

METHODS (CONSTRUCTORS/DESTRUCTORS), OPERATORS, CONTROL FLOW AND I/O

16TH LECTURE

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Outline

- **Methods**
 - Constructors & Destructor
 - Overloading
- **Control Flow**
 - If else, while, do while, for
- **I/O**
 - Java I/O System
 - InputStreams
 - FilterOutputStreams
 - Character I/O Streams
 - Modifying Stream Behavior
 - Sources & Sinks of Data
 - Modifying Stream Behavior

Constructor & Destructor



- Java guarantees proper initialization with constructors, helps cleanup with garbage collector

Guaranteed Initialization with the Constructor

```
class Rock {  
    Rock() { // This is the constructor  
        System.out.println("Creating Rock");  
    }  
}  
public class SimpleConstructor {  
    public static void main(String args[]) {  
        for(int i = 0; i < 10; i++)  
            new Rock();  
    }  
}
```

Method Overloading

- One word, many meanings: *overloaded*

```
class Tree {  
    int height;  
    Tree() {  
        System.out.println("Planting a seedling");  
        height = 0;  
    }  
    Tree(int i) {  
        System.out.println("Creating new Tree that is "  
            + i + " feet tall");  
        height = i;  
    }  
    void info() {  
        System.out.println("Tree is " + height + " feet tall");  
    }  
    void info(String s) {  
        System.out.println(s + ": Tree is " + height + " feet tall");  
    }  
}
```

Method Overloading

```
import java.util.Random;
public class Overloading {
    public static void main(String[] args) {
        int i = 0;
        while(i != 9) {
            Tree t = new Tree(i = new Random().nextInt(10));
            t.info();
            t.info("overloaded method");
        }
        // Overloaded constructor:
        new Tree();
    }
}
```

Default Constructor: Takes no Arguments

- **Compiler creates** one for you if you write no constructors

```
class Bird {  
    int i;  
}  
public class DefaultConstructor {  
    public static void main(String[] args) {  
        Bird nc = new Bird(); // Default!  
    }  
}
```

Constructor Initialization

- Order of initialization
 - Order that variables/objects are defined in class
- Static data initialization

```
class Cupboard {  
    Bowl b3 = new Bowl(3);  
    static Bowl b4 = new Bowl(4);  
    // ...  
}
```

b4 only created on *first* access or when first object of class **Cupboard** is created

this: Reference to Current Object

```
public class Leaf {  
    int i = 0;  
    Leaf increment() {  
        i++;  
        return this;  
    }  
    void print() {  
        System.out.println("i = " + i);  
    }  
    public static void main(String[] args) {  
        Leaf x = new Leaf();  
        x.increment().increment().increment().print();  
    }  
}
```

this: Specifying a Member

- If you get lazy when creating identifiers
- Probably not a good practice, but I do it myself sometimes...

```
class Flower {  
    String name;  
    Flower(String name) {  
        // Without "this" it would assign  
        // the argument to itself:  
        this.name = name;  
    }  
}
```

Destructor

- **garbage collection**
 - Garbage collection is not destruction
 - Your objects may not get garbage collected
 - Garbage collection is only about memory
- **finalize()**
 - In theory: releasing memory that the GC wouldn't
 - It's never been reliable: promises to be called on system exit; (causes bug in Java file closing)
- You must perform cleanup
 - Must write specific cleanup method

Member Initialization

```
void f() {  
    int i; // No initialization  
    i++;  
}
```

Produces compile-time error

compile time error(i++ statement 때문)

- primitives are given default values if you don't specify values

```
class Data {  
    int i = 999;  
    long l; // Defaults to zero  
    // ...  
}
```

Explicit static Initialization

```
class Cup {  
    Cup(int marker) {  
        System.out.println("Cup(" + marker + ")");  
    }  
    void f(int marker) {  
        System.out.println("f(" + marker + ")");  
    }  
}
```

cup class는 main 실행 전,
initialization 된다.
-> class load될 때, 실행된다.

```
class Cups {  
    static Cup c1;  
    static Cup c2;  
    static {  
        c1 = new Cup(1);  
        c2 = new Cup(2);  
    }  
    Cups() { System.out.println("Cups()"); }  
}
```

초기화 필요한거 static 블록 안에서
모아서 초기화? object 만들기 가능하다

실행 시기 언제?

Array Initialization

```
int a1[]; // This...  
int[] a1; // is the same as this!
```

- Creates a **reference**, not the array. Can't size it. To create an array of primitives:

```
int[] a1 = { 1, 2, 3, 4, 5 };
```

- An array of class objects: args.length 이거 전에 말했던 것, for loop 통해서 입력한 argument 출력 가능-> 해보기!

```
Integer[] a = new Integer[20];  
System.out.println("length of a = " + a.length);  
for(int i = 0; i < a.length; i++) {  
    a[i] = new Integer(i);  
    System.out.println("a[" + i + "] = " + a[i]);  
}
```

length produces
size

Array Initialization

- Can also use bracketed list (The size is then fixed at compile-time)

```
Integer[] a = {  
    new Integer(1),  
    new Integer(2),  
    new Integer(3),  
};
```

reference 만 정의해두면
당연히 사이즈는 모름? 안다?
(다시 공부하기...)

- If you do anything wrong either the compiler will catch it or an exception will be thrown

Control Flow

- the keywords
 - **if-else**, **while**, **do-while**, **for**, and a selection statement called **switch**.
- Java does not support the much-maligned **goto** (which can still be the most expedient way to solve certain types of problems).
- You can still do a goto-like jump, but it is much more constrained than a typical **goto**.

goto : 문제 많음...

Control Flow

- **If else**
 - The conditional must produce a **boolean** result.
 - **Form**
if(Boolean-expression)
 Statement
 or
if(Boolean-expression)
 statement
else
 statement

Control Flow Cont'd

- **Iteration**
 - **while**, **do-while** and **for** control looping and are sometimes classified as *iteration statements*. A *statement* repeats until the controlling *Boolean-expression* evaluates to false.
 - The form for a **while** loop
while(Boolean-expression)
Statement
 - The form for do-while is
do
statement
while(Boolean-expression);

Control Flow Cont'd

- **Iteration cont'd**

- The form of the for loop is:

for(initialization; Boolean-expression; step)

statement 불필요한 조건 놔! 계속 action 취하게 됨,,,

```
public class WhileTest {  
    public static void main(String[] args) {  
        double r = 0;  
        while(r < 0.99d) {  
            r = Math.random(); 범위 어디서부터 어디까지?  
            System.out.println(r);  
        }  
    }  
} ///:~
```

The Java I/O System

- Goal
 - to provide abstractions of all aspects of I/O
 - Directory structure, File, Memory, Network, etc.
- Expressing all possible configurations
 - Character, binary, buffered, reading lines, transparent data transfer, etc.

The File class

- Deceiving 이게 아니다? 다수의 파일을 처리라 수 있도록 한다.
 - refers to one or more file *names*, not a handle to a file itself
 - *Composite* design pattern: to represent tree structured hierarchy (node and leaf)
- Set of file names
 - **list()** gives an array of **String**
- For a subset of file names, you hand **list()** an object that **implements FilenameFilter**

interface?
object의 class가 fnf의 list() 라는 것 전해준다.

Example: Limiting the Number of Files Returned by the list() Method

- Use of `String[] list(FileNameFilter FFObj);`
 - *FFObj* is an object of a class that implements the **FileNameFilter** interface
 - Defining only a single method,
`boolean accept(File directory, String filename);`
 - Returning true for files in the directory that should be included in the list
- OnlyExt class implementing **FileNameFilter**
 - Restricting the visibility of the filenames returned by **list()** to files with names that end in the file extension specified when the object is constructed

Example: Limiting the Number of Files Returned by the list() Method Cont'd

- OnlyExt class

```
import java.io.*;
public class OnlyExt implements FilenameFilter {
    String ext;
    public OnlyExt(String ext) {
        this.ext = "." + ext;
    }
    public boolean accept(File dir, String name) {
        return name.endsWith(ext);
    }
}
```

Example: Limiting the Number of Files Returned by the list() Method Cont'd

- Displaying files that use the .html extension

중요합니당 ㅎㅎㅎ

```
// Directory of .HTML files.
import java.io.*;
class DirListOnly {
    public static void main(String args[]) {
        String dirname = "/java";
        File f1 = new File(dirname);
        FilenameFilter only = new OnlyExt("html");
        String s[] = f1.list(only);
        for (int i=0; i < s.length; i++) {
            System.out.println(s[i]);
        }
    }
}
```

accept => prototype
filenameFilter => ?
line -?
-> method?

parameter 값으로 전해주고,
s라는 string array 받아서
각각 element for loop
=> 원하는 direc 안 파일 이름
보여주는 프로그램 완성

I/O Fundamentals

- Different kinds of I/O
 - Files, the console, blocks of memory, network connections
- Different kinds of operations
 - Sequential, random-access, binary, character, by lines, by words, etc.

JAVA정의
연습 문제
앞의 코드 안보고 작성해보기

// 5월 2일 목요일

Binary Input and Output

- **InputStream**
 - All have **read()** methods you won't usually use
 - Sometimes tricky to tell when you're at the end
- **OutputStream**
 - All have **write()** methods you won't usually use
- Wrapping classes in "decorators" to add functionality. More work while coding.

Adding Attributes & Useful Interfaces

- Two issues with I/O streams:
 - What you're talking to
 - The *way* you talk to it
- One approach
 - Making a class for every possible combination
- Alternative
 - Java's "filter" streams (decorators)
- Dynamically creating the functionality you need
 - Input: **FilterInputStream**
 - Output: **FilterOutputStream**

Filter Input Streams

- **DataInputStream**
 - Full interface for reading primitive and builtin types
- **BufferedInputStream**
 - Adding buffering to the stream (usually do this)
- **LineNumberInputStream**
 - Adding line numbering functionality (nothing else; you'll probably add another filter)
- **PushbackInputStream**
 - Implementing a one-character push back, for scanners. You probably won't use this

Filter Output Streams

- **DataOutputStream**
 - Full interface for writing primitive and built-in types; complementing **DataInputStream** for portable reading & writing of data
- **PrintStream**
 - Allowing primitive formatting for data display
- **BufferedOutputStream**
 - Adding a buffer to the output stream (usually do this)

실행문 내에서 각 클래스 패키지 디렉토리 아래에서 클래스를 찾는 것이다.
틀래스 패스 디렉토리 등 패키지 하에서 찾는다.
클래스패스 패키지 클래스 이름 하에서 찾는다.
(import 시에도 그리고 실행시에도)

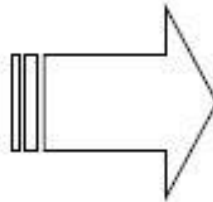
Character I/O Streams

- Added in Java 1.1
- Can appear that they are intended to replace **InputStream** and **OutputStream**
- **Reader** and **Writer** classes
 - Internationalization: uses 16-bit **char** (capable of holding Unicodes) instead of 8-bit **byte**
 - Also designed to improve speed
- Classes with no Character Versions
 - `DataOutputStream`
 - `File`
 - `RandomAccessFile`
 - `SequenceInputStream`

Sources & Sinks of Data

Binary

- **InputStream**
- **OutputStream**
- **FileInputStream**
- **FileOutputStream**
- **StringBufferInputStream**
- (no corresponding class)
- **ByteArrayInputStream**
- **ByteArrayOutputStream**
- **PipedInputStream**
- **PipedOutputStream**



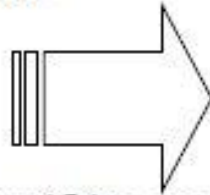
Character

- **Reader**
converter: **InputStreamReader**
- **Writer**
converter: **OutputStreamWriter**
- **FileReader**
- **FileWriter**
- **StringReader**
- **StringWriter**
- **CharArrayReader**
- **CharArrayWriter**
- **PipedReader**
- **PipedWriter**

Modifying Stream Behavior

Binary

- **FilterInputStream**
- **FilterOutputStream**
- **BufferedInputStream**
- **BufferedOutputStream**
- **DataInputStream**
- **PrintStream**
- **LineNumberInputStream**
- **StreamTokenizer**
- **PushBackInputStream**



Character

- **FilterReader**
- **FilterWriter** (abstract class with no subclasses)
- **BufferedReader**
(also has `readLine()`)
- **BufferedWriter**
- Use **DataInputStream** (except when you must use `readLine()`, then use a **BufferedReader**)
- **PrintWriter**
- **LineNumberReader**
- **StreamTokenizer**
(Use constructor that takes a **Reader** instead)
- **PushBackReader**

File I/O Examples

- **FileInputStream**
 - Getting bytes from a file

```
import java.io.*;
public class Read {
    public static void main(String[] args) {
        try {
            FileInputStream f = new FileInputStream("in.txt");
            int b;
            while ((b = f.read()) != -1)
                System.out.print((char) b);
        } catch (FileNotFoundException fnfe) {
            // System.out.println(fnfe);
            fnfe.printStackTrace();
        } catch (IOException ioe) {
            ioe.printStackTrace();
        }
        System.out.flush();
    }
}
```

File I/O Examples (Cont'd)

- **FileOutputStream**

텍스트

- Writing bytes to a file

```
import java.io.*;
public class Write {
    public static void main(String[] args) {
        try {
            byte ova[] = {'o', 'u', 't', '\n'};
            FileOutputStream f = new FileOutputStream(args[0]);
            f.write(ova);
            f.close();
        } catch (IOException ioe) {
            ioe.printStackTrace();
        }
    }
}
```