

# CSE 11

# Accelerated Intro to Programming

## Lecture 10

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# Announcements



- PA5 due tomorrow @ 11:59pm
- PA2 & PA3 resubmissions due Friday @ 11:59pm
  - No tutoring hours on Friday

- Exam 1 *12am ↔ 4pm*
  - Next Friday/Saturday
  - Details on Piazza

→ up to Lecture 8

*coding exam*

*untimed*

*gradescope → similar to a PA*

*↳ video → form*

# Arrays

- Arrays
  - Storing sequences of values
    - Something computers are really good at
  - Built-in way of storing data in a number of programming languages
- Things we need to know:
  - • Creating arrays
  - • Accessing elements in arrays
  - • How Java uses arrays

# Creating Arrays

- So far, we've seen a number of different data types in Java

primitive

- int
- double
- boolean

• String

• ClassName

- Point
- RectRegion
- TextTweet
- and many more

interfaces

abstract classes

type or  
data types  
in Java

- Arrays are a new kind of data type
- To create an array, we need to use a new kind of syntax

# Access Elements in Arrays

- How to access the first number in the array?
- What about the second number?

# More Arrays

- Can we make an array of Strings?
  - If so, how?

# Another Array Feature

- What if we wanted to know how many elements were in an array?
  - How could we do that?



# Method that Works with Arrays

- Write a method that is going to take an int array as a parameter and return a boolean
  - Return true if the array has no elements in it and false otherwise

# Memory Models (Diagrams)

- Whenever we introduce a new Java feature:
  - We write some Java code
  - We also draw pictures – memory models (memory diagrams)
    - To understand what happened

# Main

- Something new....

```
public static void main(String[] args) {  
  
}
```

# Printing

- Java statement to print to the console/terminal:

```
System.out.println("Hello!");
```

# Static

- static
  - A modifier on methods
  - A class method

# Running a Java Program

- To run a Java program:
  - `javac ClassName.java`
    - To compile it
  - `java ClassName`
    - To run it
- What java does when we run a program
  - It looks for a method with exactly this signature for `main()`
  - It expects there to be a string array of arguments
  - And that method has to be defined on the class we give the java command

stop

# Command Line Arguments

- `public static void main(String[] args) {`
  - `args` is a reference to an array of `Strings`
  - We can use array access to get to the contents

# Local Variables

- We've seen before that we can create variables by writing what looks like a field definition
  - It's the same syntax
- Variable definitions inside a method (like main):
  - `int x = 10;`
  - `int y = x + 5;`
  - `String s = "abc" + "def";`
- Variable declaration
  - `<type> <name> = <expression>`
- Variable update (or variable assignment):
  - `<name> = <expression>`



# Loops

- Loops
  - One of the really powerful tools we have as programmers
  - Can do more useful work with arrays
    - Going to end up using variable update in a particular way

# For-each Loop

```
for (<type> <name> : <array>) {  
    <body>  
}
```