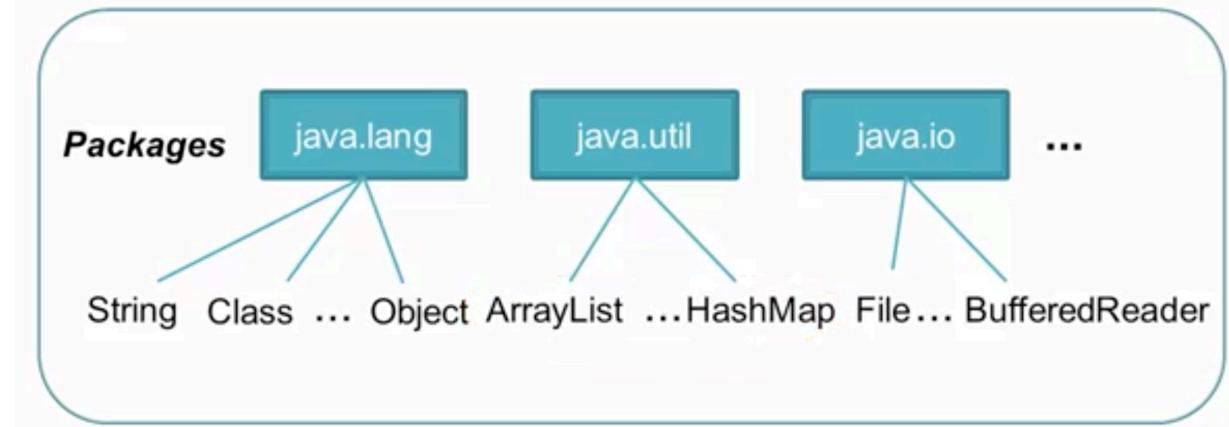


# Java API

- ▶ Library of *well-tested* classes
- ▶ Java 8 ~ **4240** classes
- ▶ Developed by experts
- ▶ Used by *millions* of programmers
- ▶ Part of both JDK & JRE

# Packages



# Why Packages?

- ▶ Meaningful organization
- ▶ Name scoping
  - java.util.Date != java.sql.Date
- ▶ Security

# Java API: Important Packages

- ▶ `java.lang` ~ Fundamental classes
- ▶ `java.util` ~ Data structures
- ▶ `java.io` ~ Reading & writing
- ▶ `java.net` ~ Networking
- ▶ `java.sql` ~ Databases

# API Benefits

- ▶ Focus on writing new logic
- ▶ APIs *improve performance* over time
- ▶ Gain new functionality too

## import Statement

```
import java.util.ArrayList;

class FooClass {
    void foo() {
        ArrayList list = new ArrayList();
        ...
    }
}
```

## \* import

Imports *all* classes in a package

```
import java.util.*;
```

`select * from <table_name>`

## Accessing Classes

- ▶ Same package ~ *direct* access
- ▶ Different package
  - *import*
  - Fully-qualified class name ~ *rare!*

## Importing Single vs Multiple Classes

- ▶ Import *single* class
  - Explicit import (or *Single-Type-Import*)
- ▶ Import *multiple* classes
  - Separate explicit import
  - \* import (or *Import-On-Demand*)

## Explicit import or \* import?

- ▶ \* import can *break* code

```
import java.util.*;
import java.sql.*;
...
Date date; // from util
```



```
import java.util.*;
import java.sql.*;
...
Date date; // compiler error
```

- ▶ *Better clarity* with explicit import
- ▶ Explicit import seems to be preferred

## Fully-qualified Class Name

- ▶ Alternative to *import*

```
java.util.ArrayList list = new java.util.ArrayList();
```

- ▶ Required if using *java.util.Date* & *java.sql.Date*

**java.lang** is imported by **default**

## Solution 1

Use only **one explicit** import

```
import java.util.Date;  
import java.sql.*;  
  
...  
  
Date date; // from util  
java.sql.Date date2;
```

## Solution 2

Use **only fully-qualified** names

```
import java.util.*;  
import java.sql.*;  
  
...  
  
java.util.Date date;  
java.sql.Date date2;
```

## Invalid Imports

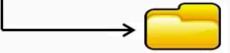
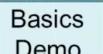
```
import java.util.Date;  
import java.sql.Date;
```

## Any Side Affects in Using *import*?

**Nope!!**

- *Does not make your class bigger!!*
- *Does not affect runtime performance*
- Saves from typing fully-qualified name ~ compiler does this

## Set-up Matching Directory Structure

- ▶ basics;
  -  basics
- ▶ com.semanticsquare.basics;
  -  com
  -  semanticsquare
  -  basics →  Basics Demo

## package Statement

- ▶ **package** package-name
  - package com.semanticsquare.basics;
- ▶ Must be **first** statement above any imports

```
package com.semanticsquare.basics;
import java.util.ArrayList;
class BasicsDemo {
    ...
}
```

- ✓ Ensure *matching directory structure* exists
- ✓ Use *package statement*

*Package name is part of class name*

java *BasicsDemo* ~ *will not work*  
java **com.semanticsquare.basics.BasicsDemo**

## Sub-packages

- ▶ *java.util & java.util.concurrent*
- ▶ *java.util.\** ~ imports *only util*
- ▶ *java.util.\*.\** ~ **invalid**

# Package Naming



# Strings

Object of class ***java.lang.String***

```
String s = new String(); // empty string  
String s = new String("hello!");
```

```
char[] cArray = {'h', 'e', 'l', 'l', 'o', '!'};  
String s = new String(cArray);
```

```
String s = "hello!"; // string literal (recommended)
```

# Avoiding Package Name Conflicts

Use organization's **reverse internet domain name**

**edu.stanford.math.geometry**  
**com.oracle.math.geometry**

# Components Naming Conventions

- ▶ **Lowercase alphabets, rarely digits**
- ▶ Short ~ generally, *less than 8* characters
- ▶ Meaningful abbreviations, e.g., util for utilities
- ▶ Acronyms are fine, e.g., awt for Abstract Window Toolkit
- ▶ Generally, single word
- ▶ Never start with java or javax

## Strings

- ▶ String class uses **character array** to store text
- ▶ Java uses **UTF-16** for characters
- ▶ String is *sequence of unicode characters*
- ▶ String is *immutable*

String object ~ **immutable** sequence of **unicode** characters

## String is Special

- ▶ String literal
- ▶ + operator

```
String s = "hello" + " world!"; // "hello world!"
```
- ▶ String pool ~ saves memory

## Common Operations

- ▶ Comparing
- ▶ Searching
- ▶ Examining individual characters
- ▶ Extracting substrings
- ▶ Case translation
- ▶ Replace
- ▶ Split

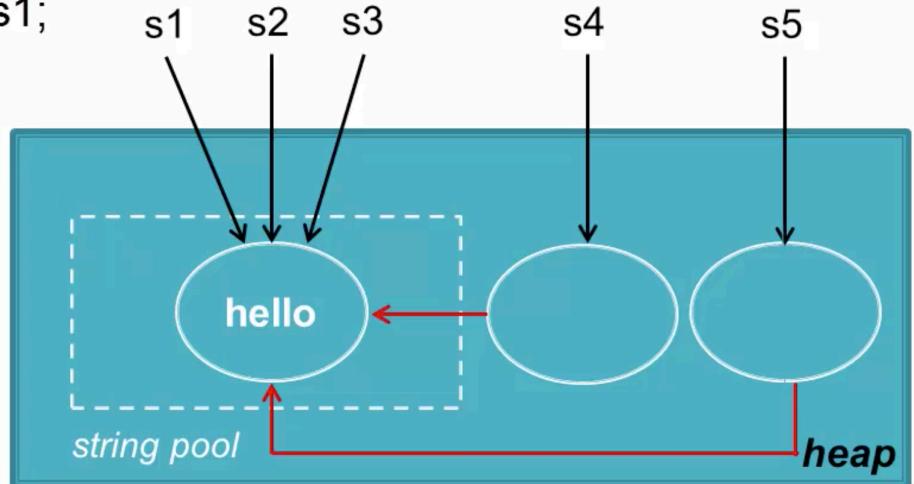
## 3rd Party String Utilities

- ▶ Apache Commons Lang ~ **StringUtils**
- ▶ **Guava's** String Utility Classes

## String Literal vs Using new

- ▶ String (via *string literal*)
  - Stored in *string pool* on heap
  - Literals with same content share storage
- ▶ String (via *new*)
  - Same as regular object
  - No storage sharing

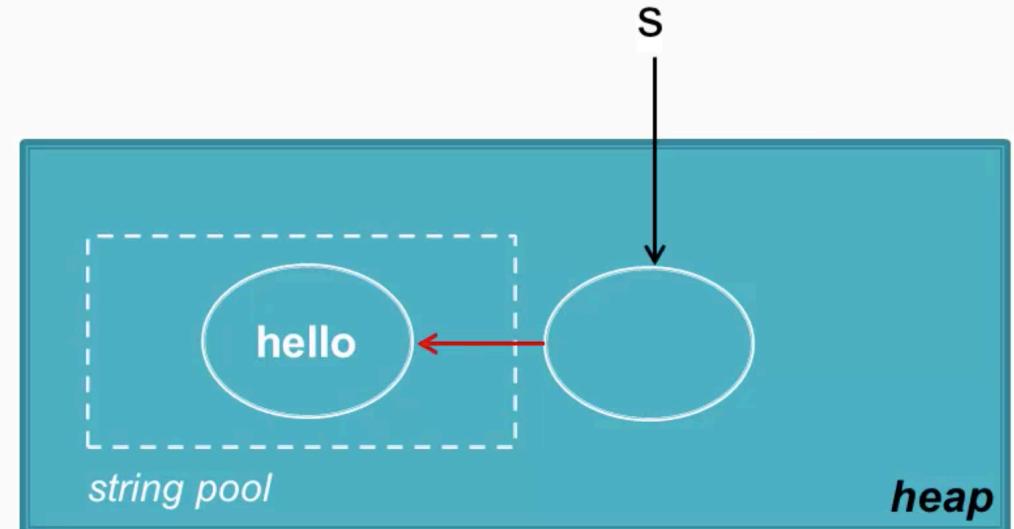
```
String s1 = "hello";  
String s2 = "hello";  
String s3 = s1;
```



s1 == s2? True

```
String s4 = new String("hello");  
String s5 = new String("hello");
```

```
String s = new String("hello");
```



s4 == s5? False

## String Pool

- ▶ Stores **single** copy of each string literal as **string object**
- ▶ Only **one** string pool
- ▶ Also called **string table**

# String Interning by JVM

*encountering a string literal for first time*

- ✓ Create new **String** object with given literal
- ✓ Invoke **intern()**

```
if (string in string pool)
    return existing reference
else
    add to string pool and return reference
```

## Few Examples

- ▶ String s = "hel" + "lo"; ~ *interned* too
- ▶ String s1 = "lo";  
String s2 = "hel" + s1; ~ *not interned*  
s2 = s2.**intern()**; ~ *explicit interning*

### *Is explicit interning useful?*

*Most likely not.* Mostly for JVM

E.g., Natural language processing (NLP) ~ *needs benchmarking!!*

# String Immutability

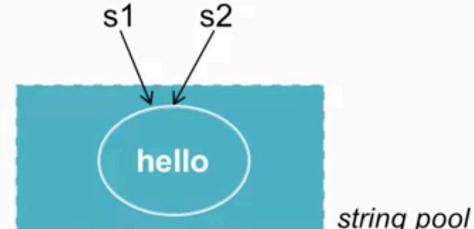
Value can *never* be changed

```
String s1 = new String("abcd"); // or "abcd"
s1 = new String("1234"); // above object is abandoned
```

## Why Immutability?

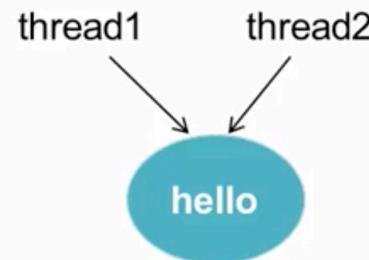
- 1 String interning

If mutable, *sharing* is not possible



# Why Immutability?

## 2 Concurrency



# Why Immutability?

## 3 Security

FileInputStream(String name)

# String Concatenation

## + operator

```
String s = "hello" + " world!";
String s = "hello" + " world!" + "125"; ~ "hello world!125"
String s = "hello" + "world!" + 125;
String s = "hello" + "world!" + 125 + 25.5 ~ "hello world!12525.5"
String s = 125 + 25.5 + "hello" + "world!" ~ "150.5hello world!"
```

# String Concatenation

- ▶ **StringBuilder**
- ▶ **StringBuffer**

# StringBuilder

- ▶ From Java 5
- ▶ Example

```
StringBuilder sb = new StringBuilder();
sb.append("hello");
sb.append(" world!");
String s = sb.append(" Good").append(" morning").toString();
```

- ▶ Other methods: *length, delete, insert, reverse, replace*
- ▶ Not synchronized

# StringBuffer

- ▶ **Obsolete.** Use *StringBuilder!*
- ▶ Synchronized ~ slow
- ▶ API compatible with StringBuilder

# Beware the performance of string concatenation

## Item 51: + Operator

- ▶ Combining few strings is fine
- ▶ With each concatenation,
  - Contents of both strings are **copied**
  - New **StringBuilder** is created and appended with both strings
  - Return string via `toString()`

## Item 51: + Operator Example

Concatenating *a*, *b*, *c* in a loop

```
s += "a"; // copy of "" & a are made to generate a  
s += "b"; // copy of a & b are made to generate ab  
s += "c"; // copy of ab & c are made to generate abc
```

Also, **StringBuilder** is created for each concatenation

Time consuming ~ **O(N<sup>2</sup>)**, Space consuming

## Item 51: Use StringBuilder

- ▶ **O(N)**
- ▶ A/C one benchmark,
  - **StringBuilder** = **300x** times **+** operator
  - **StringBuilder** = **2x** times **StringBuffer**

# Escape Sequence

- ▶ Character preceded by \
- ▶ To use **special characters** in strings & character literals

## Escape Sequences

- ▶ \" ~ double quote (*not required in char literal*)
  - ▶ \' ~ single quote (*not required in String literal*)
  - ▶ \n ~ new line
  - ▶ \t ~ tab
  - ▶ \\ ~ backslash
  - ▶ \r ~ carriage return
  - ▶ \b ~ backspace
  - ▶ \f ~ formfeed
- char c = '\u0041';

# Accessibility for Classes/Interfaces

- ▶ Inside package
- ▶ Inside & outside package ~ **public**

```
public class BasicsDemo {  
    ...  
}
```

## private Access Modifier

- ▶ **private** int id;
- ▶ **private** void go() { ... }
- ▶ Private means private to class and not object

# Accessibility for Class Members

- ▶ Inside class ~ **private**
- ▶ Inside package
- ▶ Inside package + any subclass ~ **protected**
- ▶ Inside & outside package ~ **public**

