int    number = IBIO.inputInt("enter starting number");

for (int i = 0; i < 20; i++)
{
    IBIO.output(number);
    number = number+ 7;
}
```

The program above will start from the number 3 and make a sequence by adding 7 each time.

Pr 1.2 Write a program that allows you to input the number of steps, the starting point and the increment and then prints out your sequence. So for example step = 4, start = 3, increment = 2. Then the sequence will be 3 5 7 9.

Pr 1.3 Write a program that will print out the first 10 numbers, their squares and their cubes.

Pr 1.4 Write a program that displays the first 100 terms of the triangular sequence. This is the sequence that goes 1,3,6,10,15,21,... The rule is that you add on 2, then add on 3, then add on 4, etc.

Pr 1.5 Write a program that displays the first 20 powers of 2. Number and then the power.

Pr 1.6 The Fibonacci sequence is obtained by adding together the two terms of a sequence to get the next term: 3 , 4 , 7 (because 3 + 4 = 7), 11, 18, etc. Write a program that allows you to input the number of terms of the Fibonacci sequence that should be calculated and output.

Chapter Two: Thinking Logically

if

In programming there are three main concepts. The first is sequence – going from one statement to the next; the second is looping – repeating something over and over again, and the third is decisions –changing what happens depending on the situation.

```
public static void main (String args[])
{
    int    n = IBIO.inputInt("input a number between 50 and 60 ");
    if (n > 60)
        IBIO.output("that number was too big");
}
```

The main statement that is used to control decisions is the **if statement**.

if (expression) one statement;		if (expression) { many statements }
--	--	---

curly brackets { }

In Java programs you can either use one statement, or several statements enclosed by curly brackets. There are two rules for aligning up brackets. If the statement goes over one line then the brackets line up horizontally, if the statements go over many lines then the brackets align vertically like in the previous chapter.

Inside the brackets is an expression. These are called boolean expressions that work out to either true or false. If the statement is true then the next statement is done (if you need to include more than one statement, then it must be put into a block (ie surrounded by { and }). If the statement is false then the next line is skipped.

There are 6 relational operators – you must not leave a space between the symbols:

>	larger than	>=	larger or equal to
==	equal to	!=	not equal to
<	less than	<=	less than or equal to

Pr 2.1 Alter the above program so that it will comment if you entered a number less than 50, or a number larger than 60.

% Remainder

This is an operator that gives the remainder of two whole numbers. So 23 % 7 will be 2 because the remainder when you divide 23 by 7 is 2

Pr 2.2 Write a program that will let you enter a number and will reply with EVEN or ODD depending if the number you entered was even or odd.

else

This command allows us to choose an alternative, like in the following example.

if (expression) statement		if (expression) statement
else statement		else if (expression) statement

```
int x = IBIO.inputInt(input a number ");
if (n > 50)
    IBIO.output("larger than 50");
else
    IBIO.output("smaller than 50");
```

Pr 2.3 Change your program for writing EVEN and ODD so that it uses the else command.

One of the problems when we print numbers they do not align up on the right as they should. The following program segment fixes this

```
for (int i = 0; i < 20; i++)
{
    if (i < 10)
        IBIO.output("  " + i); // there are 2 spaces between the ""
    else
        IBIO.output(" " + i);   // there is only 1 space between the ""
}
```

Pr 2.4 Write a program to print out the cubes of numbers from 1 to 10 so that they line up on the right using the same idea as above.

Pr 2.5 Write a program to print out the numbers from 1 to 100 but omit printing all the even numbers. Do this by using `for (i = 1; i <= 100; i++)`

Pr 2.6 As above write a program to print out the numbers from 1 to 100 but omit printing all the even numbers and all the numbers divisible by 3.

&& AND, || OR

These commands allow us to combine two relations together.

$a > 3 \ \&\& \ b < 2$. This is true when a is larger than 3 and at the same time b is smaller than 2.

$a > 3 \ || \ b < 2$. This is true when a is larger than 3 or b is smaller than 2.

Pr 2.7 Change your last program so that it uses `&&` instead of two if statements.

Pr 2.8 Write a program to count all the numbers from 1 to 1 000 000 which are not divisible by 2 or 3 or 5 or 7. Output the results (the answer is 228571)