

Objectives: Subroutines and 2-d array practice; Object-oriented next week!

Up next: MP4 due Monday, 8PM. Teach your music-major roommate about classes and subroutines. <http://digest.bps.org.uk/2014/10/students-learn-better-when-they-think.html>

1. Ask your neighbor ... **"What is meant by pre-condition of a subroutine?"**

"...and post-condition?"

"What is a static variable?"

2. **What is $(0xff \ll 16) \mid (9 \ll 8) \mid 21$ in hexadecimal?**

3. **Write a CLASS method that takes two parameters - a reference to a string array ("grades") and a string ("letter"). Return the array index of the grade letter, or -1 if the letter is not a valid grade letter.**

4. **Complete the following bucket sort code to sort the data array.**

```
int[] data = {5,22,5,18,4,... 74623 more values between 0 & 999

int max = 1000;
int[] histogram = new int[max];

// Phase 1, count the number of occurrences of 0,1,2,3... max-1
for(int i =0; i < data.length; i ++)
    ? _____

// Phase 2, Use histogram to create the sorted output data
int ptr=0; // we will write values into data[ptr]
for(int value=0; value<max; value ++)
    ?

// This sort is fast but what limitations can you see with this
algorithm?
```

5. Create a **class** method 'debugArray' that will print each value of a string array parameter.

Can you think of an application where a debugArrayInt() would be useful?

6. Funky town...

```

class PixelEffects {
.
.
.
public static int[][] funky(
    int[][] source, int[][] sourceB) {
    int width = source.length;
    int height = source[0].length;
    int[][] result = new int[width][height];
    for (int i = 0; i < width; i++)
        for (int j = 0; j < height; j++) {
            int rgb = source[i][j];
            int red = RGBUtilities.toRed(rgb);
            int green = RGBUtilities.toGreen(rgb);
            int blue = RGBUtilities.toBlue(rgb);

            result[i][j] =
                RGBUtilities.toRGB(0, Math.max(green, blue), 0);
        }
    return result;
}

```

7. Static Review -True/False?

- i) T / F? A common use of static variables is to create constants. For example,
- ```
public static final String MSG = "Abort? Retry? Fail?"
```
- ii) T / F? Static methods are class methods.
- iii) T / F? Static methods require an object.
- iv) T / F? Class names usually start with an uppercase letter.
- v) T / F? Method names usually start with a lowercase letter.

*Correct the mistakes:*

- vi) T / F? You create static fields from inside a method.

e.g. To create a static variable you would write the following...

```

public class MyStringUtils {
 public static String addPadding(String s) {
 static char PADDINGCHAR = ' ';
 while(s.length() < 10) s = s + PADDINGCHAR;
 return s;
 }
}

```

- vii) T / F? You call static methods using : 'ClassName.methodName(arguments)'

**8. Using 2D arrays to represent an image.**

Create a picture of the JVMs memory and use memory pointers to explain why the following code swaps two rows.

```

int[][] pixels;
pixels = new int[480 /*row or 'y' coordinate*/][640 /* column or 'x'*/];
// initialize pixel array : Odd rows are black.
// Even rows are white
for(int y=0;y< 480; y++)
 for(int x = 0; x< 640; x++)
 if(y % 2 ==0) pixels[____][____] = 0xffffffff;

//0xffffffff = all white (red=255,green=255,blue=255)
int[] temp = pixels[10];
pixels[10] = pixels[11];
pixels[11] = temp;

```

6. Objects in your life? Examples:

Tangible...

6. Merge...

Complete the following code to merge two sorted integer arrays together into a single output array

```
public static int[] merge(int[] A, int[] B) {
 int done = 0;
 int countA = 0;
 int countB = 0;
 int[] result = new int[_____];
 while ((countA < A.length) _____) {
 if (_____) result[done++] = A[countA++];
 else
 result[_____] = B[_____];
 }
 while (countA < A.length)
 result[done++] = A[countA++];
}
```

Abstract...

What characteristics do objects have in common?

8. Represent Red-Green-Blue Color Information as a single integer.

[http://math.hws.edu/javanotes/c13/s1.html#GUI2.1.2] The red, green, and blue components of a color are represented as 8-bit integers, in the range 0 to 255. When a color is encoded as a single int, the blue component is contained in the eight low-order bits of the int, the green component in the next lowest eight bits, and the red component in the next eight bits. (The eight high order bits store the "alpha component or transparency" of the color.) It is easy to translate between the two representations using the shift operators << and >> and the

Briefly: If A and B are integers, then A << B is the integer obtained by shifting each bit of A, B bit positions to the left; A >> B is the integer obtained by shifting each bit of A, B bit positions to the right; A & B is the integer obtained by applying the logical and operation to each pair of bits in A and B; and A | B is obtained similarly, using the logical or operation. For example, using 8-bit binary numbers, we have:

```
01100101
& 10100001

00100001
```

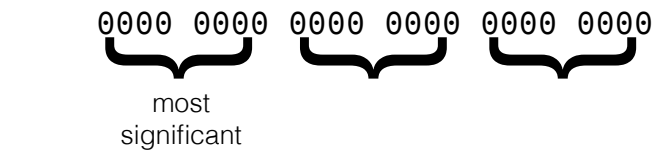
Here are incantations that you can use to work with color codes.

Can you write an alternative version for green?

/\* Suppose that rgb is an int that encodes a color. To get separate red, green, and blue color components: \*/

```
int red = (rgb >> 16) & 0xFF;
int green = (rgb >> 8) & 0xFF;
int blue = rgb & 0xFF;
```

where the binary representation of the integer 0xFF is:



/\* Suppose that red, green, and blue are color components in the range 0 to 255. To combine them into a single int: \*/

```
int rgb = (red << 16) | (green << 8) | blue;
```

7. Thus far in this course, we have used classes to:

#GUI2.1.2] The red, green, and blue components of a color are represented as 8-bit integers, in the range 0 to 255. When a color is encoded as a single int, the blue component is contained in the eight low-order bits of the int, the green component in the next lowest eight bits, and the red component in the next eight bits. (The eight high order bits store the "alpha component or transparency" of the color.) It is easy to translate between the two representations using the shift operators << and >> and the

8. Bitwise logical operations can also be thought of as:

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9. Objects as parameters in subroutines. 2D Array Demo:

```
01100101
10100001
11100101
// test the array passing in here...

public class ArrayPassingDemo {
 public static void main(String[] args) {
 debug2DArrayInt(ptr);
 }

 public static void debug2DArrayInt(int[][] ptr) {
 // Handle the case if the reference is null
 if (ptr == null) {
 System.out.println("Ooops! Array is null");
 }

 // Handle the case if the reference points to an array
 System.out.print("{ ");
 for (int i = 0; i < ptr.length; i++) {
 System.out.print("{ ");
 for (int j = 0; j < ptr[i].length; j++) {
 if (j > 0) System.out.print(", ");
 System.out.print(ptr[i][j]);
 } // end of i-loop
 System.out.print(" } ");
 } // end of j-loop
 System.out.println(" }");
 } // end of class method debug2DArrayInt
}
```