



# CO 225: Software Construction

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# Computer Programs/Software

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- What is a Computer program?

Computer program is a collection of instructions, that solves a defined problem.

- Programming Paradigms:

1. Procedural Programming (eg:- C, Pascal, FORTRAN, COBOL):

break down the main problem into data structures (lists, stack) and sub routines (functions, procedures).

2. Object Oriented Programming (OOP) (eg:-Small Talk, Java, C++):

break down the main problem into objects (entity that defines state and behavior of a real world item).

# In Procedural Programming...

- functions: a set of instructions with a return type

```
int add (int a, int b)
{
    int sum = a + b;
    return sum;
}
```

- procedures: a set of instructions without a return type
- variables: a storage location

```
int a = 9;
int b = 0;
int c = 0;

if (b != 0)
{
    c = a / b;
}
```

## The Sort Procedure in C

```
Non-leaf (calls swap)
void sort (int v[], int n)
{
    int i, j;
    for (i = 0; i < n; i += 1) {
        for (j = i - 1;
             j >= 0 && v[j] > v[j + 1];
             j -= 1) {
            swap(v, j);
        }
    }
}
```

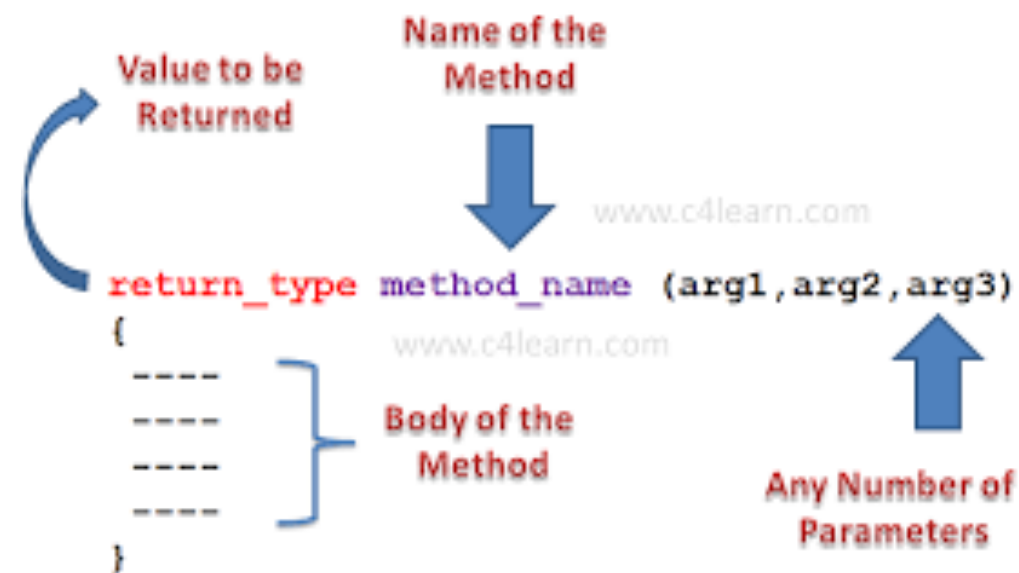
• v in \$a0, n in \$a1, i in \$s0, j in \$s1



# In OOP...

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- objects: an entity that defines state and behavior of a real world item



- methods: a set of instructions (behavior of an object)
- attributes: defines state of an object, they are variables

# Making Executables

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- Interpreted prog languages: executes the code line-by-line (BASIC, VB).
- Compile prog languages: compiles the entire code at once and creates the executable file (C, Java).
- What if there is an error in the code?

# A Simple Java Program

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

- Now I explain the above Java program

- **class:** Java is OOP language, so everything must be placed inside a class. class is a keyword. HelloWorld is the identifier that specifies the name of the class.
- **public static void main (String args []):** defined the method named main. This is the starting point to the program and each Java program must include a main method. Java program may contain any number of classes but only one of them must include a main method in order to run the program.
- **public:** this is a keyword and an access modifier, that declares the main method as unprotected and make it accessible to all the other classes.
- **static:** this is a keyword that declares a method as one that belongs to the entire class and not a part of any object. The main method must be a static method because the interpreter uses this method before any object is created.
- **void:** the main method does not return any value.

# How to create a Java Program

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- Create the source file using any text editor that support ASCII
- Compile the source file and generate the class file
- Run your java program by using the java interpreter



# Generic Java Program Structure

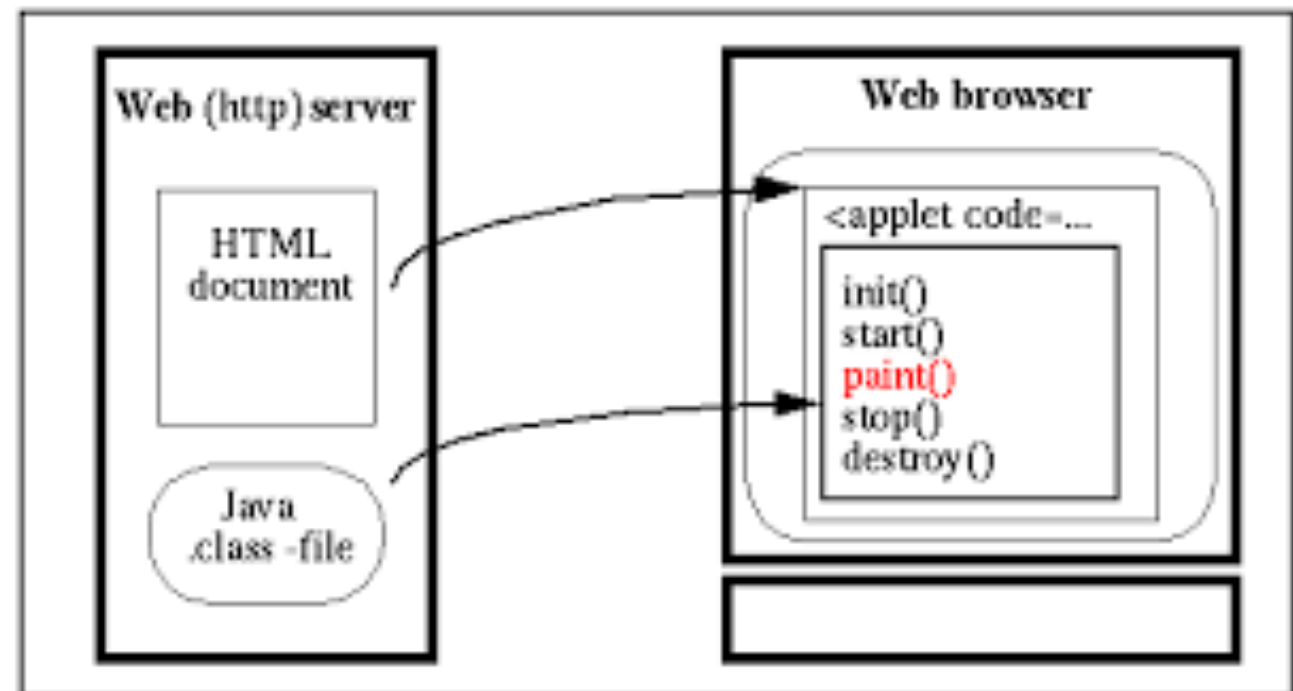
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- Documentation Section
- Package Statements
- Import Statements
- Interface Statement
- Class Definitions
- Main Class
  - Now I explain them one-by-one

# Types of Java Programs

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- Applications
  - stand-alone
  - must include main class
- Applets
  - runs on web
  - no main method



# Java Tokens

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- Smallest individual unit in a program
- There are five types of Tokens:
  - Reserved key words (eg:- class, public)
  - Identifiers (eg:- Total, Hello)
  - Literals (eg:- “ ‘)
  - Operators (eg:- +,-)
  - Separators (eg:- ; , }
- Now I explain them one-by-one



# Java Statements

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- Statement is the smallest unit that is a complete instruction
- This is a combination of tokens
- must end with semi-colon (;)