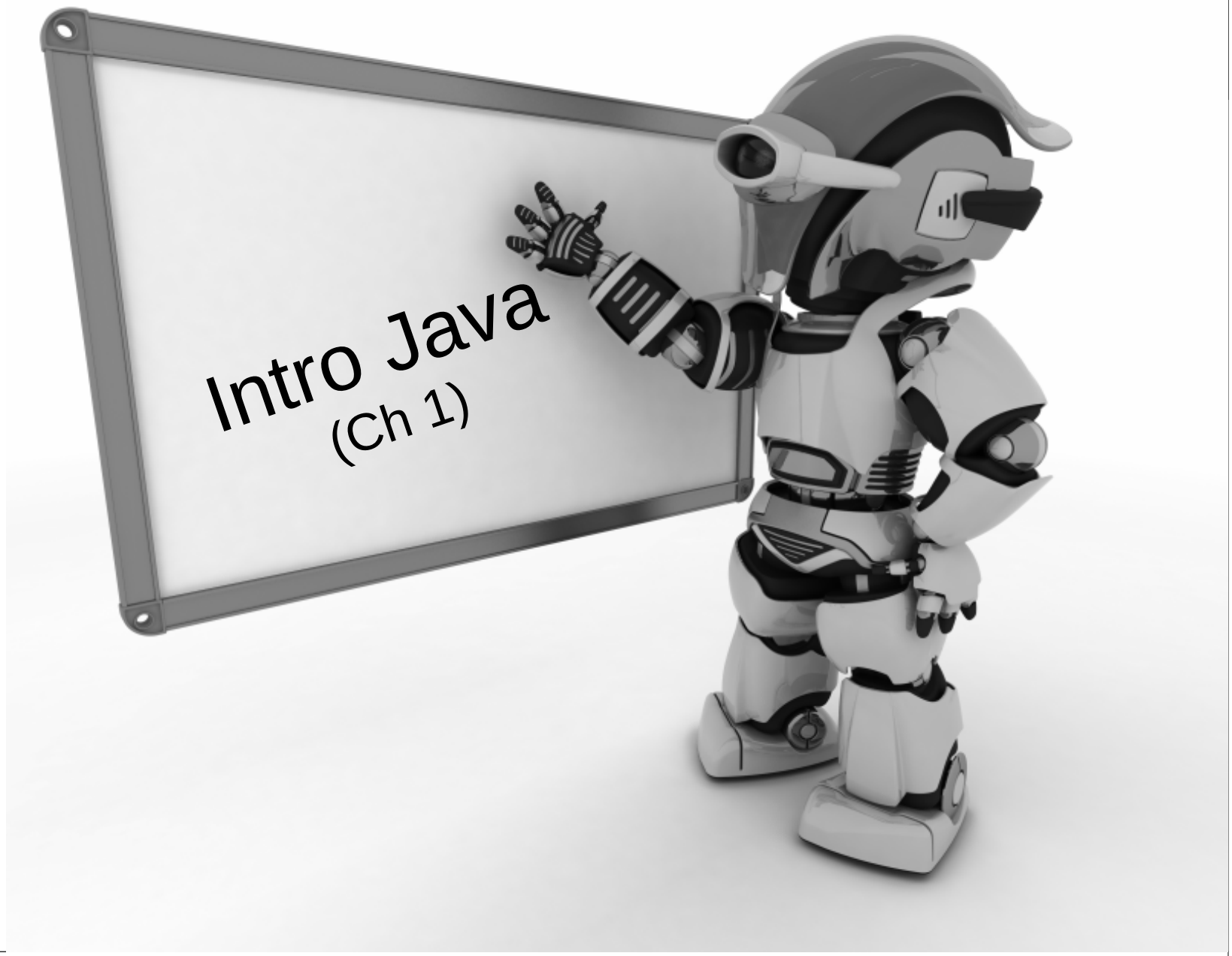
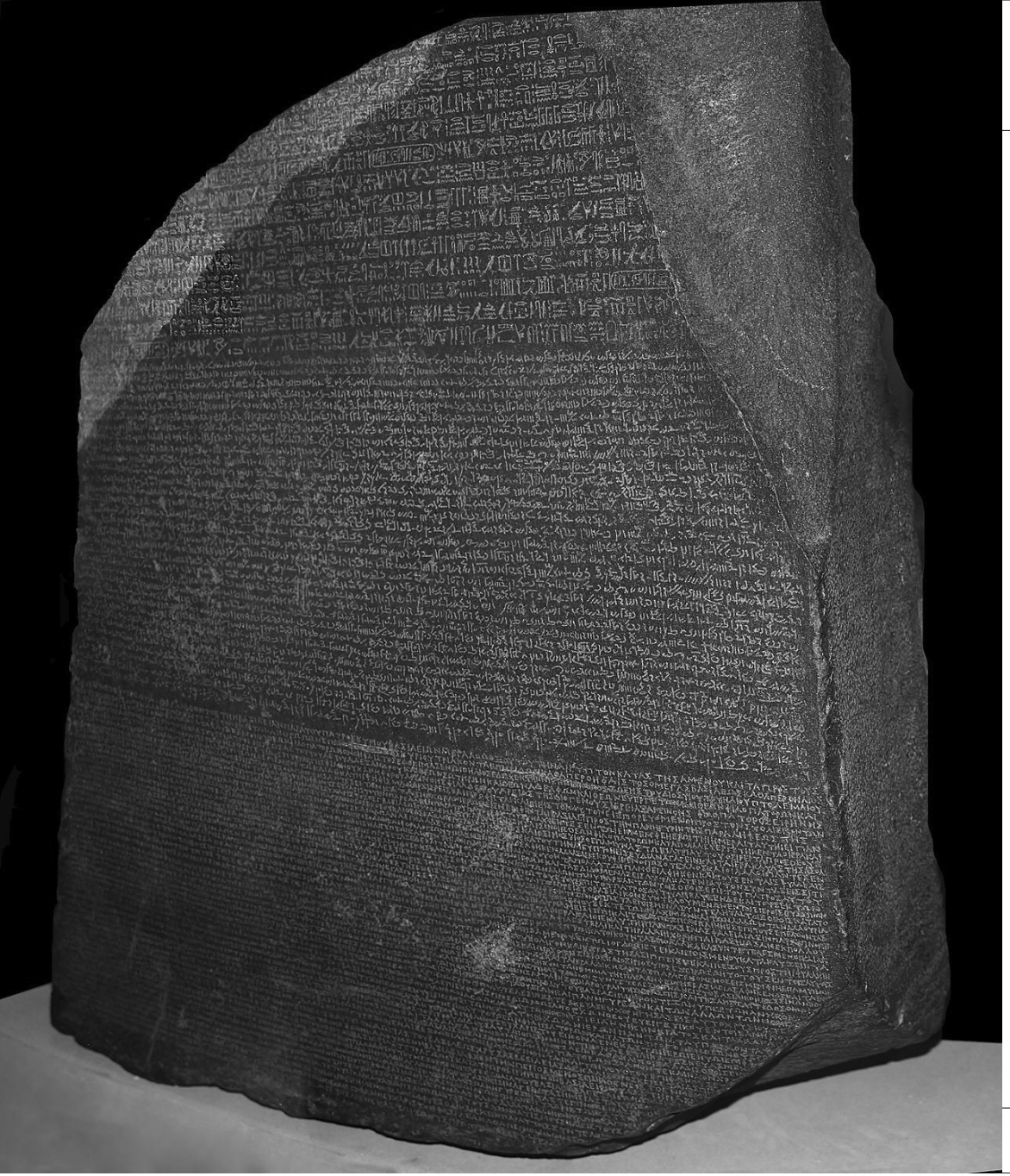
Intro Java
(Ch 1)





What is this?
Why do we care?

One Name

what is stack used for?
-> keep track of functions
-> local variables on stack
-> arguments, return values on stack

- Use this to..
  reference the current object
  - All objects are accessed by references.
    objects are on heap
  - References are like pointers but
    Java automatically dereferences when needed.
- Give each idea one name
  - Name field and constructor parameters the same.
  - Ex: name both numStudents, vs using each of:

1 - studentCount
2 - numStudents
- n
- numberStds

```
public class Course {
   private int numStudents;

   public Course(int numStudents) {
      this.numStudents = numStudents;
   }
}
```

Pass by value

suppose we have a reference (calling code) to a clock
-> can change properties of the clock
if create a new clock
-> no way to change calling code pointing to new clock from old clock just by passing value

- Java uses pass by value or pointers reference
  - Passing a primitive type passes its value.
  - Passing an object passes (by value).. a reference to the object

- What this means
  - When passed a primitive type, changes inside a method have no effect outside the method.
  - When passed an object, you *can* modify its state.
  - You *cannot* change which object it points to.

not constructor but factory method

```
public class Clock {
 private String background;
public setBackground(String background){
  this.background = background;
 }
}

public Clock makeGreatClock(){
 return new Clock();
}

public void changeClock(){
 clock.setBackGround("Blue");
}

public void someCallingCode(){
 Clock myClock = makeGreatClock();
 changeClock(myClock);
}
```

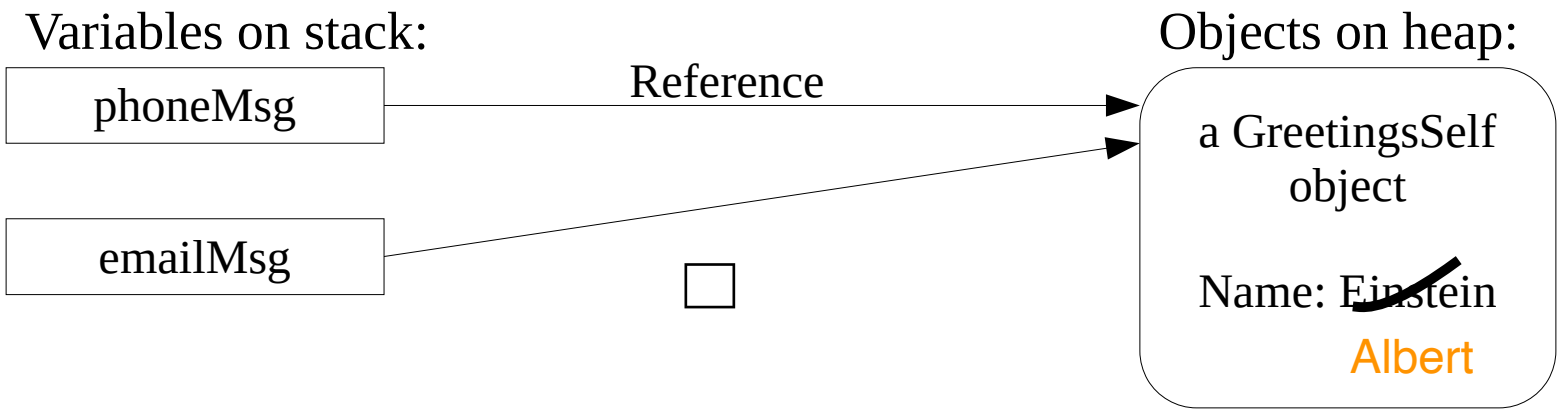
Multiple Object Reference

- = on an **object reference**..copies the reference
- Example

no operator override in java
copy: shallow vs deep

```
GreetingsSelf phoneMsg = new GreetingsSelf("Einstein");
GreetingsSelf emailMsg = phoneMsg;

emailMsg.setName("Albert");
```



- Automatic Garbage Collection
  - Objects with no references to them are automatically deleted.

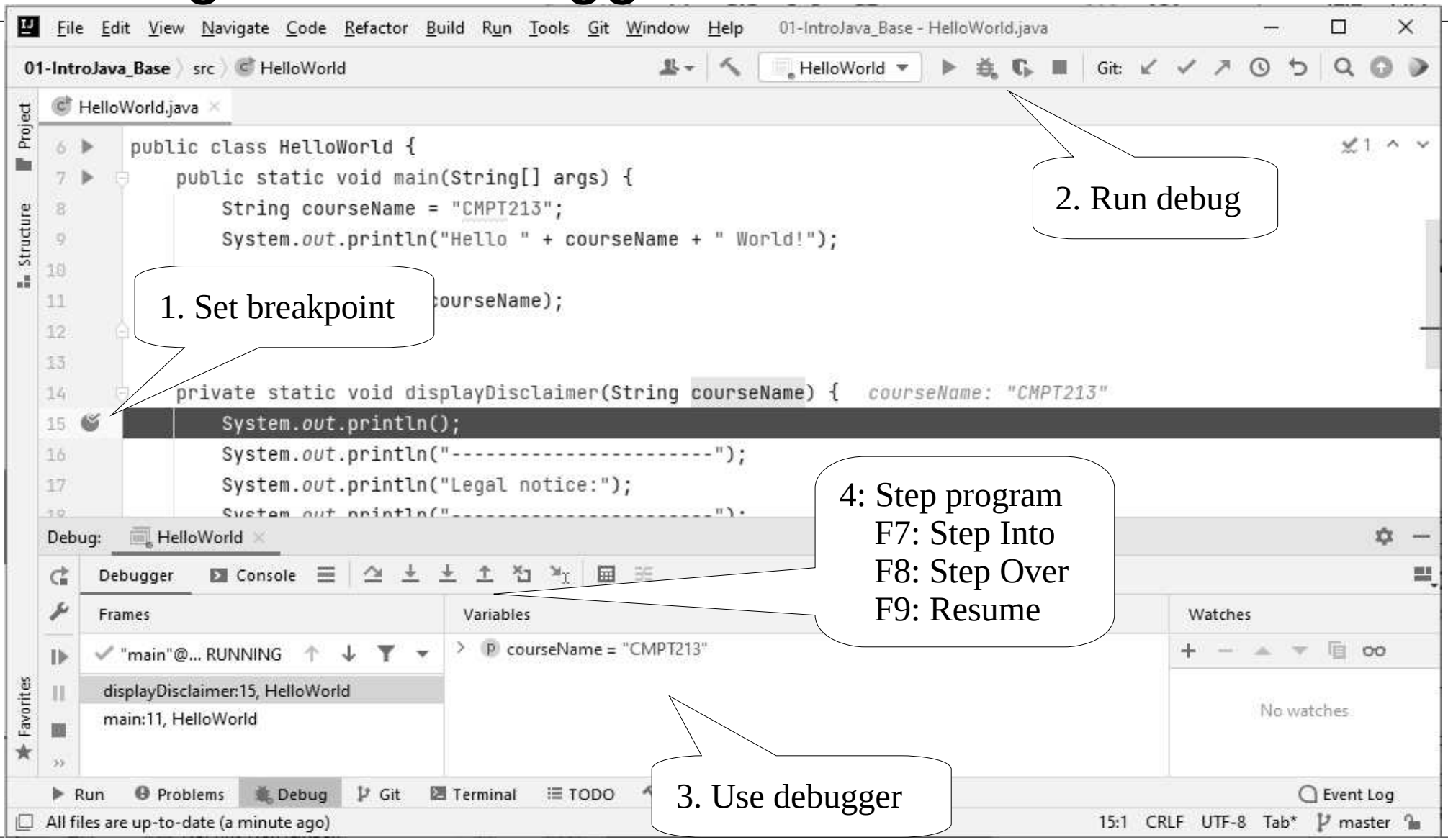
Comments

- JavaDoc:
  commenting syntax used to generate documentation.
  - on a class: above a class to describe purpose of class
  - on a method: above a method (or field) to explain it
    - Suggest only using for API methods:
      stable interface and requires solid documentation
      for external users.
- Commenting Rules (this course):

  RULE 1: comemnt purpose of each class

  RULE 2: Name fields, methods, and parameters well so you dont have to comment them

Integrated Debugger



What is the most over-used key word in C-based languages?

Static!

in C++, 4 ways to use static
in Java, 3 ways

Static

when to use static?
—> when you want objects to share/use the same data

- Static method
  - Can be called on the class (no object required).
    can be called before creating new object
  - Also called..class methods
- Static field accessible by all objects of the class
  - Shared by all instances of the class.
  - Also called..class data
  - Often used for constants:
    public static final int DAYS_PER_WEEK = 7;
- Static local in C/C++
  - Not supported in Java.

Static: What fails to compile?

```
public class StaticFun {
    public static final int TARGET_NUM_HATS = 10;
    private static int countNumMade = 0;
    private int favNum = 0;

    public static void main(String[] args) {

        // WHICH OF THESE 4 LINES GIVES A COMPILE TIME ERROR?
        changeFavNum(42);
        displayInfo();
        favNum = 10;
        countNumMade = 9;

    }

    private void changeFavNum(int i) {
        favNum = TARGET_NUM_HATS + i;
        displayInfo();
    }

    private static void displayInfo() {
        System.out.println("TARGET_NUM_HATTS: " + TARGET_NUM_HATS);
        System.out.println("countNumMade:     " + countNumMade);
        System.out.println("favNum:           " + favNum);
    }
}
```

FAILED - a static function has to call a static function/var

FAILED - same reason

FAILED - cuz it has no access to non-static field

NOTE: constructor needs to create a full form object

Static Factory Method

a method that makes an object, method is static

- Static Factory Method
  - A... static method which creates an object
  - Like a constructor, but more flexible:
    can give it a... descriptive name
  - A common... design pattern
- Example
  - In Pizza class:

```
public static Pizza makePizzaFromFile(File file) {
    // Open file and read in values
    // Create new Pizza object
    // Return the Pizza
}
```

Classes, Strings, Collections,

toString()

- All Java objects have a toString() method
  - All classes inherit from Object, which implements toString()
- Returns a String object which describes the object
  - Used for **debugging**, not formatted screen/file output
  - Recommended format:

```
@Override
public String toString() {
    return getClass().getName()
        + " [daField1=" + daField2
        + ", daField2=" + daField2 + "]";
}
```

@Override Annotation: method overrides a base class's method. (optional)

getClass().getName() returns class name of current object.

why do we use annotation instead of comment

String Demo

```
static void demoStringConcat() {
    String guess1 = "hello " + 42;
    String guess2 = "hello " + 4 + 2;
    String guess3 = 42 + "hello";
    String guess4 = 4 + 2 + "hello";
    String guess5 = new Integer(42).toString();
}
```

What does each String hold?

Integer, Double, Boolean, Long are Wrappers/Wrapper classes

```
static void demoStringToNumber() {
    String myInput = "42";
    int theValue = Integer.parseInt(myInput);
```

their functions (.parseInt) are static

Also have:
Double.parseDouble(...)
Boolean.parseBoolean(...)
Long.parseLong(...)

```
    // Current date/time to string
    Date now = new Date();
    String msg = "Currently " + now;
    System.out.println(msg);
```

Date.toString() gives:
`Thu Jan 16 13:49:46 PST 2014`

Date in java.util.Date

```
    // Demo bad conversion
    int oops = Integer.parseInt("Oops");
}
```

Throws NumberFormatException

Immutable objects

- Strings are Immutable
  Once created, they cannot be changed at all
  - To “change” a string, create a new one
- Example

```
String msg = "H";
msg = msg + "i";
msg += '!';
int count = msg.length();
```

Creates 3 strings;
2 for garbage collection:..
“H” and “Hi”

- Java does not support overloaded operators in general, except for + and += on Strings.
  - String still immutable, even with +=

how does it work with +=

Comparing Strings

- Compare strings using .equals()

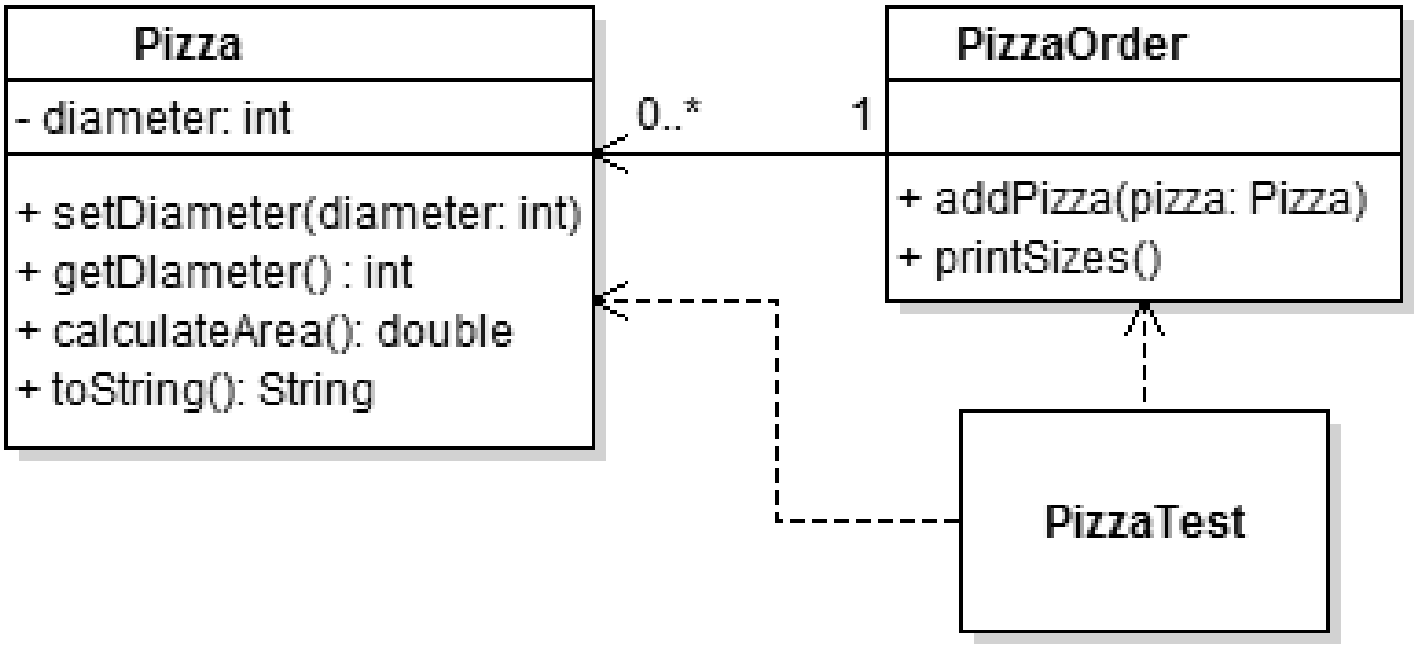
```
String password = getDaUsersPassword();
if (password.equals("12345")) {
    System.out.println("The air-shield opens.");
}
```

- Don't use ==
  - == compares the memory locations

```
if (password == yourGuess) {
    String msg = "Wow! The program stores the "
        + "password and your guess at the same "
        + "memory location! Crazy!";
    System.out.println(msg);
}
```

UML

- We will create the following classes in this section of the slides.



List and ArrayList

- Generic: works with..different types of objects
- Java includes many generic Collections.
  - ArrayList implements the List interface and is backed by an array (fast), and dynamically resizes.

```
List<Hat> hats = new ArrayList<>();
hats.add(new Hat("Blue"));
for(Hat hat: hats) {
      ...
}
```

Don't need to put <Hat>, the type, because already specified on left-side.

- Collections...only store objects not primitive types
  - To store primitives, use built in..wrapper classes: Integer, Long, Double, etc.
- Why List and ArrayList?
  - Design Principle: ..program to an interface, not an implementation

When is your code done?

Coding Standards

Clean Code

- Correct Code
  - Implements the requirements.
  - Has no (few) bugs.
- Clean Code
  - is correct
  - Conforms to..coding standard
  - easy to read
  - easy to maintain
- Professionals write clean code.

Coding Standard

- Course (and most companies) has a coding standard
  (See web page)
  - Your code *must* conform to this style guide.
  - Each assignment may mention some specifics.
  - Different than textbook:
    - K&R style bracket placement
    - Always include { }, even on one-line if/else
    - List fields before methods
- Activity
  - Read Coding Standard.
  - Go through the Person class and clean it up.

Summary

- Use one clear name for an idea.
- References to objects, everything pass-by-value.
- Static makes class methods and class data.
- String: Immutable class for working with all strings.
- Show classes with UML class diagram.
- Coding standard enforced for clean code.