

Introduction to Programming

with Java, for Beginners

Fundamentals – Part I:

- Comments & Literals
- Operators & Expressions
- Primitive Types & Variables
- Declaration & Assignment Statement
- Strings and Printing

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Recap

- Computing
 - Use computer to solve a task
 - Why? – Inherently faster than humans
- Programming Language
 - Language that humans can write to instruct the computer
 - Syntax – grammar of language
 - Semantics – meaning of the language
- Compiler
 - Checks for syntax errors
 - Further translates the language into what computer can understand (more on this later)

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Tools Needed

- **IDE - Integrated Development Environment**
 - A software program that makes it easier to write, compile and run/execute programs
 - We're going to use the free **Dr. Java IDE**
- **JDK - Java Development Kit**
 - Software that contains the compiler and
 - Is able to execute Java programs on the computer (runtime environment)
 - Use version 6.0 but if installation problems use 5.0
- **Setting up Dr Java on your personal PC**
 - <http://www.cis.upenn.edu/~palsetia/java/installDrJava.html>

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Comments

- Comments are used to make code more understandable to humans
- Java Compiler ignores comments

```
// this is a single line comment
```

```
/* this is  
 * a multi-line  
 * comment  
 */
```

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Literals

- Literals are the **values** we write in a conventional form whose value is obvious

3 // An **integer** has no decimal point

10.5 // a floating point (**double**)

'a' // a **character** has single quotes

true // The **boolean** literals are of two types: true, false

"hello world" // A **string** literal

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Arithmetic Operators

- + to indicate addition
- - to indicate subtraction
- * to indicate multiplication
- / to indicate division
- % to indicate remainder of a division (integers only)
- parentheses () to indicate the order in which to do things

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Relational Operators

- == equal to
 - != not equal to
 - < less than
 - > greater than
 - <= less than equal to
 - >= greater than equal to
- Note: Arithmetic **comparisons** result in a Boolean value of **true** or **false**

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Boolean or Logical Operators

- In English - conditional statements formed using "and", "or", and "not"
 - E.g. If there is a test **and** you did not study for it...
 - In Java
 - || -> OR operator
 - true if either operand* is true
 - && -> AND operator
 - true only if both operands are true
 - ! -> NOT operator
 - Is a unary operator – applied to only one operand
 - Reverses the truth value of its operand
- * Operand: a quantity upon which a operation is performed

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Expression

- An expression is combination of literals and operators
- An *expression* has a *value*
- Given an *expression*, DrJava prints its *value*

Welcome to DrJava

```
> 3
3
> 3 + 5
8
> 'a' == 'A' // == Equality operator
false
> true && false // using the logical AND
false
> true || false // using the logical OR
true
```

Later we'll see that an expression may contain other things

Such as variables, method calls ...

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Value & Type

- *Value*: Piece of data
23, 10.5, true, 'a'
- *Type*: Kind of data
integer, floating point, boolean (true/false), character

Expression	Value	Type
23	23	integer
10.5 + 2.0	12.5	fractional
3 + 5 * 6	33	integer
(3 * 4)/15	?	?
true && false	?	?

Note: integer division truncates

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Types: a very important concept!

- All data values in Java have a *type*
- The type of a value determines:
 - How the value is stored in computer's memory
 - max/min value that data can be
 - What operations make sense for the value
 - How the value can be converted (*cast*) to related values
- Note: Types are very helpful in catching programming errors

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Primitive types

- Values that Java knows how to operate on directly
- We will work with 4 of Java's 8 primitive types
 - Integer (*int*)
-1 42
 - Fractional or floating point number (*double*)
.1 3.14159 2.99792458E8
 - Character (*char*)
'J' '山'
 - Truth value (*boolean*)
true false
- Java's other types are: byte, short, long, float

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Storage Space for Numeric Type

- Numeric types in Java are characterized by their *size*:
 - how much you can store ? – computers have finite memory
- Integer and Character types

Type	Value Range
char	0 : 65535 Note: Each char is assigned a unique numeric value & numeric value is stored
int	-2147483648 : 2147483647

- Floating point types

	largest	Smallest > 0
float	3.4E38	1.4E-45
double	1.7E308	4.9E-324

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Variables

- A **variable** is a name together with an associated value
 - Value is stored in computer's memory
 - Instead of knowing the location, we access the value by the name it is associated with
- Variable must always be associated with *type*
 - It tells the computer how much space to reserve for the variable
 - The value stored can vary over time

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Identifiers

- Identifiers are names that you as a coder make up
 - Variable names
 - Also class and method names – more later!
- *Java Rule* for Variable names
 - Must start with a letter
 - May consist of alphanumeric characters and the underscore (`_`)
 - Cannot use keywords such as `int`, `double` etc.
 - If not followed compiler will complain (syntax error)

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Identifiers (contd..)

- *Style Rule* for Variable names
 - Should be a noun that starts with an lowercase letter
 - E.g. `sum`, `average`
 - If the name has multiple words, capitalize the start of every word except the first (style rule)
 - E.g. `firstName`, `lastName`
- **Note:** Style rule are for consistency and readability of programs
 - Compiler will not complain if the rule is not followed
 - If you do not follow the rule you get *penalized* in grading!

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Declaring variables

- All variables must be *declared* before being used
 - With a declaration *statement*
- Declaration statement
 - Specifies the *type* of the variable, followed by descriptive *variable name*, followed by *semicolon*(;)
- Examples:

```
int seats;  
double averageHeight;  
boolean isFriday;  
char initial;
```

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Storing value into Variables

- To store values into variable we use the *assignment* operator i.e. "="
 - *Variable = Expression*; -> assignment statement
- Important
 - Assignment statement must end with a semicolon(;)
 - When a variable is assigned a value, the old value is discarded and totally forgotten
- Examples

```
seats = 150;  
averageHeight = (2.1 + 1.74 + 1.58)/3;  
isFriday = true;
```

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Variable value and type

- The *value* of a variable may be changed

```
x = 57;
```
- However its *type* may not

```
x = true; // this causes a syntax error,  
// i.e. compiler will complain
```

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Initializing Variables

- It's good idea to declare and initialize a variable in one statement

```
double milesPerHour = 60.5;  
boolean isTall = true;  
int age = 17;
```
- Note:**
- If a variable is not initialized before using, it gets assigned default value of that type

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Constants

- Variables that don't change
 - Initialize a value and never change it
 - Program's computation might be affected if a variable is not consistent throughout
- Rules
 - Java Rule: Must have the keyword *final* before the *type*
 - Style Rule: Should have all caps for *variable name*
 - If multiple words use underscore between words

```
final double PI = 3.14;  
final int MILES_PER_GALLON = 32;
```

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Another Important Type: String

- A **String** is an **Object**, not a primitive type
 - Java also has objects - cover objects later
- String is composed of zero or more **chars**
- A String is a sequence of characters enclosed by double quotes
 - "Java" "3 Stooges" "富士山"
- + means concatenation for strings
 - "3" + " " + "Stooges" ⇒ "3 Stooges"
- Automatic conversion of numbers to strings
 - 3 + " " + "Stooges" ⇒ "3 Stooges"

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Examples of String creation

In Dr Java:

```
> String s2 = "hello";  
> s2 + " you!"  
"hello you!"  
> s2 = "The result is " + 100;  
> s2  
"The result is 100"
```

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System.out.println(*String*)

- Command that prints *string* to the output screen
- Can also print literals, and expression values
 - The answer is automatically converted to string
- Prints every time on a new line
- Useful in finding semantic errors in a program

```
System.out.println("hello world");  
System.out.println(5)  
System.out.println("x = " + x);
```

- To not print on new newline use:
 - System.out.print(String)

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