Ch6: Methods

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Review of last time

- Arrays
 - Declaring, allocating, initializing
 - Arrays are pass-by-reference
 - Multidimensional arrays
 - Iterating
 - Sorting: bubble sort
 - Sorting: selection sort



Some handy Math methods

- Class methods in Math module
 - sqrt(x)
 - abs(x)
 - max(x, y), min(x, y)
 - ceil(x), floor(x)
 - cos(x), sin(x), etc.
 - exp(x), log(x) (natural log)
 - pow(x, y) (y can be a float)
 - random() (double in range [0, 1))



Some handy standard packages

- java.lang: automatically imported
- java.io: files and streams
- java.net: networking
- java.text: manipulate strings, dates, i8n
- java.util: miscellaneous utilities: strings, etc.
- java.applet: or javax.swing.JApplet for Swing
- java.awt: or javax.swing
- java.awt.event: or javax.swing.event



Argument type promotion

- Java is statically typed but has some flexibility:
 - If pass a lower-precision value as a parameter, it can be promoted:
 - float --> double
 - long --> float or double
 - int --> long, float, or double
 - char --> int long, float, or double
 - short --> int, long, float, or double
 - byte --> short, int, long, float, or double
 - No promotions for boolean



Scope and duration

- The duration (lifetime) of an identifier is the runtime period when it exists in memory
 - Automatic duration
 - Local variables disappear when block finishes
 - Static duration
 - As long as the object/module/program exists
- The scope of an identifier is the lexical extent where it can be referenced
 - Block scope
 - Class scope



Scope example

- numApples is an instance variable with class scope: accessible to all methods of this class
- counter is a local variable with block scope: not accessible outside the listApples() method



TODO

- Lab2 due this Wed 7Feb:
 - Arrays (magic square)
 - Preferably not a command-line program
 - Applet or stand-alone GUI program
 - AWT or Swing

