

Welcome Notes

- Revise Material: Algorithms, Fourth Edition and Course Booksite.
- **Be an active participant:** write and debug code, solve problems, study available resources, engage into discussions.
- Module 1 Material: Introduction.

Course Overview

This is an intermediate-level course about programming and problem-solving using algorithms and data structures.

Algorithm: method for solving a problem.

Data Structure: method to store information.

For a professional, studying algorithms is essential for **intellectual stimulation**, **to** become a proficient programmer, to solve problems that could not otherwise be addressed, to understand things, etc.

Introduction Assignment

Submission 1: Write a program that outputs "Hello World".

```
public class HelloWorld{
  public static void main(String args[]){
    System.out.println("Hello World");
  }
}
```

Notes:

- Java programs need a class and a constructor method to run;
- **Public**: will be accessed by JVM (Java Virtual Machine);
- Static: can be executed without a class instance;
- Void: will not return value;
- String args[]: allows to pass command-line arguments.

Even if it will not be used, every Java program needs the **String args[]** signature.



Submission 2: Write a program that takes two names (*X* and *Y*) as **command-line arguments** and outputs "Hello X and Y | Goodbye Y and X".

```
public class HelloGoodbye {
  public static void main(String[] args) {
    String name_one = args[0];
    String name_two = args[1];
    String hello = String.format("Hello %s and %s.", name_one, name_two);
    String goodbye = String.format("Goodbye %s and %s.", name_two, name_one);
    System.out.println(hello);
    System.out.println(goodbye);
}
```

Notes:

• There are **format specifiers** for strings in Java;

Specifier	Meaning	Example	Result
%s	String	"John"	John
%d	Integer	25	25
%f	Float	3.1415	3.141500
%.2f	Two decimal cases Float	3.1415	3.14
%n	Line break	-	-



Submission 3: Write a program that reads a sequence of words and print one of those words randomly using **Knuth's method**.

```
import edu.princeton.cs.algs4.StdOut;
import edu.princeton.cs.algs4.StdOut;
import edu.princeton.cs.algs4.StdRandom;
public class RandomWord {
   public static void main(String[] args) {
      String champion = "";
      int count = 0;
      while (!StdIn.isEmpty()) {
        String word = StdIn.readString();
      count++;
      if (StdRandom.bernoulli(1.0 / count)) {
        champion = word;
      }
    }
    StdOut.println(champion);
}
```

Notes:

• **Knuth's Method:** when reading the *ith* word, select it with probability 1 / *i* to be the champion, replacing the previous one.