2: Java Basics
Lecture 2: Java Basics

- Methods
- Arrays
- Operators
- Control Flow
Methods

- A collection of grouped statements that perform a logical operation and control the behavior of objects.

- By convention method names should be a verb (+ noun) in lowercase.

- Syntax: modifier returnType methodName(type parameter-name,…){…}
  - E.g., `public int getCadence(){…return cadence;}`

- Signature: method name and the number, type, and order of its parameters.

- Control goes back to the calling program as soon as a `return` statement is reached. If it does not return anything it is `void`.

- Can also be `static`, therefore shared by all instances of a class.

- Can be overloaded (same name, different parameters).
Constructors are invoked to create objects from class blueprints

- Constructor declarations look like method declarations but have the same name with the class and no return type

```java
// the Bicycle class has one constructor
public Bicycle(int startCadence, int startSpeed, int startGear) {
    gear = startGear;
    cadence = startCadence;
    speed = startSpeed;
}
```

- To instantiate a new object use the `new` keyword

```java
Bicycle myBike = new Bicycle(30, 0, 8);
```

- A class can have multiple constructors, including a no-argument constructor

```java
// the Bicycle class could have a no-argument constructor
public Bicycle() {
    gear = 1;
    cadence = 10;
    speed = 0;
}
```

```java
Bicycle yourBike = new Bicycle();
```

You don’t have to provide a constructor but it’s always a good idea to do so.
this keyword

- Within an instance method or a constructor used to refer to current object.

- Can be used to call instance variables, methods and constructors. E.g.,

```java
public class Point {
    private int x = 0;
    private int y = 0;

    //constructor
    public Point(int x, int y) {
        this.x = x;
        this.y = y;
    }
}
```
**METHODS**

This keyword to invoke constructors

```java
public class Rectangle {
    private int x, y;
    private int width, height;

    public Rectangle() {
        this(0, 0, 1, 1);
    }

    public Rectangle(int width, int height) {
        this(0, 0, width, height);
    }

    public Rectangle(int x, int y, int width, int height) {
        this.x = x;
        this.y = y;
        this.width = width;
        this.height = height;
    }
}
```
Parameters

- Variables passed in a method definition. You need to specify their type. E.g.,

```
int countToNumber(int number) {
    //...
}
```

- The arguments are the data you pass into the method’s parameters. E.g., `countToNumber(3);`
Combination of instance/static variables/methods

- Instance methods can access instance variables and instance methods directly.
- Instance methods can access static variables and static methods directly.
- Static methods can access static variables and static methods directly.
- Static methods **cannot** access instance variables or instance methods directly—they must use an object reference.
  - E.g., “Cannot make a static reference to the non-static field” in main method
- Static methods cannot use the **this** keyword as there is no instance of an object for **this** to refer to.
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Array: Our first data structure

- Container object that holds a sequence of a fixed number of values of the same type.
- The length of the array is established during its creation and stays fixed.
- Each item is called an element and each element is accessed by its index.
- If we have $N$ elements the indices range from $0...N - 1$. 
Creating and initializing an array

1. Declare the array name and the type of its elements. E.g., `double[] a;`

2. Create the array. E.g., `a = new double[N];`

3. Initialize the array values. E.g.,
   ```java
   for (int i = 0; i < N; i++){
       a[i] = 10.0;
   }
   ```

- Default array initialization: We can combine all three steps into a single statement and all elements will take the default values (0, `false`, or `null` depending on type). E.g., `double[] a = new double[N];`

- Initializing declaration: List literal values between curly braces, separated by comma. E.g., `int[] b = {1,2,3};`
Using arrays

- Arrays have fixed size. We can access this size through its instance variable `length` (tsk, tsk, Java). E.g., `a.length`.

- You can access or change an element using the `a[i]` notation.

- If you request an index that is either negative or larger than `length-1`, then you will get an `ArrayIndexOutOfBoundsException`. 
Multidimensional arrays

/**
 * Illustration of multidimensional arrays
 * 
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/arrays.html
 */

class MultiDimArrayDemo {
    public static void main(String[] args) {
        String[][] names = {
            {"Mr. ", "Mrs. ", "Ms. "},
            {"Smith", "Jones"}
        };
        // Mr. Smith
        System.out.println(names[0][0] + names[1][0]);
        // Ms. Jones
        System.out.println(names[0][2] + names[1][1]);
    }
}
Arrays

Aliasing

- An array name refers to the whole array – if we assign one array name to another, then both refer to the same array.

- This can lead to aliasing problems.

```java
int[] a = new int[N];
a[i] = 1234;
int[] b = a;
b[i] = 5678;  // a[i] is now 5678.
```
Practice Time:

1. The term "instance variable" is another name for ___.

2. The term "class variable" is another name for ___.

3. A local variable stores temporary state; it is declared inside a ___.

4. A variable declared within the opening and closing parenthesis of a method signature is called a ____.

5. What are the eight primitive data types supported by the Java programming language?

6. Character strings are represented by the class ___.

7. An ___ is a container object that holds a fixed number of values of a single type.
Answers:

1. The term "instance variable" is another name for **non-static/member field**.

2. The term "class variable" is another name for **static field**.

3. A local variable stores temporary state; it is declared inside a **method**.

4. A variable declared within the opening and closing parenthesis of a method is called a **parameter**.

5. What are the eight primitive data types supported by the Java programming language? **byte, short, int, long, float, double, boolean, char**

6. Character strings are represented by the class **java.lang.String**.

7. An **array** is a container object that holds a fixed number of values of a single type.

[https://docs.oracle.com/javase/tutorial/java/nutsandbolts/QandE/answers_variables.html](https://docs.oracle.com/javase/tutorial/java/nutsandbolts/QandE/answers_variables.html)
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### Operator precedence

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<th>Operators</th>
<th>Precedence</th>
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<tr>
<td>postfix</td>
<td>expr++  expr--</td>
</tr>
<tr>
<td>unary</td>
<td>+/+expr  -/--expr  !boolean</td>
</tr>
<tr>
<td>multiplicative</td>
<td>*  /  %</td>
</tr>
<tr>
<td>additive</td>
<td>+  -</td>
</tr>
<tr>
<td>relational</td>
<td>&lt;  &gt;  &lt;=  &gt;=  instanceof</td>
</tr>
<tr>
<td>equality</td>
<td>==  !=</td>
</tr>
<tr>
<td>logical AND</td>
<td>&amp;&amp;</td>
</tr>
<tr>
<td>logical OR</td>
<td></td>
</tr>
<tr>
<td>assignment</td>
<td>=  +=  -=  *=  /=</td>
</tr>
</tbody>
</table>
Assignment operator

- The assignment operator `=` assigns the value on its right to the operand on its left.
- Example: `int cadence = 3;`
Arithmetic operators

```java
/**
 * Illustration of the arithmetic operators
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/op1.html
 */

class ArithmeticDemo {
    public static void main(String[] args) {
        int result = 1 + 2;
        // result is now 3
        System.out.println("1 + 2 = " + result);
        int original_result = result;

        result = result - 1;
        // result is now 2
        System.out.println(original_result + " - 1 = " + result);
        original_result = result;

        result = result * 2;
        // result is now 4
        System.out.println(original_result + " * 2 = " + result);
        original_result = result;

        result = result / 2;
        // result is now 2
        System.out.println(original_result + " / 2 = " + result);
        original_result = result;

        result = result + 8;
        // result is now 10
        System.out.println(original_result + " + 8 = " + result);
        original_result = result;

        result = result % 7;
        // result is now 3
        System.out.println(original_result + " % 7 = " + result);
    }
}
```

Output:

```
1 + 2 = 3
3 - 1 = 2
2 * 2 = 4
4 / 2 = 2
2 + 8 = 10
10 % 7 = 3
```
Unary operators require only one operand

```java
/**
 * Illustration of the unary operators
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/op1.html
 */

public class UnaryDemo {

    public static void main(String[] args) {

        int result = +1;
        // result is now 1
        System.out.println(result);

        result--;
        // result is now 0
        System.out.println(result);

        result++;
        // result is now 1
        System.out.println(result);

        result = -result;
        // result is now -1
        System.out.println(result);

        boolean success = false;
        // false
        System.out.println(success);
        // true
        System.out.println(!success);
    }
}
```
The `++/--` operators can be applied pre or post operand

```java
/**
 * Illustration of the prefix/postfix unary operator
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/op1.html
 * */

public class PrePostDemo {
    public static void main(String[] args) {
        int i = 3;
        i++;
        // prints 4
        System.out.println(i);
        ++i;
        // prints 5
        System.out.println(i);
        // prints 6
        System.out.println(++i);
        // prints 6
        System.out.println(i++);
        // prints 7
        System.out.println(i);
    }
}
```
Equality/Relational operators

/**
 * Illustration of the equality/relational operators
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/op1.html
 */

public class ComparisonDemo {

    public static void main(String[] args) {
        int value1 = 1;
        int value2 = 2;
        if (value1 == value2)
            System.out.println("value1 == value2");
        if (value1 != value2)
            System.out.println("value1 != value2");
        if (value1 > value2)
            System.out.println("value1 > value2");
        if (value1 < value2)
            System.out.println("value1 < value2");
        if (value1 <= value2)
            System.out.println("value1 <= value2");
    }
}

Conditional operators

/**
 * Illustration of the equality/relational operators
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/op1.html
 */

public class ConditionalDemo {

    public static void main(String[] args) {
        int value1 = 1;
        int value2 = 2;
        if ((value1 == 1) && (value2 == 2))
            System.out.println("value1 is 1 AND value2 is 2");
        if ((value1 == 1) || (value2 == 1))
            System.out.println("value1 is 1 OR value2 is 1");
    }
}

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>A AND B</th>
<th>A OR B</th>
<th>NOT A</th>
</tr>
</thead>
<tbody>
<tr>
<td>False</td>
<td>False</td>
<td>False</td>
<td>False</td>
<td>True</td>
</tr>
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<tr>
<td>True</td>
<td>True</td>
<td>True</td>
<td>True</td>
<td>False</td>
</tr>
</tbody>
</table>
Practice Time

1. Consider the following code:
   ```java
   arrayOfInts[j] > arrayOfInts[j+1]
   ```
   Which operators does the code contain?

2. Consider the following code snippet:
   ```java
   int i = 10;
   int n = i++%5;
   ```
   a. What are the values of `i` and `n` after the code is executed?
   b. What are the final values of `i` and `n` if instead of using the postfix increment operator (`i++`), you use the prefix version (`++i`))?

3. To invert the value of a boolean, which operator would you use?

4. Which operator is used to compare two values, `=` or `==`?
Answers:

1. >, +

2.
   a. i is 11, and n is 0
   b. i is 11, and n is 1.

3. The logical complement operator !

4. ==

https://docs.oracle.com/javase/tutorial/java/nutsandbolts/QandE/answers_operators.html
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If-then statement

```java
public void applyBrakes() {
    // the "if" clause: bicycle must be moving
    if (isMoving){
        // the "then" clause: decrease current speed
        currentSpeed--;
    }
}
```
If-then-else statement

```java
/**
 * Illustration of the if then else control flow
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/if.html
 */

public class IfElseDemo {
    public static void main(String[] args) {
        int testscore = 76;
        char grade;

        if (testscore >= 90) {
            grade = 'A';
        } else if (testscore >= 80) {
            grade = 'B';
        } else if (testscore >= 70) {
            grade = 'C';
        } else if (testscore >= 60) {
            grade = 'D';
        } else {
            grade = 'F';
        }
        System.out.println("Grade = " + grade);
    }
}
```

**ONCE A CONDITION IS SATISFIED, THE APPROPRIATE STATEMENTS ARE EXECUTED AND THE REMAINING CONDITIONS ARE NOT EVALUATED.**
While statement

/**
 * Illustration of the if then else control flow
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/while.html
 */

public class WhileDemo {

    public static void main(String[] args){
        int count = 1;
        while (count < 11) {
            System.out.println("Count is: "+ count);
            count++;
        }
    }
}
For statement

```java
for (initialization; termination; increment) {
    statement(s)
}
```

/**
 * Illustration of the for loop
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/for.html
 */

```java
public class ForDemo {
    public static void main(String[] args){
        for(int i=1; i<11; i++){
            System.out.println("Count is: "+i);
        }
    }
}
```
CONTROL FLOW

Enhanced for statement in most data structures

/**
 * Illustration of the enhanced for flow
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/for.html
 */
class EnhancedFor {
    public static void main(String[] args) {
        int[] numbers = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
        for (int item : numbers) {
            System.out.println("Count is: "+item);
        }
    }
}
Break statement

- Use `break` to terminate a `for` or `while` loop.

```java
/**
 * Illustration of the break branch
 * @author https://docs.oracle.com/javase/tutorial/java/nutsandbolts/branch.html
 */
public class BreakDemo {
    public static void main(String[] args) {
        int[] arrayofInts = { 32, 87, 3, 589, 12, 1076, 2000, 8, 622, 127 };  
        int searchfor = 12;

        int i;
        boolean foundIt = false;

        for (i = 0; i < arrayofInts.length; i++) {
            if (arrayofInts[i] == searchfor) {
                foundIt = true;
                break;
            }
        }

        if (foundIt) {
            System.out.println("Found " + searchfor + " at index " + i);
        } else {
            System.out.println(searchfor + " not in the array");
        }
    }
}
```
Continue statement

- Use `continue` to skip the current iteration of `for` or `while` loop.

```java
public class ContinueDemo {
    public static void main(String[] args) {
        String searchMe = "peter piper picked a " + "peck of pickled peppers";
        int max = searchMe.length();
        int numPs = 0;

        for (int i = 0; i < max; i++) {
            // interested only in p's
            if (searchMe.charAt(i) != 'p')
                continue;
            // process p's
            numPs++;
        }
        System.out.println("Found " + numPs + " p's in the string.");
    }
}
```
Return statement

- The `return` statement exits from the current method, and control flow returns to where the method was invoked.
- Can return a value, e.g., `return counter++;`
- Or not, e.g., `return`
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Readings:

- Oracle’s guides:
  - Language Basics: https://docs.oracle.com/javase/tutorial/java/nutsandbolts/index.html

- Textbook:
  - Chapter 1.1 (Pages 8–35)
  - Chapter 1.2 (Pages 64–77, 84–88, 96–99)

Practice Problems:

- 1.1.1–1.1.5, 1.1.8–1.1.12, 1.2.4, 1.2.8