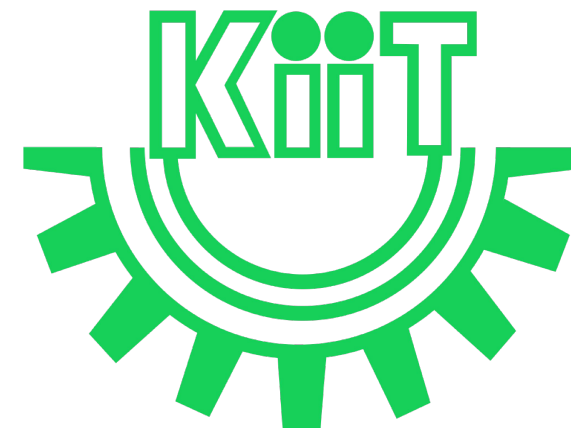
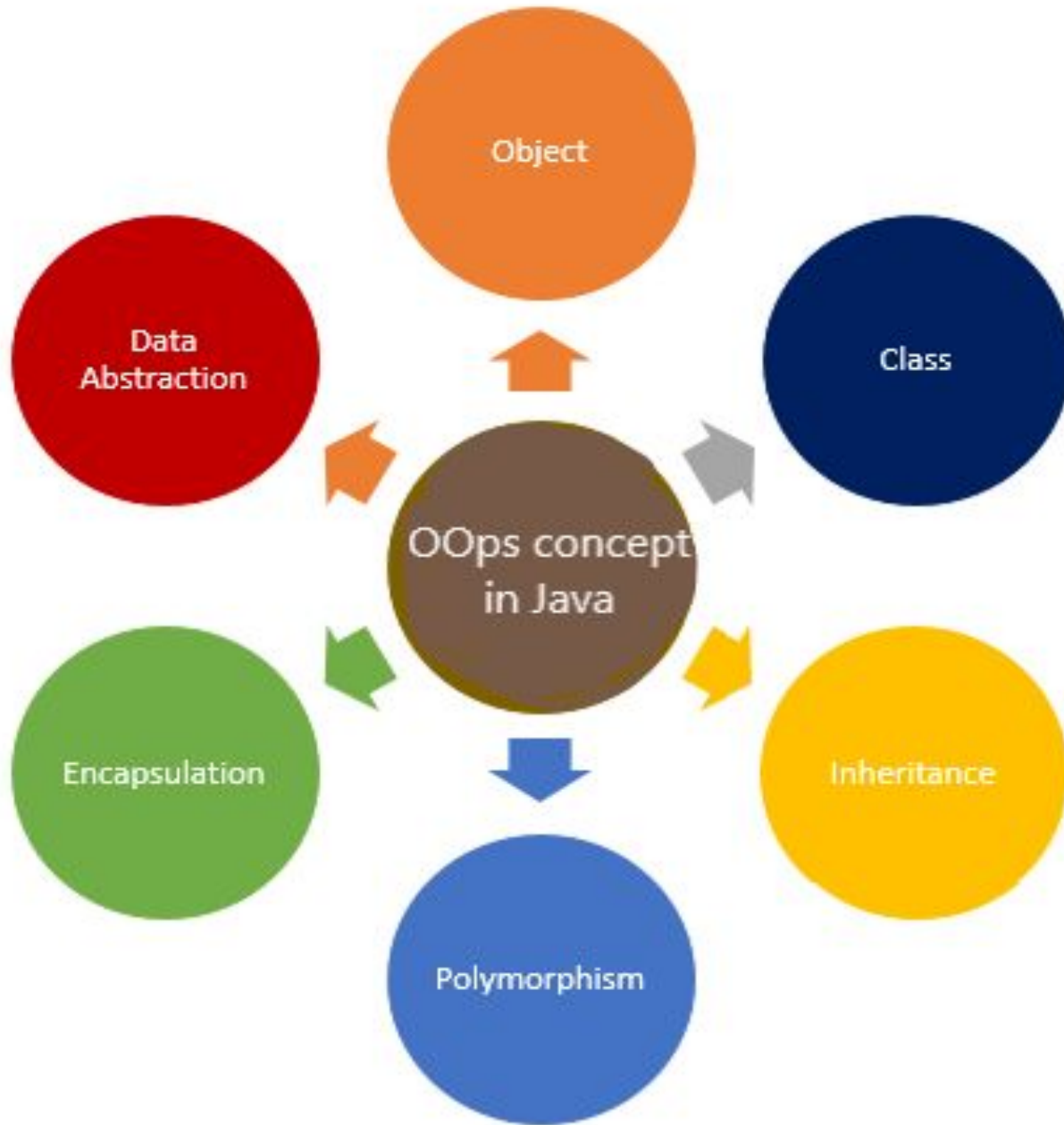


# CS20004: Object Oriented Programming using Java

## Lec-7



# In this Discussion . . .

- Iteration Statements
- Jump Statements
- Arrays
  - Single dimensional Arrays
  - Multi-dimensional Arrays
- Taking inputs from user
- References



# Iteration Statements

- Java iteration statements enable repeated execution of part of a program until a certain termination condition becomes true.
- In Java, we have three types of iteration statements that execute similarly:
  - **for** loop
  - **while** loop
  - **do-while** loop
- Despite their execution similarity, the above iteration statements differ in their syntax and condition checking time.

# for loop

- In Java, for loop is similar to C and C++.
- It enables us to initialize the loop variable, check the condition, and increment/decrement in a single line of code.
- We use the for loop only when we exactly know the number of times, we want to execute the block of code.

**Syntax**

```
for(initialization;condition;increment/decrement)
{
    //statements
}
```

# for loop



```
public class Forloopexp
{
    public static void main(String[] args)
    {
        int sum = 0;
        for(int j = 1; j<=10; j++)
        {
            sum = sum + j*j;
        }
        System.out.println("The sum of
the squares of first 10 natural numbers
is " + sum);
    }
}
```

# for loop



```
public class Forloopexp
{
    public static void main(String[] args)
    {
        int sum = 0;
        for(int j = 1; j<=10; j++)
        {
            sum = sum + j*j;
        }
        System.out.println("The sum of
the squares of first 10 natural numbers
is " + sum);
    }
}
```



The sum of the squares of  
first 10 natural numbers is  
385

# for-each loop

- Java provides an enhanced for loop to traverse the data structures like array or collection.
- In the for-each loop, we don't need to update the loop variable. The syntax to use the for-each loop in java is given below.

**Syntax**

```
for(data_type var : array_name/collection_name)
{
    //statements
}
```

# for-each loop

```
public class Foreachexp
{
    public static void main(String[] args)
    {
        String[] names =
{"Java","C","C++","Python","JavaScript"};
        System.out.println("Printing the
content of the array names:\n");
        for(String name:names)
        {
            System.out.println(name);
        }
    }
}
```



# for-each loop

```
public class Foreachexp
{
    public static void main(String[] args)
    {
        String[] names =
{"Java","C","C++","Python","JavaScript"};
        System.out.println("Printing the
content of the array names:\n");
        for(String name:names)
        {
            System.out.println(name);
        }
    }
}
```

Printing the content of the array names:

Java  
C  
C++  
Python  
JavaScript

# While loop

- The while loop is also used to iterate over the number of statements multiple times.
- However, if we don't know the number of iterations in advance, it is recommended to use a while loop.

**Syntax**

```
while(condition)
{
    //looping statements
}
```

# While loop

- Unlike for loop, the initialization doesn't take place inside the loop statement in while loop.
- It is also known as the entry-controlled loop since the condition is checked at the start of the loop. If the condition is true, then the loop body will be executed; otherwise, the statements after the loop will be executed.

# While loop

```
public class Whileexp
{
    public static void main(String[] args)
    {
        int i = 0;
        System.out.println("Printing the list of first 10 even
numbers \n");
        while(i<=10)
        {
            System.out.println(i);
            i = i + 2;
        }
    }
}
```

# While loop

```
public class Whileexp
{
    public static void main(String[] args)
    {
        int i = 0;
        System.out.println("Printing the list of first 10 even
numbers \n");
        while(i<=10)
        {
            System.out.println(i);
            i = i + 2;
        }
    }
}
```

Printing the list of first 10 even numbers



0  
2  
4  
6  
8  
10

# do-while loop

- The do-while loop checks the condition at the end of the loop after executing the loop statements.
- When the number of iteration is not known and we have to execute the loop at least once, we can use do-while loop.
- It is also known as the exit-controlled loop since the condition is not checked later.

**Syntax**

```
do
{
    //looping statements
}while(condition);
```

# do-while loop

```
public class Dowhileexp
{
    public static void main(String[] args)
    {
        int i = 10;
        System.out.println("Printing the
list of quotients \n");
        do
        {
            System.out.println(i);
            i = i / 2;
        }while(i>4);
    }
}
```

# do-while loop

```
public class Dowhileexp
{
    public static void main(String[] args)
    {
        int i = 10;
        System.out.println("Printing the
list of quotients \n");
        do
        {
            System.out.println(i);
            i = i / 2;
        }while(i>4);
    }
}
```



Printing the list of quotients

10  
5



# Jump Statements

- Jump statements are used to transfer the control of the program to the specific statements.
- Specifically, jump statements transfer the execution control to the other part of the program. There are two types of jump statements in Java:
  - `break`
  - `continue`

# break statement

- break statements are used to break the current flow of the program and transfer the control to the next statement outside a loop or switch statement. *However, it breaks only the inner loop in the case of the nested loop.*
- The break statement cannot be used independently in the Java program, i.e., it can only be written inside the loop or switch statement.
- **Note:-** Java does not have goto statement

# break statement

```
public class Jumpbreakexp
{
    public static void main(String[] args)
    {
        for(int i = 0; i<= 10; i++)
        {
            System.out.println(i);
            if(i==6)
            {
                break;
            }
        }
    }
}
```

# break statement

```
public class Jumpbreakexp
{
    public static void main(String[] args)
    {
        for(int i = 0; i<= 10; i++)
        {
            System.out.println(i);
            if(i==6)
            {
                break;
            }
        }
    }
}
```

0  
1  
2  
3  
4  
5  
6



# break statement example with labeled for loop

- break label;
- label: { ... }

```
public class Jumpbreaklabel
{
    public static void main(String[] args)
    {
        a:
            for(int i = 0; i<= 10; i++)
            {
                b:
                    for(int j = 0; j<=15;j++)
                    {
                        c:
                            for (int k = 0; k<=20; k++)
                            {
                                System.out.println(k);
                                if(k==5)
                                {
                                    break a;
                                }
                            }
                        }
                    }
            }
    }
}
```

# break statement example with labeled for loop

- break label;
- label: { ... }

```
public class Jumpbreaklabel
{
    public static void main(String[] args)
    {
        a:
            for(int i = 0; i<= 10; i++)
            {
                b:
                    for(int j = 0; j<=15;j++)
                    {
                        c:
                            for (int k = 0; k<=20; k++)
                            {
                                System.out.println(k);
                                if(k==5)
                                {
                                    break a;
                                }
                            }
                    }
            }
    }
}
```

0  
1  
2  
3  
4  
5



# continue statement

- The **break** statement terminates the block of code, in particular it terminates the execution of an iterative statement
- Unlike break statement, the **continue** statement doesn't break the loop, whereas, it skips the specific part of the loop and jumps to the next iteration of the loop immediately.

# continue statement

```
public class Jumpcontinueexp
{
    public static void main(String[] args)
    {
        for(int i = 0; i<= 2; i++)
        {
            for (int j = i; j<=5; j++)
            {
                if(j == 4)
                {
                    continue;
                }
                System.out.println(j);
            }
        }
    }
}
```



# continue statement

```
public class Jumpcontinueexp
{
    public static void main(String[] args)
    {
        for(int i = 0; i<= 2; i++)
        {
            for (int j = i; j<=5; j++)
            {
                if(j == 4)
                {
                    continue;
                }
                System.out.println(j);
            }
        }
    }
}
```

0  
1  
2  
3  
5  
1  
2  
3  
5  
2  
3  
5

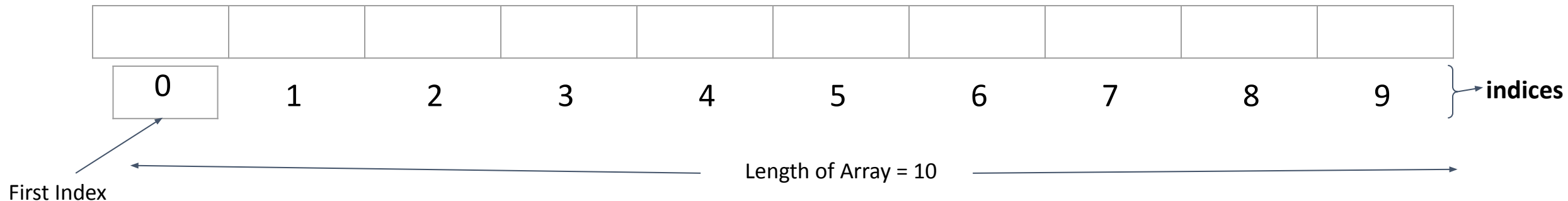


# Math Class

- Math class contains all the floating-point functions that are used for geometry and trigonometry
  - `Math.sin()`
  - `Math.sinh()`
  - `Math.cbrt()`, `Math.exp()`, `Math.log()`, `Math.log10()`, `Math.pow()`, `Math.sqrt()`
  - `Math.abs()`, `Math.ceil()`, `Math.floor()`
  - `Math.max()`, `Math.min()`, `Math.round()`
  - `Math.random()`
  - `Math.toDegrees()`, `Math.toRadians()`
  - `Math.PI`

# Java Arrays

- Java array is an object which can store only fixed set of elements of a similar data type in contiguous memory locations.
- Similar to normal arrays, arrays in Java is index-based, the first element of the array is stored at the 0<sup>th</sup> index, 2<sup>nd</sup> element is stored on 1<sup>st</sup> index and so on.



# Java Arrays

- Unlike C/C++, the length of the array can be obtained using the length member. In C/C++, we need to use the sizeof operator.

- In Java, array is an object of a dynamically generated class.
- Java array inherits the Object class, and implements the Serializable as well as Cloneable interfaces.
- We can store primitive values or objects in an array in Java.
- Like C/C++, we can also create single dimensional or multidimensional arrays in Java.

# Java Arrays

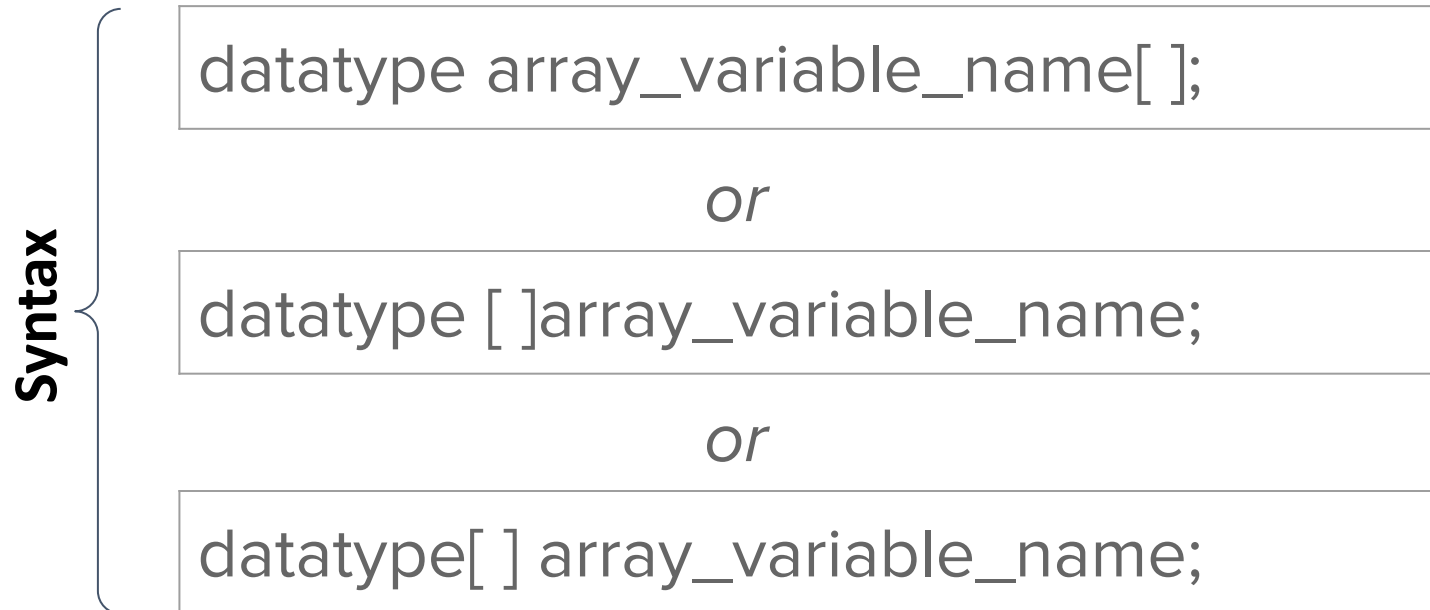
Advantages	Disadvantages
<ul style="list-style-type: none"><li>● <b>Code Optimization:</b> It makes the code optimized, we can retrieve or sort the data efficiently.</li><li>● <b>Random access:</b> We can get any data located at an index position.</li></ul>	<ul style="list-style-type: none"><li>● <b>Size Limit:</b> We can store only the fixed size of elements in the array.<ul style="list-style-type: none"><li>○ It doesn't grow its size at runtime.</li><li>○ To solve this problem, collection framework is used in Java which grows automatically.</li></ul></li></ul>

# Java Arrays

- Arrays are:
  - declared
  - created
  - initialized
  - used
- Java Array Types:
  - Single Dimensional Array
  - Multidimensional Array

# Single dimensional Java Arrays: Array declaration

- declaring an array identifier
- declaring the number of dimensions
- declaring the data type of the array elements



# Single dimensional Java Arrays: Java Arrays: Array Creation or Array Instantiation

- After declaration, no array actually exists
- In order to create an array, we use the **new** operator:

```
datatype array_variable_name[];  
  
array_variable_name = new datatype[size];
```

- We can refer to the elements of this array through their indexes:

```
array_variable_name[index]
```

**Note:-** The new keyword is a **Java operator** that creates the object. Initialization: The new operator is followed by a call to a constructor, which initializes the new object.



# Single dimensional Java Arrays: Java Arrays: Array Initialization

- Arrays can be initialized when they are declared

```
int monthDays[ ] = {31,10,18,2,11,10,22,17};
```

Declaration, Instantiation and Initialization of Java Array

```
class Arrayexpone
{
    public static void main(String args[])
    {
        int a[]=new int[5];
        a[0]=10;
        a[1]=20;
        a[2]=70;
        a[3]=40;
        a[4]=50;
        //traversing array
        for(int i=0;i<a.length;i++)
        {
            System.out.println(a[i]);
        }
    }
}
```

declaration and instantiation  
initialization

**Output:**  
10  
20  
70  
40  
50

length is the property of array

# Single dimensional Java Arrays

- We can declare, instantiate and initialize the java array together by:

For ex- `int a[]={33,3,4,5};`

# Passing Array to a Method in Java

- We can pass the java array to method so that we can reuse the same logic on any array.

```
class Arrayexptwo
{
    //creating a method which receives an array as a parameter
    static void min(int arr[])
    {
        int min=arr[0];
        for(int i=1;i<arr.length;i++)
        {
            if(min>arr[i])
            {
                min=arr[i];
            }
        }
        System.out.println(min);
    }
    public static void main(String args[])
    {
        int a[]={33,3,4,5};//declaring and initializing an array
        min(a);//passing array to method
    }
}
```


# Passing Array to a Method in Java

- We can pass the java array to method so that we can reuse the same logic on any array.

```
class Arrayexptwo
{
    //creating a method which receives an array as a parameter
    static void min(int arr[])
    {
        int min=arr[0];
        for(int i=1;i<arr.length;i++)
        {
            if(min>arr[i])
            {
                min=arr[i];
            }
        }
        System.out.println(min);
    }
    public static void main(String args[])
    {
        int a[]={33,3,4,5};//declaring and initializing an array
        min(a);//passing array to method
    }
}
```

# Returning Array from the Method

```
`class Arrayexpthree
{
    //creating method which returns an array
    static int[] get()
    {
        return new int[]{10,30,50,90,60};
    }
    public static void main(String args[])
    {
        //calling method which returns an array
        int arr[]=get();
        //printing the values of an array
        for(int i=0;i<arr.length;i++)
        {
            System.out.println(arr[i]);
        }
    }
}
```



10  
30  
50  
90  
60

# ArrayIndexOutOfBoundsException

- The Java Virtual Machine (JVM) throws an `ArrayIndexOutOfBoundsException` if length of the array is negative, equal to the array size or greater than the array size while traversing the array.

```
public class Arrayexcpexp
{
    public static void main(String args[])
    {
        int arr[]={50,60,70,80};
        for(int i=0;i<=arr.length;i++)
        {
            System.out.println(arr[i]);
        }
    }
}
```

```
iitp@iitp-HP-Notebook:~/Desktop/Web-Technology/class/Java Arrays$ javac Arrayexcpexp.java
iitp@iitp-HP-Notebook:~/Desktop/Web-Technology/class/Java Arrays$ java Arrayexcpexp
50
60
70
80
Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: Index 4 out of bounds for length 4
    at Arrayexcpexp.main(Arrayexcpexp.java:8)
```

# Multidimensional Array in Java

- Here data is stored in row and column based index (also known as matrix form).
- **Multidimensional Array in Java declaration Syntax:**

```
datatype[ ][ ] array_variable_name; (or)
```

```
datatype [ ][ ]array_variable_name; (or)
```

```
datatype array_variable_name[ ][ ]; (or)
```

```
datatype [ ]array_variable_name[ ];
```

# Multidimensional Array in Java

- Here data is stored in row and column based index (also known as matrix form).
- **Multidimensional Array in Java Instantiation Syntax:**

```
//3 row and 3 column
```

```
int[ ][ ] arr=new int[3][3];
```



# Multidimensional Array in Java

- Here data is stored in row and column based index (also known as matrix form).
- **Multidimensional Array in Java Initialization Syntax:**

```
arr[0][0]=1; arr[0][1]=2; arr[0][2]=3;
```

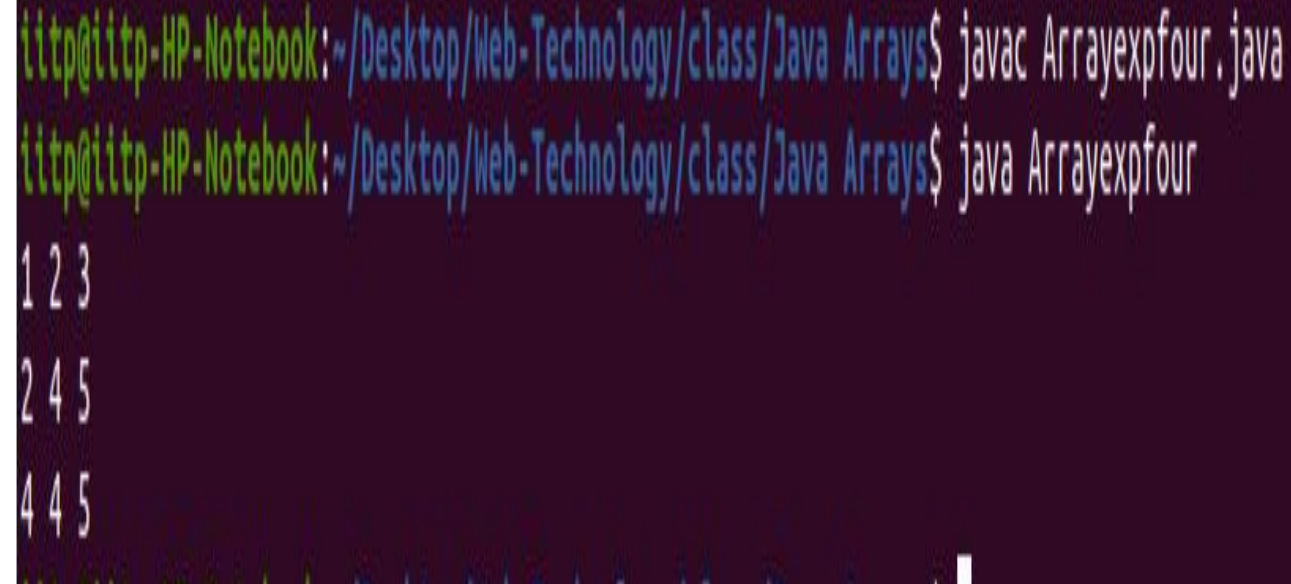
```
arr[1][0]=4; arr[1][1]=5; arr[1][2]=6;
```

```
arr[2][0]=7; arr[2][1]=8; arr[2][2]=9;
```

# Multidimensional Array in Java

- Here data is stored in row and column based index (also known as matrix form).

```
class Arrayexpfour
{
    public static void main(String args[])
    {
        //declaring and initializing 2D array
        int arr[][]={{1,2,3},{2,4,5},{4,4,5}};
        //printing 2D array
        for(int i=0;i<3;i++)
        {
            for(int j=0;j<3;j++)
            {
                System.out.print(arr[i][j]+" ");
            }
            System.out.println();
        }
    }
}
```



```
iitp@iitp-HP-Notebook: ~/Desktop/Web-Technology/class/Java Arrays$ javac Arrayexpfour.java
iitp@iitp-HP-Notebook: ~/Desktop/Web-Technology/class/Java Arrays$ java Arrayexpfour
1 2 3
2 4 5
4 4 5
```

# Procedural Programming

- decomposition around operations
- operation are divided into smaller operations
- Drawbacks:
  - data is given a second- class status when compared with operations
  - difficult to relate to the real world: no functions in real world
  - difficult to create new data types: reduces extensibility
  - programs are difficult to debug: little restriction to data access

# Procedural Programming

- decomposition around operations
- operation are divided into smaller operations
- Drawbacks:
  - programs are hard to understand: many variables have global scope
  - programs are hard to reuse: data/functions are mutually dependent
  - little support for developing and comprehending really large programs
  - top- down development approach tends to produce monolithic programs

[Monolithic:- an application that is made up of one large codebase that includes all the application components, such as the frontend code, backend code, and configuration files.]

# How to get input from user in Java

## Java Scanner Class

- Java Scanner class allows the user to take input from the console.
- It belongs to java.util package.
- It is used to read the input of primitive types like int, double, long, short, float, and byte.

## Syntax

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

# How to get input from user in Java

## Java Scanner Class

### Syntax

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

- The above statement creates a constructor of the Scanner class having System.in as an argument.
- It means it is going to read from the standard input stream of the program. The java.util package should be import while using Scanner class.
- It also converts the Bytes (from the input stream) into characters using the platform's default charset.

# Methods of Java Scanner

- Java Scanner class provides the following methods to read different primitives types:

Method	Description
<b>int nextInt()</b>	It is used to scan the next token of the input as an integer.
<b>float nextFloat()</b>	It is used to scan the next token of the input as a float.
<b>double nextDouble()</b>	It is used to scan the next token of the input as a double.
<b>byte nextByte()</b>	It is used to scan the next token of the input as a byte.
<b>String nextLine()</b>	Advances this scanner past the current line.
<b>boolean nextBoolean()</b>	It is used to scan the next token of the input into a boolean value.
<b>long nextLong()</b>	It is used to scan the next token of the input as a long.
<b>short nextShort()</b>	It is used to scan the next token of the input as a Short.
<b>BigInteger nextBigInteger()</b>	It is used to scan the next token of the input as a BigInteger.
<b>BigDecimal nextBigDecimal()</b>	It is used to scan the next token of the input as a BigDecimal.

```
import java.util.*;

class Arrayexpfive
{
    public static void main(String[] args)
    {
        Scanner sc= new Scanner(System.in); //System.in is
        a standard input stream

        System.out.print("Enter first number- ");
        int a= sc.nextInt();

        System.out.print("Enter second number- ");
        int b= sc.nextInt();

        System.out.print("Enter third number- ");
        int c= sc.nextInt();

        int d=a+b+c;

        System.out.println("Total= " +d); } }
```

```
iitp@iitp-HP-Notebook: ~/Desktop/Web-Technology/class/Java Arrays$ javac Arrayexpfive.java
iitp@iitp-HP-Notebook: ~/Desktop/Web-Technology/class/Java Arrays$ java Arrayexpfive
Enter first number- 10
Enter second number- 47
Enter third number- 91
Total= 148
```



# References

1. <https://www.geeksforgeeks.org/type-conversion-java-examples/>
2. <https://www.javatpoint.com/scope-of-variables-in-java>
3. <https://i.stack.imgur.com/lj3vJ.png>
4. <https://www.javatpoint.com/control-flow-in-java>
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- 6.