Introduction To Java Programming

You will learn about the process of creating Java programs and constructs for input, output, branching, looping, as well some of the history behind Java's development.

James Tan

Java Vs. Java Script

Java (this is what you need to know for this course)

- A complete programming language developed by Sun
- Can be used to develop either web based or stand-alone software
- Many pre-created code libraries available
- For more complex and powerful programs

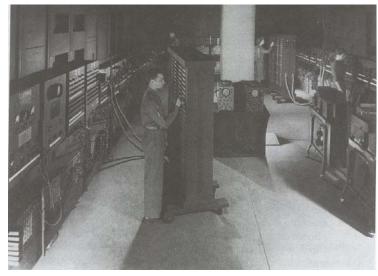
Java Script (not covered in this course)

- A small language that's mostly used for web-based applications (run through a web browser like Internet Explorer, Firefox, Safari, Chrome)
- -Good for programming simple special effects for your web page e.g., rollovers
- -e.g.,

http://pages.cpsc.ucalgary.ca/~tamj/2005/231P/assignments/assignment4/index.html

Java: History

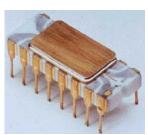
•Computers of the past



James Tam

Java: History (2)

•The invention of the microprocessor revolutionized computers



Intel microprocessor



Commodore Pet microcomputer

Java: History (3)

•It was believed that the logical next step for microprocessors was to have them run intelligent consumer electronics



James Tam

Java History (4)

- •Sun Microsystems funded an internal research project "Green" to investigate this opportunity.
 - Result: A programming language called "Oak"



Blatant advertisement: James Gosling was a graduate of the U of C Computer Science program.

Wav file from "The Simpsons" $\ensuremath{\mathbb{G}}$ Fox, Image from the website of Sun Microsystems

Java History (5)

- Problem: There was already a programming language called Oak.
- The "Green" team met at a local coffee shop to come up with another name...
 - •Java!





James Tan

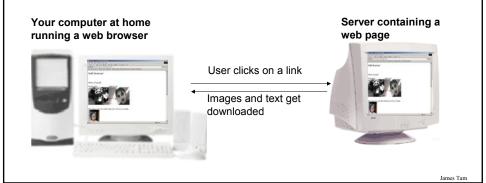
Java: History (6)

- •The concept of intelligent devices didn't catch on.
- •Project Green and work on the Java language was nearly canceled.



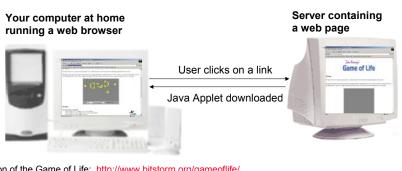
Java: History (7)

- •The popularity of the Internet resulted in Sun's re-focusing of Java on computers.
- •Prior to the advent of Java, web pages allowed you to download only text and images.



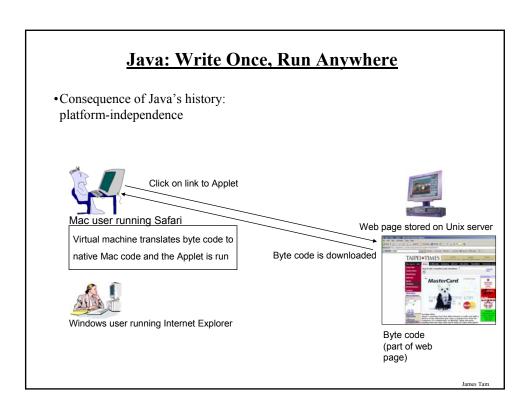
Java: History (8)

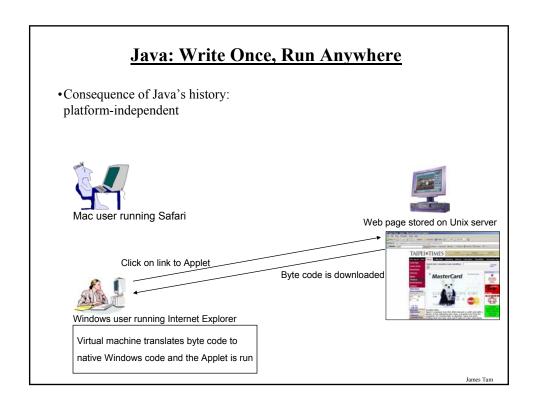
- •Java enabled web browsers allowed for the downloading of programs (Applets).
- •Java is still used in this context today:
 - Facebook (older version)
 - Hotmail (older version)



Java version of the Game of Life: http://www.bitstorm.org/gameoflife/

Online checkers: http://www.darkfish.com/checkers/index.html





Java: Write Once, Run Anywhere (2)

•But Java can also create standard (non-web based) programs



Dungeon Master (Java version) http://homepage.mac.com/aberfield/dmj/



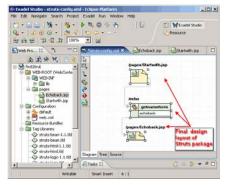
Kung Fu Panda 2: THQ

Examples of mobile Java games: http://www.mobilegamesarena.net

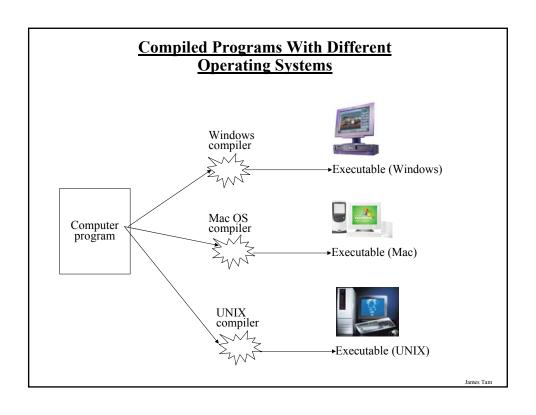
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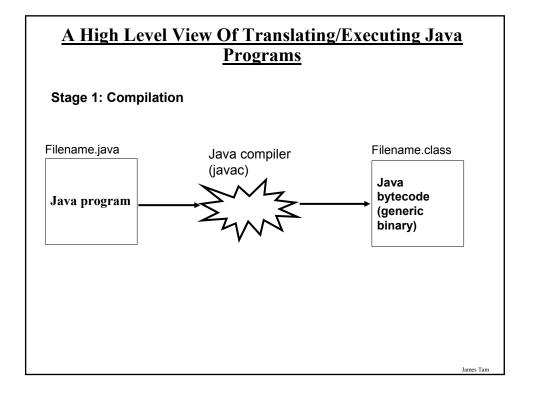
Java: Write Once, Run Anywhere (3)

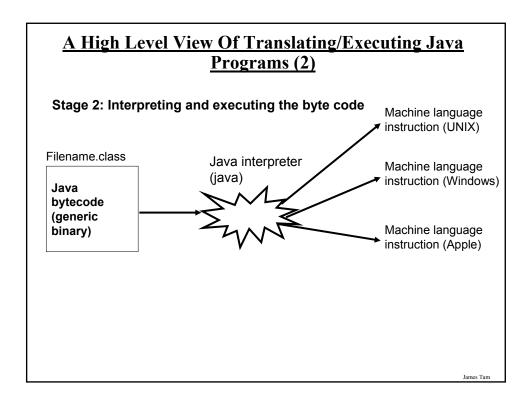
- •Java has been used by large and reputable companies to create serious stand-alone applications.
- •Example:
 - Eclipse¹: started as a programming environment created by IBM for developing Java programs. The program Eclipse was itself written in Java.



1 For more information: http://www.eclipse.org/downloads/







Which Java?

- •Java 6+ JDK (Java Development Kit), Standard Edition includes:
 - J<u>D</u>K (Java development kit) for *developing* Java software (creating Java programs.
 - J<u>R</u>E (Java Runtime environment) only good for *running* pre-created Java programs.
 - •Java Plug-in a special version of the JRE designed to run through web browsers.

http://java.sun.com/javase/downloads/index.jsp

Location Of Online Examples For This Section

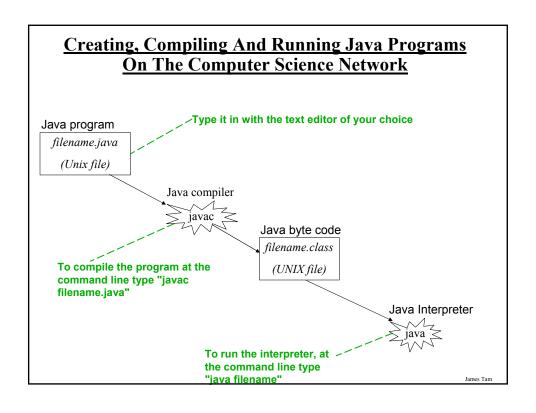
- •Course website:
 - www.cpsc.ucalgary.ca/~tamj/233/examples/intro
- •UNIX directory:
 - -/home/233/examples/intro

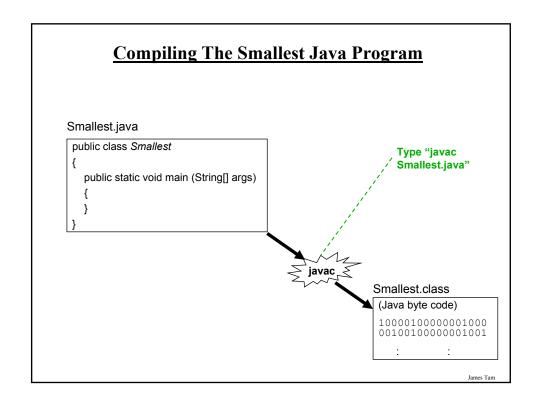
James Tan

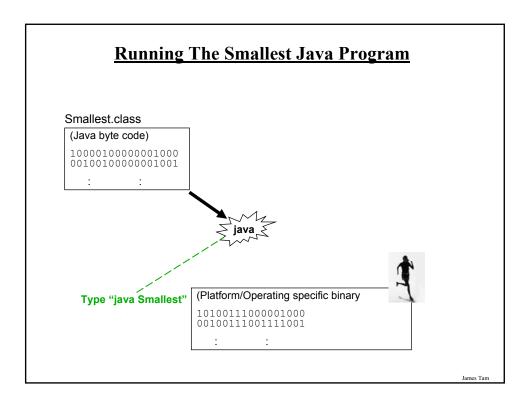
Smallest Compilable And Executable Java Program

The name of the online example is: Smallest.java (*Important note:* file name matches the word after the keyword 'class')

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







Running The Java Compiler At Home

- •After installing Java you will need to indicate to the operating system where the java compiler has been installed ('setting the path').
- •For details of how to set your path variable for your particular operating system try the Sun or Java website.
- •Example of how to set the path in Windows:
 - http://java.sun.com/j2se/1.4.2/install-windows.html (see step 5)

Documentation / Comments

Multi-line documentation

- /* Start of documentation
- */ End of documentation

Documentation for a single line //Everything until the end of the line is a comment

Iomas Ton

Review: What Should You Document

- •Program (or that portion of the program) author
- •What does the program as a while do e.g., tax program.
- •What are the specific features of the program e.g., it calculates personal or small business tax.
- •What are it's limitations e.g., it only follows Canadian tax laws and cannot be used in the US. In Canada it doesn't calculate taxes for organizations with yearly gross earnings over \$1 billion.
- •What is the version of the program
 - If you don't use numbers for the different versions of your program then consider using dates (tie versions with program features).

Important Note

•Each Java instruction must be followed by a semi-colon!

```
General format Examples
Instruction1; int num = 0;
Instruction2; System.out.println(num);
Instruction3; : :
```

Iomos Ton

Java Output

•Format:

System.out.print(<string or variable name one> + <string or variable name two>..);
OR
System out println(<string or variable name one> + <string or variable

System.out.println(<string or variable name one> + <string or variable name two>..);

•Examples (online program called "OutputExample1.java")

```
public class OutputExample1
{
    public static void main (String [] args)
    {
        int num = 123; // More on this shortly
            System.out.println("Good-night gracie!");
            System.out.print(num);
            System.out.println("num="+num);
        }
}
```

James Tan

Output: Some Escape Sequences For Formatting

Escape sequence	Description
\t	Horizontal tab
\r	Carriage return
\n	New line
\"	Double quote
	Backslash

James Tam

Variables

- •Unlike Python variables must be declared before they can be used.
- •Variable declaration:
 - Creates a variable in memory.
 - Specify the name of the variable as well as the type of information that it will store.
 - -E.g. int num;
 - Although requiring variables to be explicitly declared appears to be an unnecessary chore it can actually be useful for minimizing insidious logic errors.
- •Using variables
 - -Only after a variable has been declared can it be used.
 - -E.g., num = 12;

Declaring Variables: Syntax

•Format:

<type of information> <name of variable>;

•Example:

char myFirstInitial;

•Variables can be initialized (set to a starting value) as they're declared:

```
char myFirstInitial = 'j';
int age = 30;
```

James Tan

Some Built-In Types Of Variables In Java

Туре	Description
byte	8 bit signed integer
short	16 but signed integer
int	32 bit signed integer
long	64 bit signed integer
float	32 bit signed real number
double	64 bit signed real number
char	16 bit Unicode character (ASCII and beyond)
boolean	1 bit true or false value
String	A sequence of characters between double quotes ("")

Location Of Variable Declarations

Iomos Ton

Style Hint: Initializing Variables

System.out.print(num);

- •Always initialize your variables prior to using them!
 - Do this whether it is syntactically required or not.
- •Example how not to approach:

```
public class OutputExample1
{
   public static void main (String [] args)
   {
      int num;
      System.out.print(num);
   }
}

OutputExample1.java:7: error: variable
   num might not have been initialized
```

James Tan

Java Constants

Reminder: constants are like variables in that they have a name and store a certain type of information but unlike variables they CANNOT change. (Unlike Python this is syntactically enforced...hurrah!).

Format:

```
final <constant type> <CONSTANT NAME> = <value>;
```

Example:

```
final int SIZE = 100;
```

James Tam

Location Of Constant Declarations

James Tan

Variable Naming Conventions In Java

• Compiler requirements

- Can't be a keyword nor can the names of the special constants: true, false or null be used
- Can be any combination of letters, numbers, underscore or dollar sign (first character must be a letter or underscore)

• Common stylistic conventions

- The name should describe the purpose of the variable
- Avoid using the dollar sign
- With single word variable names, all characters are lower case
 e.g., double grades;
- Multiple words are separated by capitalizing the first letter of each word except for the first word
 - •e.g., String firstName = "James";

James Tar

Java Keywords

abstract	boolean	break	byte	case	catch	char
class	const	continue	default	do	double	else
extends	final	finally	float	for	goto	if
implements	import	instanceof	int	interface	long	native
new	package	private	protected	public	return	short
static	super	switch	synchronized	this	throw	throws
transient	try	void	volatile	while		

Common Java Operators / Operator Precedence

Precedence level	Operator	Description	Associativity
1	expression++	Post-increment	Right to left
	expression	Post-decrement	
2	++expression	Pre-increment	Right to left
	expression	Pre-decrement	
	+	Unary plus	
	-	Unary minus	
	!	Logical negation	
	~	Bitwise complement	
	(type)	Cast	

James Tam

Common Java Operators / Operator Precedence

Precedence level	Operator	Description	Associativity
3	*	Multiplication	Left to right
	/	Division	
	%	Remainder/modulus	
4	+	Addition or String concatenation	Left to right
	-	Subtraction	
5	<<	Left bitwise shift	Left to right
	>>	Right bitwise shift	

Common Java Operators / Operator Precedence

Precedence level	Operator	Description	Associativity
6	<	Less than	Left to right
	<=	Less than, equal to	
	>	Greater than	
	>=	Greater than, equal to	
7	==	Equal to	Left to right
	!=	Not equal to	
8	&	Bitwise AND	Left to right
9	٨	Bitwise exclusive OR	Left to right

James Tan

Common Java Operators / Operator Precedence

Precedence level	Operator	Description	Associativity
10	1	Bitwise OR	Left to right
11	&&	Logical AND	Left to right
12		Logical OR	Left to right

Common Java Operators / Operator Precedence

Precedence level	Operator	Description	Associativity
13	=	Assignment	Right to left
	+=	Add, assignment	
	-=	Subtract, assignment	
	*=	Multiply, assignment	
	/=	Division, assignment	
	%=	Remainder, assignment	
	&=	Bitwise AND, assignment	
	^=	Bitwise XOR, assignment	
	=	Bitwise OR, assignment	
	<<=	Left shift, assignment	
	>>=	Right shift, assignment	

James Tam

Post/Pre Operators

The name of the online example is: Order1.java

```
public class Order1
{
    public static void main (String [] args)
    {
        int num = 5;
        System.out.println(num);
        num++;
        System.out.println(num);
        ++num;
        System.out.println(num);
        System.out.println(++num);
        System.out.println(num++);
    }
}
```

Post/Pre Operators (2)

The name of the online example is: Order2.java

```
public class Order2
{
    public static void main (String [] args)
    {
        int num1;
        int num2;
        num1 = 5;
        num2 = ++num1 * num1++;
        System.out.println("num1=" + num1);
        System.out.println("num2=" + num2);
    }
}
```

Iomos Ton

Unary Operator/Order/Associativity

The name of the online example: Unary_Order3.java

```
public class Unary_Order3.java
{
    public static void main (String [] args)
    {
        int num = 5;
        float fl;
        System.out.println(num);
        num = num * -num;
        System.out.println(num);
    }
}
```

Accessing Pre-Created Java Libraries

- •It's accomplished by placing an 'import' of the appropriate library at the top of your program.
- •Syntax:

import < Full library name>;

•Example:

import java.util.Scanner;

James Tan

Getting Text Input

- •You can use the pre-written methods (functions) in the Scanner class.
- •General structure:

```
import java.util.Scanner;

main (String [] args)
{
    Scanner < name of scanner> = new Scanner (System.in);
    <variable> = < name of scanner> .< method> ();
}
```

James Tan

Getting Text Input (2)

The name of the online example: MyInput.java

```
import java.util.Scanner;
public class MyInput
{
    public static void main (String [] args)
    {
        String str1;
        int num1;
        Scanner in = new Scanner (System.in);
        System.out.print ("Type in an integer: ");
        num1 = in.nextInt ();
        System.out.print ("Type in a line: ");
        in.nextLine ();
        str1 = in.nextLine ();
        System.out.println ("num1:" +num1 +"\t str1:" + str1);
    }
}
```

James Tan

Useful Methods Of Class Scanner¹

```
•nextInt()
```

- •nextLong()
- nextFloat ()
- nextDouble ()
- •nextLine ();

1 Online documentation: http://java.sun.com/javase/6/docs/api/

Reading A Single Character

- •Text menu driven programs may require this capability.
- •Example:

```
GAME OPTIONS
(a)dd a new player
(l)oad a saved game
(s)ave game
(q)uit game
```

- •There's different ways of handling this problem but one approach is to extract the first character from the string.
- •Partial example:

```
String s = "boo";
System.out.println(s.charAt(0));
```

James Tan

Reading A Single Character

•Name of the (more complete example): MyInputChar.java

```
import java.util.Scanner;
public class MyInputChar
{
   public static void main (String [] args)
   {
      final int FIRST = 0;
      String selection;
      Scanner in = new Scanner (System.in);
      System.out.println("GAME OPTIONS");
      System.out.println("(a)dd a new player");
      System.out.println("(l)oad a saved game");
      System.out.println("(s)ave game");
      System.out.println("(q)uit game");
      System.out.println("(a)uit game");
      System.out.print("Enter your selection: ");
```

Reading A Single Character (2)

```
selection = in.nextLine ();
System.out.println ("Selection: " + selection.charAt(FIRST));
}
```

Iomos Ton

Decision Making In Java

- •Java decision making constructs
 - if
 - if, else
 - if, else-if
 - -switch

James Tan

Decision Making: Logical Operators

Logical Operation	Python	Java
AND	and	&&
OR	or	II
NOT	not, !	!

James Tam

Decision Making: If

Format:

```
if (Boolean Expression)

Body
```

Example:

```
if (x != y)
    System.out.println("X and Y are not equal");

if ((x > 0) && (y > 0))
{
    System.out.println("X and Y are positive");
}
```

- Indenting the body of the branch is an important stylistic requirement of Java but unlike Python it is not enforced by the syntax of the language.
- What distinguishes the body is either:
 - 1.A semi colon (single statement branch)
 - 2.Braces (a body that consists of multiple statements)

Decision Making: If, Else

Format:

```
if (Boolean expression)

Body of if
else

Body of else
```

Example:

```
if (x < 0)
    System.out.println("X is negative");
else
    System.out.println("X is non-negative");</pre>
```

James Tan

If, Else-If

Format:

```
if (Boolean expression)

Body of if

else if (Boolean expression)

Body of first else-if

: : :

else if (Boolean expression)

Body of last else-if

else

Body of else
```

If, Else-If (2)

```
Example:
    if (gpa == 4)
    {
            System.out.println("A");
    }
    else if (gpa == 3)
    {
            System.out.println("B");
    }
    else if (gpa == 2)
    {
            System.out.println("C");
    }
}
```

James Tan

If, Else-If (2)

Alternative To Multiple Else-If's: Switch

Format (character-based switch):

```
switch (character variable name)

{
    case '<character value>':
        Body
        break;

    case '<character value>':
        Body
        break;

    case '<character value>':
        Body
        break;

        Body
        break;

        Body
        Body
        Body
}
```

1 The type of variable in the brackets can be a byte, char, short, int or long

James Tan

Alternative To Multiple Else-If's: Switch (2)

Format (integer based switch):

```
switch (integer variable name)
{
    case <integer value>:
        Body
        break;

    case <integer value>:
        Body
        break;
        :
        default:
        Body
}
```

1 The type of variable in the brackets can be a byte, char, short, int or long

James Tar

Switch: When To Use/When Not To Use

- •Benefit (when to use):
 - It may produce simpler code than using an if-elseif (e.g., if there are multiple compound conditions)

James Tan

Switch: When To Use/When Not To Use (2)

•Name of the online example: SwitchExample.java

```
import java.util.Scanner;

public class SwitchExample
{
   public static void main (String [] args)
   {
      final int FIRST = 0;
      String line;
      char letter;
      int gpa;
      Scanner in = new Scanner (System.in);
      System.out.print("Enter letter grade: ");
```

Switch: When To Use/When Not To Use (3)

```
line = in.nextLine ();
letter = line.charAt(FIRST);
switch (letter)
{
   case 'A':
   case 'a':
    gpa = 4;
   break;

   case 'B':
   case 'b':
   gpa = 3;
   break;

   case 'C':
   case 'c':
   gpa = 2;
   break;
```

Iomos Tom

Switch: When To Use/When Not To Use (4)

```
case 'D':
    case 'd':
        gpa = 1;
        break;

case 'F':
    case 'f':
        gpa = 0;
        break;

default:
        gpa = -1;
}

System.out.println("Letter grade: " + letter);
System.out.println("Grade point: " + gpa);
}
```

Switch: When To Use/When Not To Use (5)

- •When a switch can't be used:
 - For data types other than characters or integers
 - -Boolean expressions that aren't mutually exclusive:
 - · As shown a switch can replace an 'if-elseif' construct
 - A switch cannot replace a series of 'if' branches).

```
Example when not to use a switch:

if (x > 0)
System.out.print("X coordinate right of the origin");
If (y > 0)
System.out.print("Y coordinate above the origin");

Example of when not to use a switch:

String name = in.readLine()
switch (name)

{

}
```

James Tan

Loops

Python loops

• Pre-test loops: for, while

Java Pre-test loops

- For
- While

Java Post-test loop

• Do-while

While Loops

```
Format:
    while (Boolean expression)
        Body

Example:
    int i = 1;
    while (i <= 1000000)
    {
        System.out.println("How much do I love thee?");
        System.out.println("Let me count the ways: ", + i);
        i = i + 1;
    }</pre>
```

James Tan

For Loops

```
Format:
```

```
for (initialization; Boolean expression; update control)

Body
```

Example:

```
for (i = 1; i <= 1000000; i++)
{
     System.out.println("How much do I love thee?");
     System.out.println("Let me count the ways: " + i);
}</pre>
```

Post-Test Loop: Do-While

- •Recall: Post-test loops evaluate the Boolean expression after the body of the loop has executed.
- •This means that post test loops will execute one or more times.
- •Pre-test loops generally execute zero or more times.

James Tan

Do-While Loops

```
do
Body
while (Boolean expression);

Example:
char ch = 'A';
do
{
System.out.println(ch);
ch++;
}
while (ch <= 'K');
```

Format:

Many Pre-Created Classes Have Been Created

- •Rule of thumb: Before writing new program code to implement the features of your program you should check to see if a class has already been written with the features that you need.
- •The Java API is Sun Microsystems's collection of pre-built Java classes:
 - http://java.sun.com/javase/6/docs/api/

James Tan

After This Section You Should Now Know

- •How Java was developed and the impact of it's roots on the language
- •The basic structure required in creating a simple Java program as well as how to compile and run programs
- •How to document a Java program
- •How to perform text based input and output in Java
- •The declaration of constants and variables
- •What are the common Java operators and how they work
- •The structure and syntax of decision making and looping constructs

James Tan