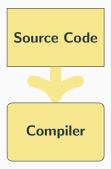
Introduction to Programming in Java

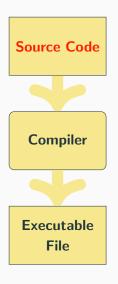
Shirley B. Chu July 3, 2020

De La Salle University College of Computer Studies

Source Code





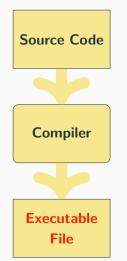


high-level programming languages, e.g. C, C++, Pascal



high-level programming languages, e.g. C, C++, Pascal

A software program that translates high level language program into an executable machine language program.



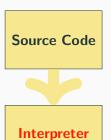
high-level programming languages, e.g. C, C++, Pascal

A software program that translates high level language program into an executable machine language program.

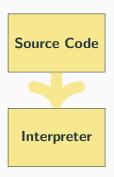
may be executed many times but on one type of computer only



high-level programming languages, e.g. Java, Python



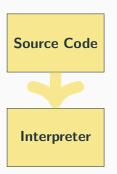
high-level programming languages, e.g. Java, Python



high-level programming languages, e.g. Java, Python

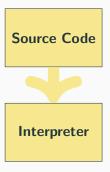
translates and executes one instruction at a time

Fetch a statement



high-level programming languages, e.g. Java, Python





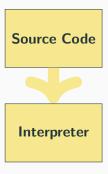
high-level programming languages,

e.g. Java, Python

translates and executes one instruction at a time

Fetch a statement

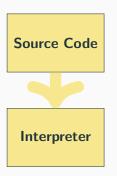




high-level programming languages,

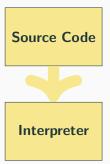
e.g. Java, Python





high-level programming languages, e.g. Java, Python





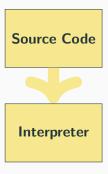
high-level programming languages,

e.g. Java, Python

translates and executes one instruction at a time

Fetch a statement





high-level programming languages,

e.g. Java, Python

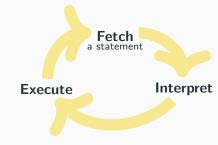




high-level programming languages,

e.g. Java, Python

Interpreter



- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

```
Class Definition

public class SimpleApp

{
}
```

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be</u> SimpleApp.java
- The keyword class is used to declare a new Java class.
- The keyword public is an access modifier. It indicates accessibility or scope.

- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

Class Definition public class SimpleApp { }

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be</u> SimpleApp.java
- The keyword class is used to declare a new Java class
- The keyword public is an access modifier. It indicates accessibility or scope.

- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

```
Class Definition
public class SimpleApp
{
}
```

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be</u> SimpleApp.java
- The keyword class is used to declare a new Java class.
- The keyword public is an access modifier. It indicates accessibility or scope.

- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

```
Class Definition

public class SimpleApp

{
}
```

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be</u> SimpleApp.java
- The keyword class is used to declare a new Java class.
- The keyword public is an access modifier. It indicates accessibility or scope.

- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

```
Class Definition
public class SimpleApp
{
}
```

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be SimpleApp.java</u>
- The keyword class is used to declare a new Java class.
- The keyword public is an access modifier. It indicates accessibility or scope.

- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

```
Class Definition

public class SimpleApp

{
}
```

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be</u> SimpleApp.java
- The keyword class is used to declare a new Java class.
- The keyword public is an access modifier. It indicates accessibility or scope.

- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

Class Definition public class SimpleApp { }

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be</u> SimpleApp.java
- The keyword class is used to declare a new Java class.
- The keyword public is an access modifier. It indicates accessibility or scope.

- A Java application consists of one or more classes.
- All lines of code to be executed must be in a class.

```
Class Definition
public class SimpleApp
{
}
```

- Class name is SimpleApp
- Class names in Java starts with an uppercase letter.
- File name <u>must be SimpleApp.java</u>
- The keyword class is used to declare a new Java class.
- The keyword public is an access modifier. It indicates accessibility or scope.

main() method

• The main() method (function) is the entry point into the Java application.

- The main() method (function) is the entry point into the Java application.
- Each java class can declare at most one main() method.

- The main() method (function) is the entry point into the Java application.
- Each java class can declare at most one main() method.
- The signature of this method is:

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

- The main() method (function) is the entry point into the Java application.
- Each java class can declare at most one main() method.
- The signature of this method is:

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

Class Definition

```
public class SimpleApp
{
```

- The main() method (function) is the entry point into the Java application.
- Each java class can declare at most one main() method.
- The signature of this method is:

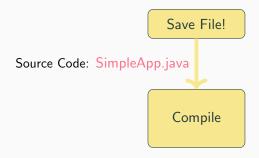
```
public static void main (String[] args)
```

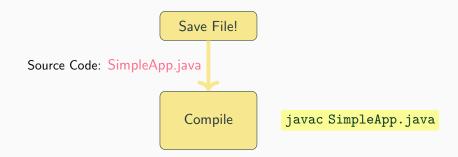
Class Definition public class SimpleApp { public static void main (String[] args) { } }

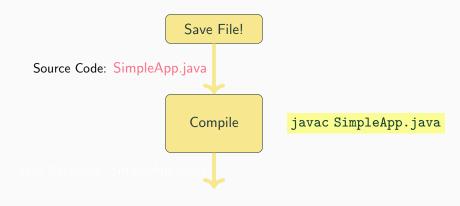
Save File!



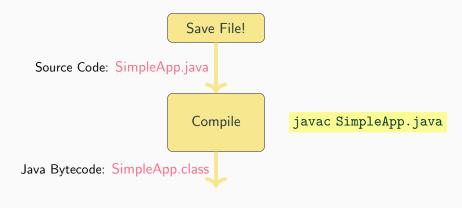
Source Code: SimpleApp.java



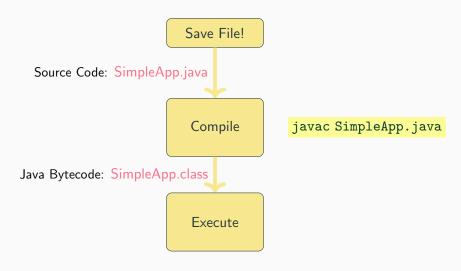




Compiling and Running Java Programs

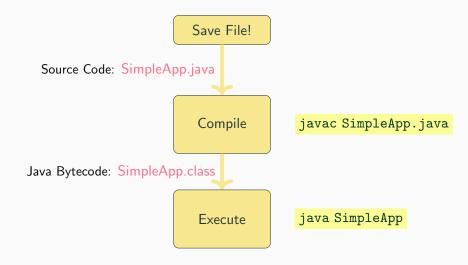


Compiling and Running Java Programs



CCPROG3 Java Intro 6

Compiling and Running Java Programs



• Java is an interpreted language.

- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).

- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).

- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).



- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).





- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).







- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).













- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).









- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).







SimpleApp.java

Java Compiler

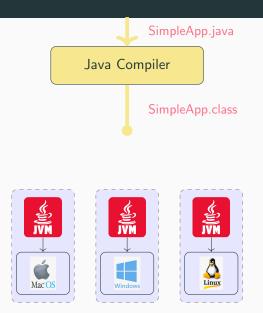
- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).



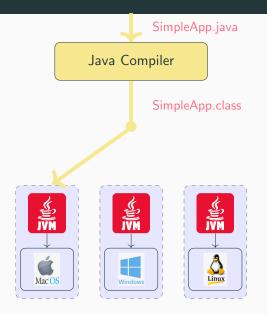




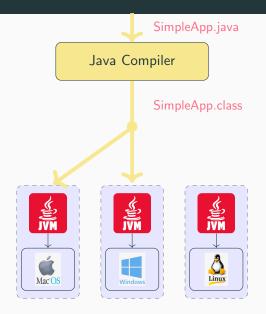
- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).



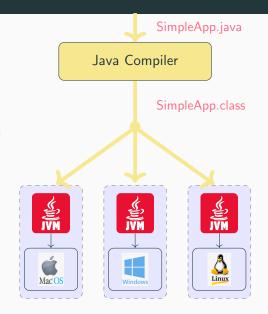
- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).



- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).



- Java is an interpreted language.
- The Java Compiler translates the source code (.java file) into machine code (bytecode).
- Java bytecode is the machine language for the Java Virtual Machine (JVM).



Comment

- used for internal documentation
- Types include
 - 1. line comment

// till end of this line

- used for internal documentation.
- Types include
 - 1. line comment
 - 2. multi-line comment

```
// till end of this line
/* muli-line possible
next line comment
*/
```

- used for internal documentation.
- Types include
 - 1. line comment
 - 2. multi-line comment
 - 3. Javadoc comments

```
// till end of this line
/* muli-line possible
next line comment
*/
/** SimpleApp is the
first class to created
for this course.
* @author My Name
* @version 1.0
*/
```

- used for internal documentation
- Types include

```
1. line comment
                              // till end of this line
2. multi-line comment
                              /* muli-line possible
                              next line comment
                              */
3. Javadoc comments
                              /** SimpleApp is the
                              first class to created
                              for this course.
                              * @author My Name
                              * Oversion 1.0
  Refer to: How to write Javadoc comments
```

Data

• Java is a strongly-typed language.

.

Primitive Types	

Primitive Types	Reference Types

Primi	tive Types	Reference Types
boolean	int	
byte	long	
char	float	
short	double	

Prim	itive Types	Reference Types
boolean byte char short	int long float double	all non-primitive types, e.g. classes

Primit	ive Types	Reference Types
boolean byte char short	<pre>int long float double</pre>	all non-primitive types, e.g. classes
holds <u>exactly one value</u> of its declared type at a time		

Primit	ive Types	Reference Types
boolean byte char short	<pre>int long float double</pre>	all non-primitive types, e.g. classes
holds <u>exactly one value</u> of its declared type at a time		stores addresses

Commonly used are System.out.print() System.out.println()

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print(3 + 5);
```

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print("Hello");
```

Commonly used are

```
System.out.print()
System.out.println()
```

• Examples:

```
System.out.print('h' + "ello");
```

10

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print();
```

Commonly used are

```
System.out.print()
System.out.println()
```

• Examples:

System.out.print();

Error!

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.println();
```

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print("ID" + 119);
```

• Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print("ID" + 100 + 19);
```

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print("ID" + (100 + 19));
```

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print(100 + 19 + "ID");
```

Output Statements

Commonly used are

```
System.out.print()
System.out.println()
```

```
System.out.print('A' + 4);
```

Output Statements

Commonly used are

```
System.out.print()
System.out.println()
```

Commonly used are

```
System.out.print()
System.out.println()
```

• Examples:

```
System.out.print(3 + 5);
                                                   8
System.out.print("Hello");
                                               Hello
System.out.print('h' + "ello");
                                               hello
System.out.print();
                                               Frror!
System.out.println();
System.out.print("ID" + 119);
                                               TD119
System.out.print("ID" + 100 + 19);
                                             TD10019
System.out.print("ID" + (100 + 19));
                                               TD119
System.out.print(100 + 19 + "ID");
                                               119TD
System.out.print('A' + 4);
                                                  69
System.out.print("A" + 4);
                                                  A4
```

10

Scanner class

• may be used to read inputs from the console

- may be used to read inputs from the console
- found in the java.util package

- may be used to read inputs from the console
- found in the java.util package
- to use,

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - include the package java.util

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - 1. include the package java.util
 import java.util.*;

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - include the package java.util import java.util.*;
 - 2. declare a variable of type Scanner

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - include the package java.util import java.util.*;
 - declare a variable of type Scanner Scanner kb;

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - include the package java.util import java.util.*;
 - declare a variable of type Scanner Scanner kb;
 - instantiate a Scanner object and specify System.in as the input source

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - 1. include the package java.util
 import java.util.*;
 - declare a variable of type Scanner Scanner kb;
 - instantiate a Scanner object and specify System.in as the input source

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

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - 1. include the package java.util
 import java.util.*;
 - declare a variable of type Scanner Scanner kb;
 - instantiate a Scanner object and specify System.in as the input source

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

4. call the appropriate methods to read the inputs, e.g.

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - 1. include the package java.util
 import java.util.*;
 - declare a variable of type Scanner Scanner kb;
 - instantiate a Scanner object and specify System.in as the input source

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

4. call the appropriate methods to read the inputs, e.g.

```
int nVal = kb.nextInt ();
```

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - include the package java.util import java.util.*;
 - declare a variable of type Scanner Scanner kb;
 - instantiate a Scanner object and specify System.in as the input source

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

4. call the appropriate methods to read the inputs, e.g.

```
int nVal = kb.nextInt ();
```

5. close this Scanner

- may be used to read inputs from the console
- found in the java.util package
- to use,
 - include the package java.util import java.util.*;
 - declare a variable of type Scanner Scanner kb;
 - instantiate a Scanner object and specify System.in as the input source

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

4. call the appropriate methods to read the inputs, e.g.

```
int nVal = kb.nextInt ();
```

5. close this Scanner
 kb.close ();

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

The program computes for the sum of two numbers given by the user.

```
import java.util.*;
public class SimpleSample
{
    public static void main (String[] args)
    {
```

Java Intro

```
import java.util.*;
public class SimpleSample
    public static void main (String[] args)
        Scanner kb = new Scanner (System.in);
        int nOne, nTwo;
        System.out.print ("Enter a number: ");
        nOne = kb.nextInt ();
        System.out.print ("Enter another number:
        nTwo = kb.nextInt ();
```

```
import java.util.*;
public class SimpleSample
    public static void main (String[] args)
        Scanner kb = new Scanner (System.in);
        int nOne, nTwo;
        System.out.print ("Enter a number: ");
        nOne = kb.nextInt ():
        System.out.print ("Enter another number:
        nTwo = kb.nextInt ();
        System.out.println ("Sum is " + (nOne + nTwo));
        kb.close ();
```

• Other methods in Scanner

```
nextInt ();
nextDouble ();
nextBoolean ();
next ();
nextLine ();
```

- To resolve issues when reading inputs, instead of directly using these methods, read the input as a String then convert to the appropriate type, e.g.
 - to read integer inputs,

```
int nOne = Integer.parseInt (kb.nextLine ());
```

• to read real-number inputs, double dVal = Double.parseDouble (kb.nextLine ());

Simple Sample... modified

```
import java.util.*;
public class SimpleSample
    public static void main (String[] args)
        Scanner kb = new Scanner (System.in);
        int nOne, nTwo;
        System.out.print ("Enter a number: ");
        nOne = Integer.parseInt (kb.nextLine ());
        System.out.print ("Enter another number: ");
        nTwo = Integer.parseInt (kb.nextLine ());
        System.out.println ("Sum is " + (nOne + nTwo));
        kb.close ();
```

Thank you!