

Introduction to Java for C++ Programmers

Segment - 2

JAC 444

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Objectives

Upon completion of this segment you should be able to:

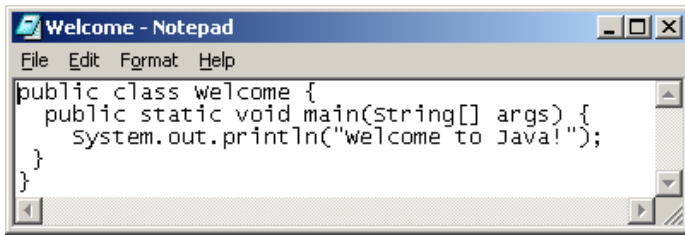
- Write your first java program.
- Class: The structure of java program.
- Basics about:
 - Build-in primitives
 - Commentss
 - Flow of control

Simple Java Program

```
//This program prints Welcome to Java!  
public class Welcome {  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java!");  
    }  
}
```

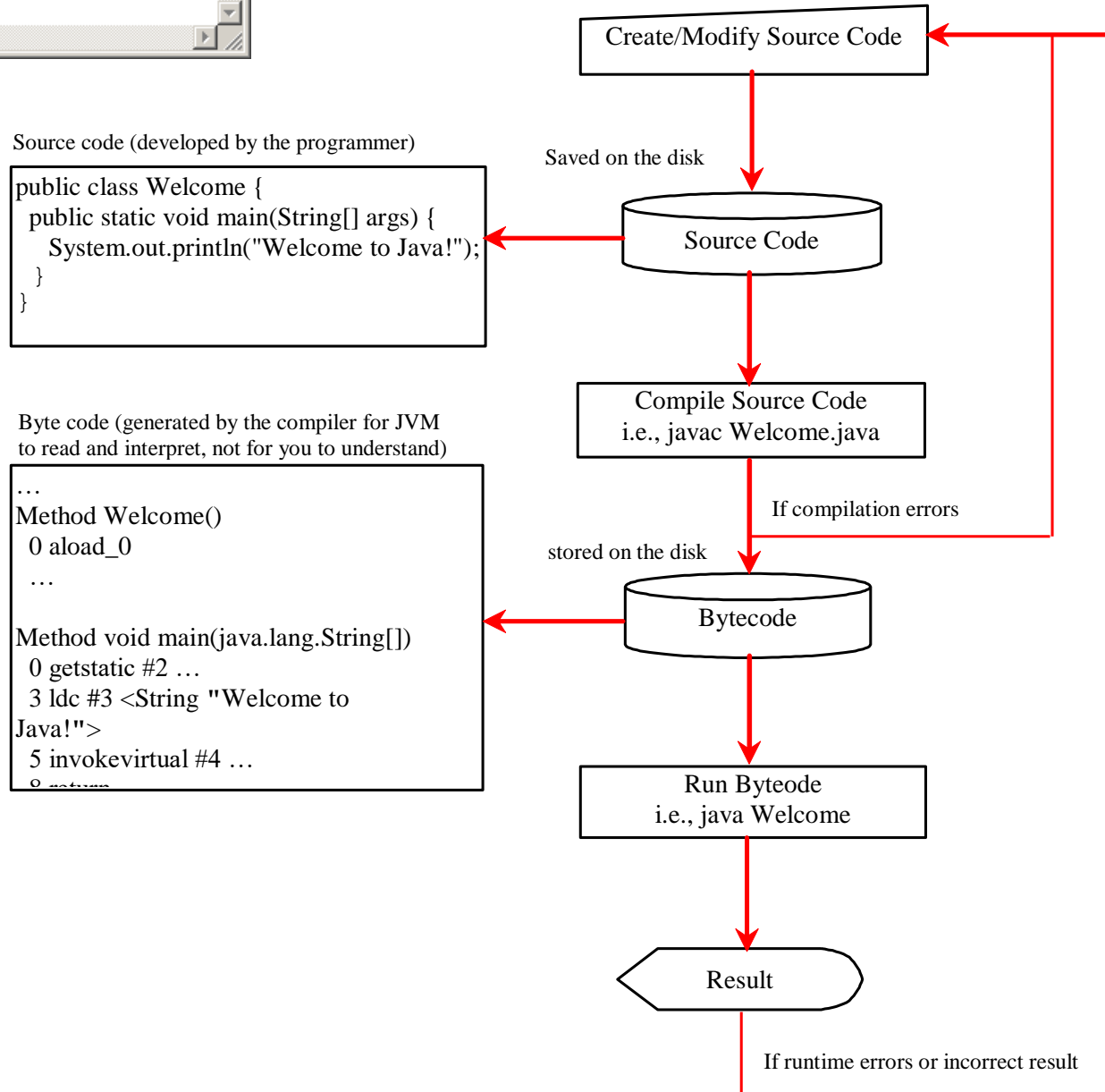
Class Block

Method Block



```
public class welcome {  
    public static void main(String[] args) {  
        system.out.println("welcome to Java!");  
    }  
}
```

Creating, Compiling, and Running Programs



Programming Errors

- Syntax Errors:
- Runtime Errors.
- Logic Errors.

Syntax Errors

- Errors that are detected by the compiler are called syntax or compile errors.
- Syntax errors result from errors in code construction.
 - Mistyping a keyword.
 - Omitting some necessary punctuation.
 - Using an opening brace without a corresponding closing brace.

Runtime Errors

- Runtime errors are errors that cause a program to terminate abnormally.
- Input mistakes typically causes runtime errors.
 - User entered a string value instead of number input.
 - Division by zero.

Logic Errors

- Logical errors occur when a program does not perform the way it was intended to.
 - $((9 / 5) * 35 + 32)$; suppose to convert Celsius 35 degree to Fahrenheit. You will get the answer 67 Fahrenheit, which is wrong. It should be 95 Fahrenheit. Because in Java division of integer results in a integer value, factorial part is truncated

Trace a Program Execution

Enter main method

```
//This program prints Welcome to Java!  
public class Welcome {  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java!");  
    }  
}
```

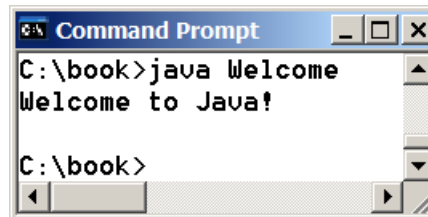
Trace a Program Execution

Execute statement

```
//This program prints Welcome to Java!  
public class Welcome {  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java!");  
    }  
}
```

Trace a Program Execution

```
//This program prints Welcome to Java!  
public class Welcome {  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java!");  
    }  
}
```



The screenshot shows a Windows Command Prompt window with the title bar 'Command Prompt'. The command prompt shows the directory 'C:\book' and the command 'java Welcome' being executed. The output 'Welcome to Java!' is displayed on the next line. The prompt 'C:\book>' is visible at the bottom.

print a message to the console

Classes

- The classes are the essential Java constructs.
- Every Java program must have at least one class.
- By convention, class names start with an uppercase letter.

```
// This program prints Welcome to Java!  
public class Welcome {  
    public static void main(String[] args) {  
        System.out.println("Welcome to Java!");  
    }  
}
```

Methods

- What is `System.out.println`?
- It is a method: a collection of statements that performs a sequence of operations to display a message on the console.
- It can be used even without fully understanding the details of how it works.
- Use a string argument.

Computing the Area of a Circle

```
public class ComputeArea{  
    public static void main (String[] args) {  
        double radius;  
        double area;  
        // Step 1 : Read in Radius  
        // Step 2 : Compute Area  
        // Step 3 : Display the area  
    }  
}
```

- The next step is to define some values for the radius,

```
public class ComputeArea{  
    public static void main (String[] args) {  
        double radius;           //Declare radius  
        double area;             //Declare area  
    }  
}
```

// Assign a radius

radius = 20; // radius is now 20

// Compute area

*area = radius * radius * 3.14159;*

// Display results

*System.out.println("The are for the circle of radius " +
radius + " is " + area);*

}

}

- Every variable has a name, size, type and value.
- The plus sign (+) has two meanings: one for addition and the other for concatenating (combining) strings. String concatenation operator, combines two strings into one.

Trace a Program Execution

```
public class ComputeArea {  
    /** Main method */  
    public static void main(String[] args) {  
        double radius;  
        double area;  
  
        // Assign a radius  
        radius = 20;  
  
        // Compute area  
        area = radius * radius * 3.14159;  
  
        // Display results  
        System.out.println("The area for the circle of radius " +  
            radius + " is " + area);  
    }  
}
```

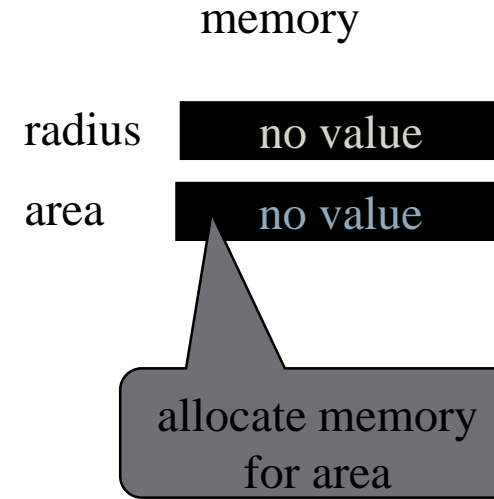
allocate memory
for radius

radius

no value

Trace a Program Execution

```
public class ComputeArea {  
    /** Main method */  
    public static void main(String[] args) {  
        double radius;  
        double area;  
  
        // Assign a radius  
        radius = 20;  
  
        // Compute area  
        area = radius * radius * 3.14159;  
  
        // Display results  
        System.out.println("The area for the circle of radius " +  
            radius + " is " + area);  
    }  
}
```



Trace a Program Execution

```
public class ComputeArea {  
    /** Main method */  
    public static void main(String[] args) {  
        double radius;  
        double area;  
  
        // Assign a radius  
        radius = 20;  
  
        // Compute area  
        area = radius * radius * 3.14159;  
  
        // Display results  
        System.out.println("The area for the circle of radius " +  
            radius + " is " + area);  
    }  
}
```

assign 20 to radius

radius

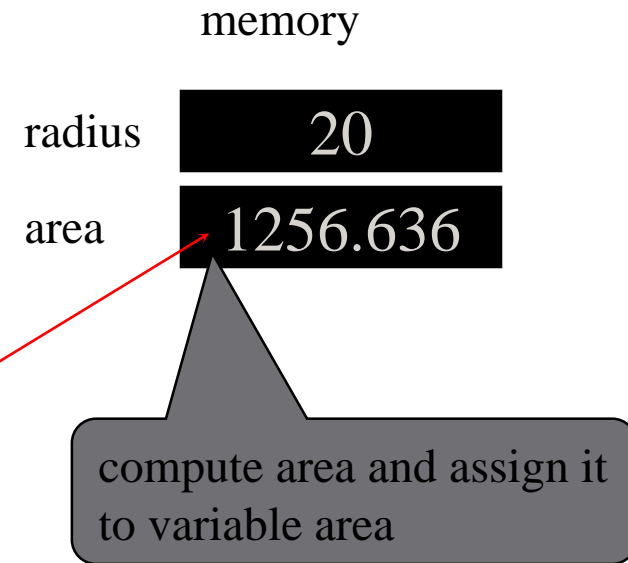
20

area

no value

Trace a Program Execution

```
public class ComputeArea {  
    /** Main method */  
    public static void main(String[] args) {  
        double radius;  
        double area;  
  
        // Assign a radius  
        radius = 20;  
  
        // Compute area  
        area = radius * radius * 3.14159;  
  
        // Display results  
        System.out.println("The area for the circle of radius " +  
            radius + " is " + area);  
    }  
}
```



Trace a Program Execution

```
public class ComputeArea {  
    /** Main method */  
    public static void main(String[] args) {  
        double radius;  
        double area;  
  
        // Assign a radius  
        radius = 20;  
  
        // Compute area  
        area = radius * radius * 3.14159;  
  
        // Display results  
        System.out.println("The area for the circle of radius " +  
            radius + " is " + area);  
    }  
}
```

memory

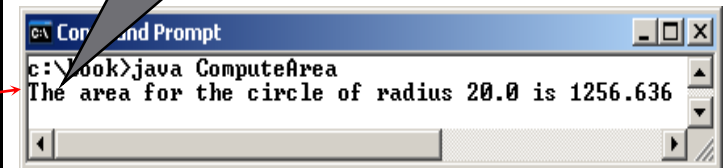
radius

20

area

1256.636

print a message to the
console



Reading Input from the Console

1. Create a Scanner object

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

2. Use the methods next(), nextByte(), nextShort(), nextInt(), nextLong(), nextFloat(), nextDouble(), or nextBoolean() to obtain to a string, byte, short, int, long, float, double, or boolean value. For example,

```
System.out.print("Enter a double value: ");  
Scanner input = new Scanner(System.in);  
double d = input.nextDouble();
```

Compute Area with console input

```
import java.util.Scanner;                                // Scanner is in the java.util package

public class ComputeAreaWithConsoleInput {
    public static void main(String[] args) {
        // Create a Scanner object
        Scanner input = new Scanner(System.in);

        // Prompt the user to enter a radius
        System.out.print("Enter a number for radius: ");
        double radius = input.nextDouble();

        // Compute area
        area = radius * radius * 3.14159;

        // Display results
        System.out.println("The area for the circle of radius " +
            radius + " is " + area);
    }
}
```

Variables

- Java has build-in primitives to support boolean, character, integer and floating-point values.

• boolean either true or false	<code>boolean b = true;</code>
--------------------------------	--------------------------------

• char 16-bit Unicode 1.1 character	<code>char ch = 'J';</code>
-------------------------------------	-----------------------------

• byte	8-bit integer (signed)	<code>byte bt = 127;</code>
• short	16-bit integer (signed)	<code>short sh = 32767;</code>
• int	32-bit integer (signed)	<code>int i = 2147483647;</code>
• long	64-bit integer (signed)	<code>long l = 9223372036854775807L;</code>

• float	32-bit floating-point (IEEE 754-1985)	<code>float f = 1.0f;</code>
• double	64-bit floating-point (IEEE 754-1985)	<code>double d = 1.e-1;</code>

Constants

- A named constant is an identifier that represents a permanent value.

```
final datatype CONSTANTNAME = VALUE;
```

```
final double PI = 3.14159;
```

```
final int SIZE = 3;
```


Flow of Control

- Flow of control is the term used for describing which statements are executed in a program.
- Flow statements are:
 - if – else
 - for
 - switch
 - do – while
 - while
 - block of code – statements group within { and }

Anatomy of a Java Program

- Comments (`//`, `/*...*/`, `/**...*/`)
- Reserved words (`public`, `void`, `static`, `class` etc.)
- Modifiers (`public`, `static`)
- Statements (`System.out.println("Welcome to Java!")`)
- Blocks (Class Block, Method Block)
- Classes (Welcome)
- Methods (At least one method is required)
- The main method

Comments

Three types of comments in Java.

1. *Line comment*: A line comment is preceded by two slashes (//) in a line.
2. *Paragraph comment*: A paragraph comment is enclosed between /* and */ in one or multiple lines.
3. *javadoc comment*: javadoc comments begin with /** and end with */. They are used for documenting classes, data, and methods. They can be extracted using JDK's javadoc command.

- **Reserved words:** Reserved words or keywords are words that have a specific meaning to the compiler and cannot be used for other purposes in the program.
- **Modifiers:** Java uses certain reserved words called modifiers that specify the properties of the data, methods, and classes and how they can be used.
- **Statements:** A statement represents an action or a sequence of actions.