Tutorial

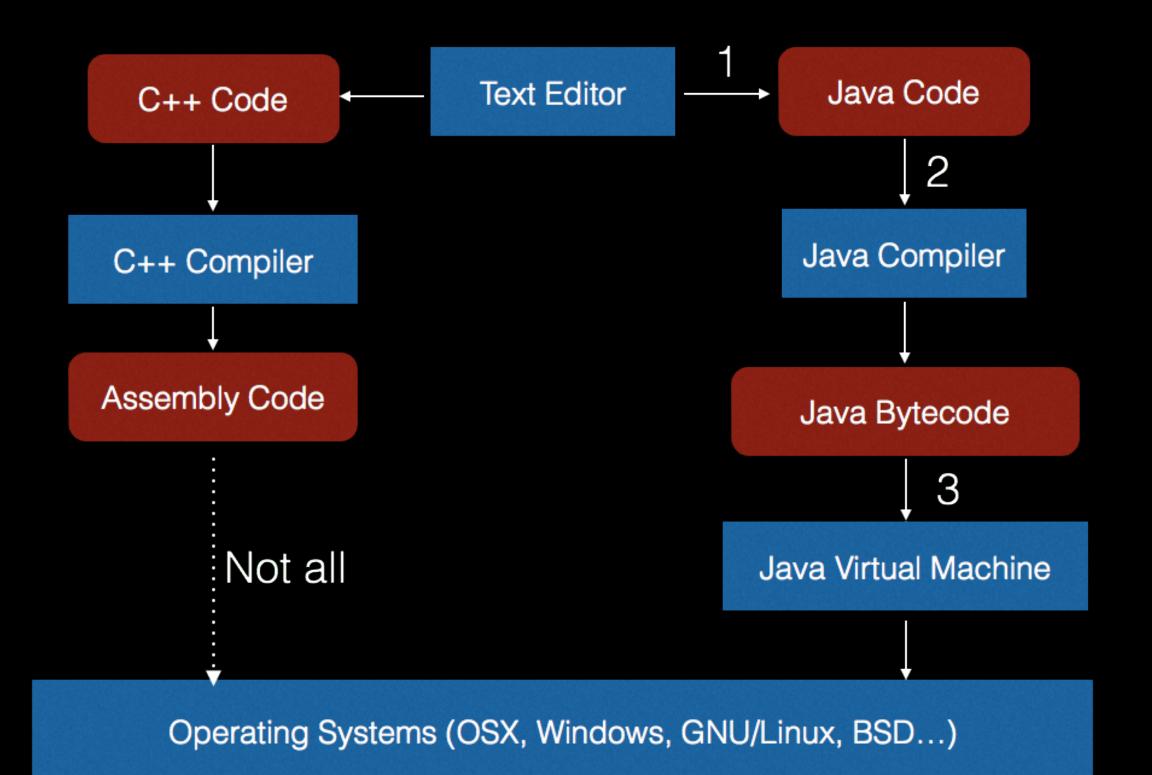
Objective

Synchronization mechanism on Concurrent Programming using Java

Concurrent vs Parallel

What's Java?

- Object Oriented Programming Language
- Imperative Language (vs Functional)
- Static & Strong type (vs Dynamic Type)
- Cross platform



1. Creating Java source code

Using a text editor to create HelloWorld.java

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

2. Compiling Java Source Code

- Launch terminal
- Run javac HelloWorld. java to compile
- Output is HelloWorld.class

3. Launching Java Application

- Run java HelloWorld to run the application
- HelloWorld is a public class which has an entrance
- Application entrance static void main method

Toolkits

- Free to choose operating system (GNU/Linux, OSX, Windows)
- IDEs : Intellij, Eclipse, Netbean
- Editors: Sublime Text, Vim, Emacs, Atom, ...

Recommend to do assignment on your own machine

(Other TAs may require you demo on Lab's machines)

Installation

- 1. Java Development Kit (Oracle JDK or OpenJDK)
- 2. IDEs or editors
- 3. Run HelloWorld by IDE

Java Quick Startec

Application structure

- An application includes classes
- A class includes fields and methods
- A method is composited by statements
- An application is started at main entry

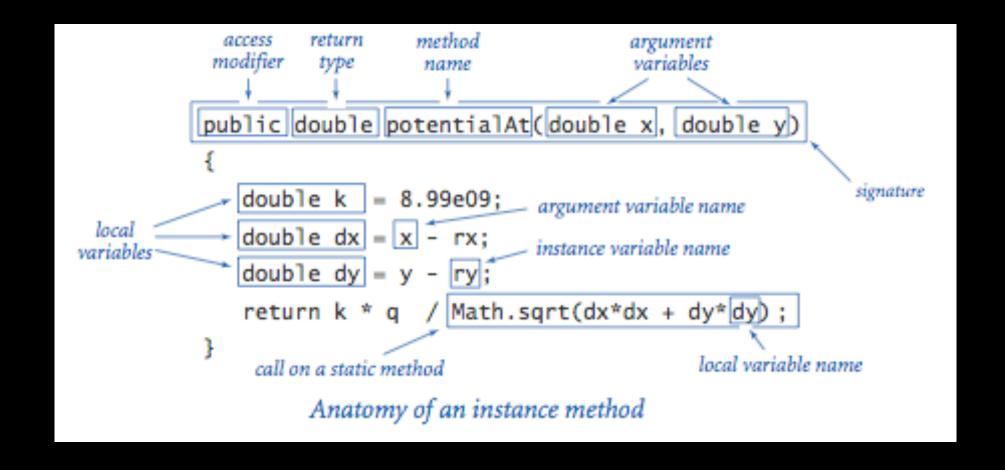
Class

- Fields are properties of instance
- Methods are behaviours
- Constructors are used to initialized instances
- Static vs Instance

```
public class Charge 👡
                                                          class
               private final double rx, ry;
 instance
 variables
               private final double q:
               public Charge (double x0, double y0, double q0)
constructor
               \{ rx = x0; ry = y0; q = q0; \}
               public double potentialAt(double x, double y)
                                                             instance
                                                            variable
                  double k = 8.99e09;
                                                             names
                  double dx = x - rx:
                  double dy = y - ry;
                  return k * q / Math.sqrt(dx*dx + dy*dy)/;
 instance
 methods
               public String toString()
               { return q +" at " + "("+ rx + ", " + ry +")"; }
               public static void main(String[] args)
test client
                  double x = Double.parseDouble(args[0]);
                  double y = Double.parseDouble(args[1]);
     create
                  Charge c1 = new Charge(.51, .63, 21.3);
      and
    initialize
                  Charge c2 = new Charge(.13, .94, 81.9);
     object
                  double v1 = c1.potentialAt(x, y);
                                                             invoke
                  double v2 = c2.potentialAt(x, y);
                                                           constructor
                  StdOut.prinf("\%.1e\n", (v1 + v2));
                                                        invoke
                         object
                                                       method
                         name
```

Method

- Signature: Method Type, Name, Return Type, Arguments
- Body: Statements



Constructor

Special method to initialize instance of class

```
class Student {
    private int id;
    private String name;
    public Student(int id, String name) {
        this.id = id;
        this.name = name;
```

Statements

- Declaration
- Assignment
- Conditional statements (if and switch)
- Invoking
- Loop statements (for, while, do while)
- Return statement

Builtin Types

| type | set of values | common operators | sample literal values |
|---------|-------------------------|------------------|-----------------------|
| int | integers | + - * / % | 99 -12 2147483647 |
| double | floating-point numbers | + - * / | 3.14 -2.5 6.022e23 |
| boolean | boolean values | && ! | true false |
| char | characters | | 'A' '1' '%' '\n' |
| String | sequences of characters | + | "AB" Hello" "2.5" |

Declaration & Assignment

```
int x;
int y = 10;
String name = "Concordia University";
Student st = new Student(123, "Name"); //Create student with name and id
```

Conditional Statement

```
if (x < 10) {
}else {
//Comment line
if(x == 10)
```

Selection Statement

```
switch(day) {
    case 0: System.out.println("Sun"); break;
    case 1: System.out.println("Mon"); break;
}
```

Loop Statements

```
for(int i = 0; i < N; i++) {

while(i < N) {
    i += 1;
}</pre>
```

Return Statement

- Stops execution of method
- Returns value

```
public double maxWithoutElse(double d1, double d2) {
    if(d1 < d2) {
        return d2;
    }
    return d1;
}</pre>
```

Assembling

```
class Mathematician {
    //Property
    private String name;
    //Constructor
    public Mathematician(String name) {
        this.name = name;
    //Instance method
    public int calculateFactorial(int n) {
        int result = 1;
        for(int i = 2; i <= n; ++i) {
           result *= i;
        return result;
```

Invoking it

```
class MyApp {
  public static void main(String[] args) {
    int n = 5;
    Mathematician m = new Mathematician("Anonymous");
    int factorial = m.calculateFactorial(n);
    System.out.println("Methematican says: " + n + "! = " + factorial);
  }
}
```

Arrays

```
String[] weekend = { "Saturday", "Sunday" };
int[] grades = {1, 2, ,3, 4, 5, 6, 7, 8, 9, 10};
int g1 = grades[0];
```

- Indexing starts from 0
- Multiple dimension array

Sources

- 1. http://introcs.cs.princeton.edu/java/11cheatsheet/images/built-in.png
- 2. http://joearms.github.io/images/conandpar.jpg