

Module 1-5

Inputs and Outputs

- Methods
- Command Line

Objectives

- Be able to use [System.in/System.out/Console.ReadLine\(\)](#) to perform console I/O in a program
- Be able to correctly parse input from the input to primitive data types
- Be able to check for string equality
- Be able to split a string apart using known split character
- Be able to explain the process of a command line application (Take input, calculate data, give output)
- Be able to run their command line apps in their IDE

Methods

Methods

- Methods are **related** (hint: {...}) statements that complete a specific task or set of tasks.
- Methods can be called from different places in the code.
- When called, inputs can be provided to a method.
- Methods can also return a value to its caller.

Methods: General Syntax

Here is the general syntax:

```
<access Modifier> <return type> <name of the method> (... Args/params...) {  
    // method code.  
}
```

- The return type can be one of the data types (boolean, int, float, etc.) we have seen so far.
- If the return type is “void” it means nothing is returned by the method.

Methods: Example

Here is a specific example of a non-void method:

```
public class MyClass {  
  
    public int addTwoNumbers(int a, int b) {  
        return a+b;  
    }  
}
```

The method has a return value of int, so there needs to be a return statement that returns an integer.

The method addTwoNumbers is a method of the MyClass class.

The method expects 2 parameters as input. More specifically, it expects 2 integers

Methods: Example

Here is a specific example of a void method:

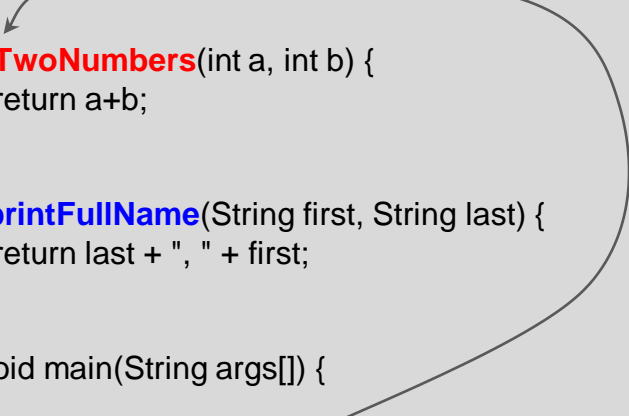
```
public class MyClass {  
    public void addTwoNumbers(int a, int b) {  
        System.out.println(a+b);  
    }  
}
```

This method is void, thus has no return statement.

Methods: Calling A Method

Methods can be called from other methods.

```
public class MyClass {  
    public int addTwoNumbers(int a, int b) {  
        return a+b;  
    }  
  
    public String printFullName(String first, String last) {  
        return last + ", " + first;  
    }  
  
    public static void main(String args[]) {  
  
        int result = addTwoNumbers(3,4);  
        System.out.println(result);  
        // result will be equal to 7.  
  
        String fullName = printFullName("Minnie", "Mouse");  
        System.out.println(fullName);  
        // result will be equal to "Mouse, Minnie"  
    }  
}
```



In here, we call the method **printFullName** from **callingFunction**, providing all needed parameters and saving the result into result.

Methods: Calling A Method

Once a method has been defined, it can be called from somewhere else.

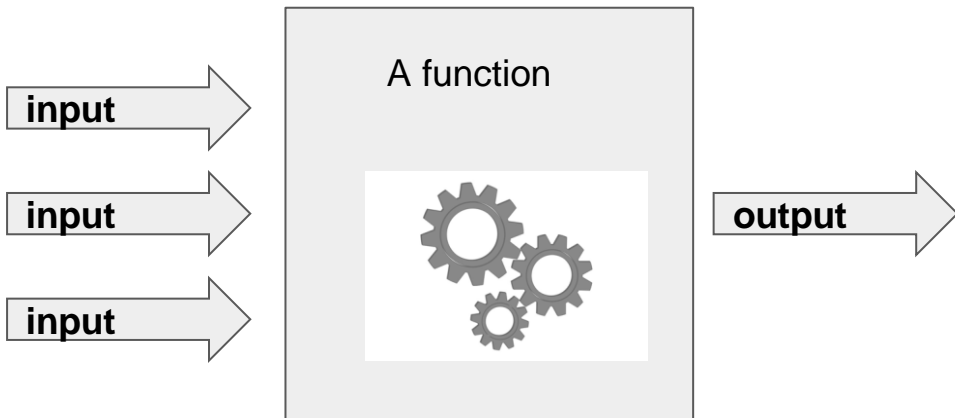
```
public class MyClass {  
    public int addTwoNumbers(int a, int b) {  
        return a+b;  
    }  
  
    public void callingFunction (String args[]) {  
  
        int result = addTwoNumbers(3,4);  
        System.out.println(result);  
        // result will be equal to 7.  
    }  
}
```

addTwoNumbers takes 2 inputs, an integer a and an integer b. These are known as **parameters**.

When we call **addTwoNumbers**, we must provide the exact inputs specified (in this case 2 integers).

Methods: Example

Methods are Java's versions of functions. You can think of this as a process that could potentially take several inputs and use it to generate output.



Command Line Input / Output

Getting Input from the Command Line

- All programming languages must have the ability to read in data (input)
- Examples of input: a file, data being transmitted from a network, or **data typed in by the user.**

System.in and System.out

- Refer to standard input and output streams.
- System.in refers to the keyboard
- System.out refers to the console (monitor/terminal)
- To read from the keyboard, we need to create a Scanner object
Scanner input = new Scanner(System.in);

Using the Scanner Object

```
import java.util.Scanner;
```

To use the scanner object, we must import in the correct class.

```
public class InputReader {
```

Create an object of type scanner

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

```
        Scanner userInput = new Scanner(System.in);
```

The input is read and stored into a String called name.

```
        System.out.print("Please enter your name: ");
```

```
        String name = userInput.nextLine();
```

```
        System.out.print("Please enter your height: ");
```

The input is read and stored into a String called heightInput.

```
        String heightInput = userInput.nextLine();
```

```
        int height = Integer.parseInt(heightInput);
```

heightInput is converted into an int using the **Integer Wrapper Class**.

```
        System.out.println("Your name is: " + name + ".");
```

```
        System.out.println("Your height is: " + height +  
        " inches.");
```

```
    }
```

```
}
```

Parsing Strings

- What data type is the input from command line?
 - Always Strings!
- How do we “convert” this to numbers, dates, times, decimals, etc.?
 - Parse the string to convert it to a different data type

Java:

```
Integer.parseInt(String s);  
Long.parseLong(String s);  
Double.parseDouble(String s);  
Boolean.parseBoolean(String s);
```

Wrapper Classes

- Up until now, we have seen most of the primitive data types, to name a few: **int**, **boolean**, **char**, **long**, **float**...
- You have also seen some non-primitive types: **Strings** and **Arrays**
- You might have noticed that non-primitive types seem to have extra functionality that can be invoked with the dot operator, for example: **(myArray.length)**.
- All the primitive data types have more powerful non-primitive equivalents, these are called **wrapper classes**. You have seen an example of this.

```
int height = Integer.parseInt(heightInput);
```

* albeit this example uses a static method of the wrapper class (more on this at a later date)

Wrapper Classes

Primitive	Wrapper	Example of Use
int	Integer	Integer myNumber = 3;
double	Double	Double myDouble = 3.1;

Declaring a variable using the Wrapper class gives you a little bit more flexibility. For example, you are able to run certain utility methods by using the dot operator.

```
Integer myNumber = 3;  
String myStringNumber = myNumber.toString();
```

In the above example we have used a Wrapper class, and then a method of that class (toString()) to convert the value to a String. In general, if you know type conversions will be involved, Wrapper classes might be a good idea.

String equality

- Code example
- Difference between `==` and `.equals()` method
 - `==` can only be used with primitive data types
 - `.equals` should be used on reference types (Class objects)

Reading In Multiple Items

```
import java.util.Scanner;

public class InputReader {

    public static void main(String[] args) {

        Scanner userInput = new Scanner(System.in);
        System.out.print("Please enter several names: ");
        String lineInput = userInput.nextLine();

        String [] inputArray = lineInput.split(" ");

        for (int i=0; i < inputArray.length; i++) {
            System.out.println(inputArray[i]);
        }
    }
}
```

This is one possible way to handle input for more than one item.

- When prompted a user enters each item separated by a space.
- The split method separates out each time using the spaces, and puts all of the items into an array!

Reading In Multiple Items

```
1 import java.util.Scanner;
2
3 public class InputReader {
4
5     public static void main(String[] args) {
6
7         Scanner userInput = new Scanner(System.in);
8         System.out.print("Please enter several objects: ");
9         String lineInput = userInput.nextLine();
10
11         String [] inputArray = lineInput.split(" ");
12
13         for (int i=0; i < inputArray.length; i++) {
14             System.out.println(inputArray[i]);
15         }
16     }
17 }
```

Console x

<terminated> InputReader [Java Application] C:\Program Files\Java\jre1.8.0_211\bin\javaw.exe (Sep

Please enter several objects: Ford GM Chrysler Toyota Honda Nissan BMW

Ford

GM

Chrysler

Toyota

Honda

Nissan

BMW

The user entered each car brand separated by a space

The whole input is “split” and repackaged as an array