

SWEN20003

Object Oriented Software Development

Arrays and Strings

Shanika Karunasekera

karus@unimelb.edu.au

University of Melbourne

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The Road So Far

- OOP Foundations
 - ▶ A Quick Tour of Java
 - ▶ Classes and Objects

Lecture Objectives

After this lecture you will be able to:

- Understand how to use Arrays
- Understand how to use Strings

Arrays

Motivation

- Store a single integer value

```
int x;
```

- Store two integer values

```
int x1, x2;
```

- Store n integer values

```
int[] intArray;
```

Keyword

Array: A sequence of elements *of the same type* arranged in order in memory

Array Declaration

```
basetype[] varName; OR \\  
basetype varName[];
```

- **Declares** an array (`[]`)
- Each *element* is of type `basetype`

```
int[] intArray;
```

How many elements does this array have?

Pitfall: Array Declaration

```
int[] intArray;  
int x = intArray[0];
```

Program.java:13: error: variable intArray might not have been initialized

- Arrays must be initialised, just like any other variable
- Let's look at how

Array Initialization and Assignment

```
int[] intArray_1 = {0, 1, 2, 3, 4};
```

- How many elements?
- What are their values?

```
int[] intArray_2 = new int[100];
```

- How many elements?
- What are their values?

```
int[] intArray_1 = new int[n];  
int[] intArray_2 = intArray_1;
```

- How many elements?
- What are their values?

Assess Yourself

```
int[] intArray_1 = {10, 20, 30, 40};  
int[] intArray_2 = intArray_1;  
  
System.out.println(intArray_2[0]);  
  
intArray_1[0] = 15;  
  
System.out.println(intArray_2[0]);
```

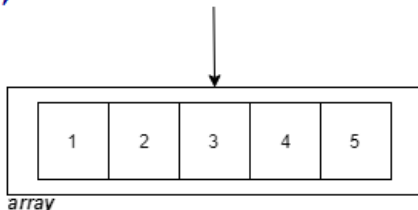
Program Output:

10

15

Pitfall: Array Assignment

```
int[] array = {  
    1, 2, 3, 4, 5  
};
```



- Array is a data type, similar to data types you create by defining
- Arrays are *references*!
- Manipulating one reference affects all references

Assess Yourself

Write a Java static method, `computeDoublePowers`, that accepts an integer `n`, and returns an array of `doubles` of that size. Your method should then fill that array with increasing powers of two (starting from 1.0).

Assess Yourself

```
public static double[] computeDoublePowers(int n) {  
    double[] nums = new double[n];  
  
    for (int i = 0; i < n; i++) {  
        nums[i] = Math.pow(2, i);  
    }  
  
    // For sanity checking  
    for (int i = 0; i < n; i++) {  
        System.out.println(nums[i]);  
    }  
  
    return nums;  
}
```

Multi-Dimensional Arrays

- Java permits “multi-dimensional” arrays
- Technically exist as “array of arrays”
- Declared just like 1D arrays

```
int[] [] nums = new int[10][10]; // Square array
int[] [] nums = new int[10][];   // Irregular array
```

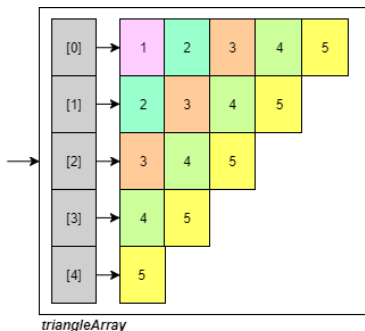
- Initialising 2D arrays slightly more complicated

```
for (int i = 0; i < nums.length; i++) {
    nums[i] = new int[<length_of_subarray>];
}
```

Assess Yourself

Write a program that can generate the following 2D array:

```
int[][][] triangleArray = {  
    {1, 2, 3, 4, 5},  
    {2, 3, 4, 5},  
    {3, 4, 5},  
    {4, 5},  
    {5},  
};
```



Can you write your program with as **few assumptions as possible**?

Assess Yourself

```
public class Main {  
    public static void main(String[] args) {  
        int HEIGHT = 5;  
        int MAX_WIDTH = HEIGHT;  
  
        int[] [] triangleArray= new int[HEIGHT] [];  
  
        for (int i = 0; i < HEIGHT; i++) {  
            triangleArray[i] = new int[HEIGHT - i];  
  
            for (int j = 0; j < HEIGHT - i; j++) {  
                triangleArray[i][j] = i + j + 1;  
            }  
        }  
    }  
}
```

Arrays of Objects

Arrays can be used to store objects.

Follow the steps below to create and store objects.

- Declaration of the array:

```
Circle[] circleArray;
```

- Allocation of Storage:

```
circleArray = new Circle[25];
```

- ▶ The above statement created an array that can store references to 25 Circle objects.
- ▶ Circle objects are not created, you have to create them and store them in the array - see next example.

Arrays of Objects - Example

```
// CircleArray.java
class CircleArray{
    public static void main (String[] args){
        //declare an array for Circles
        Circle[] circleArray = new Circle[3];
        // create circle objects and store in array
        for ( int i = 0; i < circleArray.length; i++) {
            circleArray[i] = new Circle(i,i, i + 2);
        }
        for ( int i = 0; i < circleArray.length; i++) {
            System.out.println("Circle " + i + " Radius = " +
                               circleArray[i].getR());
        }
    }
}
```

Program Output:

```
Circle 0 Radius = 2.0
Circle 1 Radius = 3.0
Circle 2 Radius = 4.0
```

Array Methods

- Indexing

```
int[] intArray = new int[10];  
int x = intArray[0];  
int x = intArray[10]; // Gives out of bounds error  
int x = intArray[-1]; // Gives out of bounds error
```

- Length

```
int len = intArray.length
```

- Equality

```
import java.util.Arrays;  
  
int[] n1 = {1, 2, 3};  
int[] n2 = {1, 2, 3};  
  
Arrays.equals(n1, n2);  
//true if the element values are the same, false otherwise
```

Array Methods

- Resizing - arrays are fixed length; resizing requires creating a new array.

```
int[] intArray = new int[5];  
intArray = new int[intArray.length + 3];
```

- Sorting (“ascending”)

```
Arrays.sort(n1);
```

- Printing

```
System.out.println(Arrays.toString(n1));
```

Output:

```
[1, 2, 3]
```

- Full Array documentation [here](#)

For Each Loop

```
for (<type> varName : <iterable object>) {  
    <block of code to execute>  
}
```

- More convenient method of iteration
- No indexing required
- Useful when operating with/on the *data*, and not the array

```
for (Circle c : circleArray) {  
    System.out.println(c.getRadius());  
}
```

Strings

Strings

You have already seen Strings in use:

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

```
final String STRING_CONSTANT = "Welcome to Java";
```

```
public String toString() {...}
```

```
System.out.println("arg[" + i + "]: " + args[i]);
```

But what is a String?

Assess Yourself

A “String” is a(n) what?

- ① Object (not technically correct)
- ② Class
- ③ Variable
- ④ Data Type
- ⑤ Method
- ⑥ Privacy Modifier
- ⑦ I have literally no clue

Strings

- Strings store sequences of characters
- String is a Java class
- Used to represent messages, errors, and “character” related attributes like name
- Incredibly powerful for input and output

Keyword

String: A Java class made up of a sequence of characters.

Strings

Some examples of String variables

```
String s1 = "This is a String";  
String s2 = "This is " + "also a String";  
String s3 = "10";  
String s4 = "s3 is still a string, even though it's a number";
```

Java Strings are almost identical to Python, except you **can't use single quotes**.

Assess Yourself

What does this code output?

```
System.out.println("Game of Thrones season 8 was "good".");
```

- ① "Game of Thrones season 8 was "good"."
- ② Game of Thrones season 8 was "good".
- ③ Game of Thrones season 8 was good.
- ④ Error

Special Characters

- Some characters (like " ") are “reserved”
- Mean something special to Java
- Need to “escape” them with “\” to use alternate meaning
- Examples “\n” (newline), “\t” (tab) “\”” (quotation)

```
System.out.println("Game of Thrones season 8 was \"good\".");
```

Keyword

Escaping: To include “special” characters in a string, use “\” to *escape* from that character’s normal meaning.

String Operations

- You can use + (and +=) to append/concatenate two strings
 - ▶ `System.out.println("Hello " + "World");`
 - ▶ Prints "Hello World"
- + is clever: if either operand is a string, it will turn the other into a string
 - ▶ `System.out.println("a = " + a + ", b = " + b);`
 - ▶ If a = 1 and b = 2, this prints: "a = 1, b = 2"
- Why is this useful?

Assess Yourself

- `System.out.println("1 + 1 = " + 1 + 1);`
- Actually prints `"1 + 1 = 11"`
- `System.out.println("1 + 1 = " + (1 + 1));`
- Prints `"1 + 1 = 2"`

Assess Yourself

- Name some “logical” things you might do with a String
- Think about how you would do them in C and Python

String Methods

- Length
 - ▶ C: Need a helper/buddy variable
 - ▶ Python: `len("Hello")`
 - ▶ Java: `"Hello".length()`
- Upper/Lower case
 - ▶ C: `toupper(*s)`
 - ▶ Python: `s.upper()`
 - ▶ Java: `s.toUpperCase()`
- Split
 - ▶ C: Stop
 - ▶ Python: `s.split()`
 - ▶ Java: `s.split(" ")`

String Methods

- Check substring presence
 - ▶ C: Why
 - ▶ Python: `"Hell" in s`
 - ▶ Java: `s.contains("Hell")`
- Find substring location
 - ▶ C: Never mind
 - ▶ Python: `s.find("Hell")`
 - ▶ Java: `s.indexOf("Hell")`
- Substring
 - ▶ C: I'm out
 - ▶ Python: `s[2:7]`
 - ▶ Java: `s.substring(2, 7)`

String Methods

- The full String class documentation can be found [here](#).

Assess Yourself

What does this output?

```
String s = "Hello World";  
s.toUpperCase();  
s.replace("e", "i");  
s.substring(0, 2);  
s += " FIVE";  
System.out.println(s);
```

"Hello World FIVE"

Immutability

- Strings are *immutable*; once created, they can't be modified, only replaced
- This means that every String operation **returns** a new String
- We'll look at immutability in more detail soon...
- Let's fix up that code

Assess Yourself

What does this output?

```
String s = "Hello World";  
s = s.toUpperCase();  
s = s.replace("e", "i");  
s = s.substring(0, 2);  
s += " FIVE";  
System.out.println(s);
```

"HE FIVE"

Assess Yourself

What does this output?

```
System.out.println("Hello" == "Hello");
```

true

Assess Yourself

What does this output?

```
String s = "Hello";  
System.out.println(s == "Hello");
```

true

Assess Yourself

What does this output?

```
String s = "Hello";  
String s2 = "Hello";  
System.out.println(s == s2);
```

true

Assess Yourself

What does this output?

```
String s = "Hello";  
String s2 = new String("Hello");  
System.out.println(s == s2);
```

false

Equality

- In the previous example `s` and `s2` are references to *objects*.
- To check equality between two objects we must use the `equals` method.
 - ▶ Remember the `equals` method from our previous topic - a standard method every class should have

```
String s = "Hello";  
String s2 = new String("Hello");  
System.out.println(s.equals(s2));
```

true

Keyword

.equals: A method used to check two *objects* for equality

Lecture Objectives

Upon completion of this topic you will be able to:

- Use Arrays
- Use Strings