

2 Language Basics – Variables

Reference Type Variables

- Reference type variables "point" to an object of the reference type

```

bike1 = new Bicycle();
bike2 = new Bicycle();

bike1.gear = 3;

boolean c;
c = bike1.equals(bike2);
// c == false
c = (bike1 == bike2);
// c == false
  
```

cell nr	cell name	cell content
...
1149	bike1	<1150>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	3
...
1327	bike2	<1405>
...
1405	bike2.cadence	0
1406	bike2.speed	0
1407	bike2.gear	1
...

data

2 Language Basics – Variables

Reference Type Variables

- Reference type variables "point" to an object of the reference type

```

bike1 = new Bicycle();
bike2 = new Bicycle();

bike1.gear = 3;

bike1 = bike2;

boolean c;
c = bike1.equals(bike2);
// c == false
c = (bike1 == bike2);
// c == true
  
```

cell nr	cell name	cell content
...
1149	bike1	<1405>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	3
...
1327	bike2	<1405>
...
1405	bike2.cadence	0
1406	bike2.speed	0
1407	bike2.gear	1
...

data

2 Language Basics – Variables

Arrays

- Array: "Indexed list" of elements
- Holds a **fixed number** of variables of a certain type (primitive or reference)
- Is itself a reference type (see next slide)

```

int[] someArray;
someArray = new int[6];
someArray[0] = 23;
someArray[1] = 12;
someArray[5] = 4 + someArray[2];

String[] someOtherArray;
someOtherArray = new String[30];
someOtherArray[17] = "bla bla";

AnyClass[] thirdArray;
thirdArray = new AnyClass[45];
thirdArray[44] = new AnyClass();
thirdArray[44].someMethod();
  
```

Indices: 0 1 2 3 4 5

first index

length of example array is 6

element at index 4

}

array of *primitive type* elements

Indices: 0 1 2 3 4 5

first index

length of example array is 6

element at index 4

}

array of *reference type* elements (objects)

2 Language Basics – Variables

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Indices: 0 1 2 3 4 5

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2 Language Basics – Variables

Arrays

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array of *primitive type* elements

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AnyClass[] thirdArray;
thirdArray = new AnyClass[45];
thirdArray[44] = new AnyClass();
thirdArray[44].someMethod();
```

2 Language Basics – Variables

Arrays

- Array is itself a **reference type**:

```
int[] someArray = new int[3];
int[] anotherArray = new int[3];

someArray[2] = 7;
anotherArray[1] = 8;
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	someArray	<1150>
1150		0
1151		0
1152		7
...
1327	anotherArray	<1328>
1328		0
1329		8
1330		0
...

2 Language Basics – Variables

Arrays

- Array is itself a **reference type**:

```
int[] someArray = new int[3];
int[] anotherArray = new int[3];

someArray[2] = 7;
anotherArray[1] = 8;

someArray = anotherArray;

boolean b = (someArray[1] == 8);
// b == true
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	someArray	<1328>
1150		0
1151		0
1152		7
...
1327	anotherArray	<1328>
1328		0
1329		8
1330		0
...

2 Language Basics – Variables

Arrays

- Array is itself a **reference type**:
- **Length** property:

```
int[] someArray = new int[3];
int[] anotherArray = new int[3];

someArray[2] = 7;
anotherArray[1] = 8;

someArray = anotherArray;

boolean b = (someArray[1] == 8);
// b == true

int l = someArray.length;
// l == 3
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	someArray	<1328>
1150		0
1151		0
1152		7
...
1327	anotherArray	<1328>
1328		0
1329		8
1330		0
...

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2 Language Basics – Operators

Operators

- Operators** (mostly) act on variables of primitive types. **Examples:**

Assignment Operator

= Simple assignment operator (also for reference types) `a = b+1; bike2 = bike1.copy();`

Arithmetic Operators

+	Additive operator	<code>double aaa = b + 1.7; int a = 1 + 1;</code>
-	Subtraction operator	<code>int b = c - 9; float f = 10.0f - 23.0f;</code>
*	Multiplication operator	<code>fd = fd * 0.1f; double d = z * z;</code>
/	Division operator	<code>int a = 17 / 9 // a == 1;</code> <code>float eee = 13.0f / 2.0f // ee == 6.5f;</code>
%	Remainder operator	<code>int a = 17 % 9 // a == 8;</code>

Unary Operators

+	Unary plus operator; (not very useful)	<code>int a = -1; int b = +a; // b == -1</code>
-	Unary minus operator; negates an expression	<code>int a = -1; int b = -a; // b == 1</code>
++	Increment by 1	<code>int a = 0; a++; // a == 1;</code>
--	Decrement by 1	<code>int a = 1; a--; // a == 0;</code>
!	Inverse value of a boolean	<code>boolean b = true; c = !b; // c==false;</code>

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2 Language Basics – Operators

Equality and Relational Operators

==	Equal to	<code>boolean a = (1 == 1); // a == true</code>
!=	Not equal to	<code>boolean a = (1 != 1); // a == false</code>
>	Greater than	<code>boolean a = (17 > 12); // a = true;</code>
>=	Greater than or equal to	etc.
<	Less than	
<=	Less than or equal to	

Conditional Operators

&&	Conditional-AND	<code>a = false; b = true; c = a && b; // c == false;</code>
	Conditional-OR	<code>a = false; b = true; c = a b; // c == true;</code>
?:	Ternary (shorthand for if-then-else statement, use if-then-else instead!)	

Reference Type Comparison Operator

instanceof Compares an object to a specified type

```
Vector z = new Vector();
boolean b =
    z instanceof Vector;
// b== true;
```

Bitwise and Bit Shift Operators

(not that important for us; see URL below)

<http://docs.oracle.com/javase/tutorial/java/nutsandbolts/op3.html>

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2 Language Basics – Operators

- There is a **fixed precedence** of operators
- Simple: **Use brackets** "(" ... ")" to enforce precedence as desired!

```
int a = ((7 + 4) * 8) % 3; // a == 1
```

- Important: **Dereference** operator for reference types: **dot-operator** "."

```
String s1 = s1.concatenate(s2);
bike1.cadence = 4;
bike1.changeGear(5);
```

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2 Language Basics – Expressions, Statements, Blocks

Expressions

- Expression:** Legal combination of constants, variables and operators
- Can be (and typically are) nested
- Expressions evaluate to a **value** of a certain **type**

Given: `int a = 73; boolean someArray[] = new boolean[5];`

Example	Evaluates to	Type
48	48	int
2.0 / 3.0	0.666666666666	double
true	true	boolean
15 / 8	1	int
(17 + (3 * 9)) % 3	2	int
a + 1	74	int
a * 9.0 / someArray.length	131.4	double

2 Language Basics – Expressions, Statements, Blocks

Expressions

- Expression:** Legal combination of...
- Can be (and typically are) nested
- Expressions evaluate to a value

Given: `int a = 73;`

Example	Value	Type
48		int
2.0 / 3.0	0.66666666	double
true		boolean
15 / 8	1	int
(17 + (3 * 9)) % 3	2	int
a + 1	74	int
a * 9.0 / someArray.length	131.4	double

2 Language Basics – Expressions, Statements, Blocks

Expressions

- Some expressions have so-called **side-effects**

Given: `int a = 73; int b;`

Example	Value	Side-effect
a = 84	84	Assign 84 to a
b = (a = 48)	48	Assign 48 to both a and b
a++	48	Assign 49 to a (!)
++a	50	Assign 50 to a (!)
new Bicycle()	Reference to a new instance of Bicycle, e.g. <1150>	Create and initialize new instance of class Bicycle in memory
new double[10]	Reference to a new array of double	Create and initialize new array in memory

2 Language Basics – Expressions, Statements, Blocks

Statements

- Statement:** Complete unit of execution (ends with ";")
- Expression statements:**
 - Assignment expressions `a = (17 + (3 * 9)) % 3;`
 - Use of ++ or -- `a++;`
 - Method invocations `someObject.methodOne();`
 - Object creation expressions `new SomeClass();`
- Declaration statements** `int a = 0;`
- Blocks**
 - (next slide)
- Control flow statements**
 - (later)

2 Language Basics – Expressions, Statements, Blocks

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2 Language Basics – Expressions, Statements, Blocks

Blocks

- **Block:** Group of zero or more statements enclosed in "{" ... "}"

```
if (a == b) {           // begin block
    c = 17;
    f++;
    bbb.someMethod();
}                       // end block
```

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2 Language Basics – Expressions, Statements, Blocks

Blocks

- Variables **declared inside** a block are **only visible from within** that block:

```
int a = 7, b = 6;

if (a != b) {           // begin block
    int c;
    c = a * b;
    System.out.println(c);
}                       // end block

System.out.println(c); // ERROR: c unavailable
```

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2 Language Basics – Control Flow Statements

Control Flow Statements

- **Control flow statements:**
Allow for deviation of control flow from sequential order of statements:
 - conditionals: if, if else, switch
 - loops: while, do while, for
 - branches: break, continue, return

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2 Language Basics – Control Flow Statements

- **if** and **if else** have a straightforward meaning:

```
void applyBrakes(){
    if (speed > 0) {
        speed = speed - 1;
    }
}

void applyBrakes(){
    if (speed > 0) {
        speed--;
    } else {
        System.err.println(
            "The bicycle has already stopped!");
    }
}
```

- **switch:** Equivalent to sequence of chained if else statements

2 Language Basics – Control Flow Statements

- while:** do something as long as some condition (boolean expression) is true

```
int count = 1;
while (count < 8) {
    System.out.print("#:" + count + " ");
    count++;
}
```

⇒ output will be: #:1 #:2 #:3 #:4 #:5 #:6 #:7

- do while:** similar to "while", but check condition at the end of execution of something instead of at the beginning

```
int count = 1;
do {
    System.out.print("#:" + count + " ");
    count++;
} while (count < 8)
```

⇒ output will be: #:1 #:2 #:3 #:4 #:5 #:6 #:7

2 Language Basics – Control Flow Statements

- for:** usually means to do something for a fixed number of times:

```
for (int i=0; i<7; i++) { // loop will be executed 7 times
    System.out.print("#:" + i + " ");
}
```

⇒ output will be: #:0 #:1 #:2 #:3 #:4 #:5 #:6

- General form:

```
for (initialization; termination; update) {
    statement*
}
```

- initialization** expression: Executed once at the beginning of first loop
- termination** expression: If true then execute statement(s), else exit loop
- update** expression: Executed after each iteration of the loop

2 Language Basics – Control Flow Statements

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for (int i=0; i<7; i++) { // loop will be executed 7 times
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```

⇒ output will be: #:0 #:1 #:2 #:3 #:4 #:5 #:6 #:7

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- initialization** expression: Executed once at the beginning of first loop
- termination** expression: If true then execute statement(s), else exit loop
- update** expression: Executed after each iteration of the loop

• for equivalent to while

```
initialization;
while (termination) {
    statement*
    update;
}
```

2 Language Basics – Control Flow Statements

- for:** usually means to do something for a fixed number of times:

```
for (int i=0; i<7; i++) { // loop will be executed 7 times
    System.out.print("#:" + i + " ");
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⇒ output will be: #:0 #:1 #:2 #:3 #:4 #:5 #:6 #:7

- General form:

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```

- initialization** expression: Executed once at the beginning of first loop
- termination** expression: If true then execute statement(s), else exit loop
- update** expression: Executed after each iteration of the loop

• for equivalent to while

```
initialization;
while (termination) {
    statement*
    update;
}
```

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2 Language Basics – Control Flow Statements

- break:** force termination of a loop
- continue:** skip current iteration of a loop

} can be avoided in almost all relevant cases

```
for (int i=0; i<10; i++) {
    if (i == 8) {
        break;
    } else if (i % 2 == 0) {
        continue;
    }
    System.out.print("#:" + i + " ");
}
```

⇒ output will be: #:1 #:3 #:5 #:7

- return:** terminate current method and return control flow to where the method was invoked from (will be covered shortly in more detail)

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3 Classes, Objects, Inheritance

Deepening readings:

- <http://java.sun.com/docs/books/tutorial/java/javaOO/classes.html>
- <http://java.sun.com/docs/books/tutorial/java/javaOO/objects.html>
- <http://java.sun.com/docs/books/tutorial/java/land/subclasses.html>
- <http://java.sun.com/docs/books/tutorial/essential/exceptions/index.html>

Eclipse File Edit Navigate Search Project Run Window Help Di. 18. Jun 10:00 Java - Eclipse - /Users/alex/rep/svn/wzw_ss2013/teil_java/workspace

Project Package

- BankAccount
- BeesAndFlowers
- BicycleDemo
- ControlFlowDemo
- Exceptions
- FloodFill
- Histogram
- ImageDemo
- Inheritance
- OverloadAndOverride
- Polymorphism
- QuickSort
- SimpleRecursion
- StatementsAndOperators

Problems Javadoc Declaration Console

No consoles to display at this time.

Eclipse File Edit View Go Tools Bookmarks Window Help Di. 18. Jun 10:00 Java - Eclipse - /Users/alex/rep/svn/wzw_ss2013/teil_java/workspace

New Project

Select a wizard

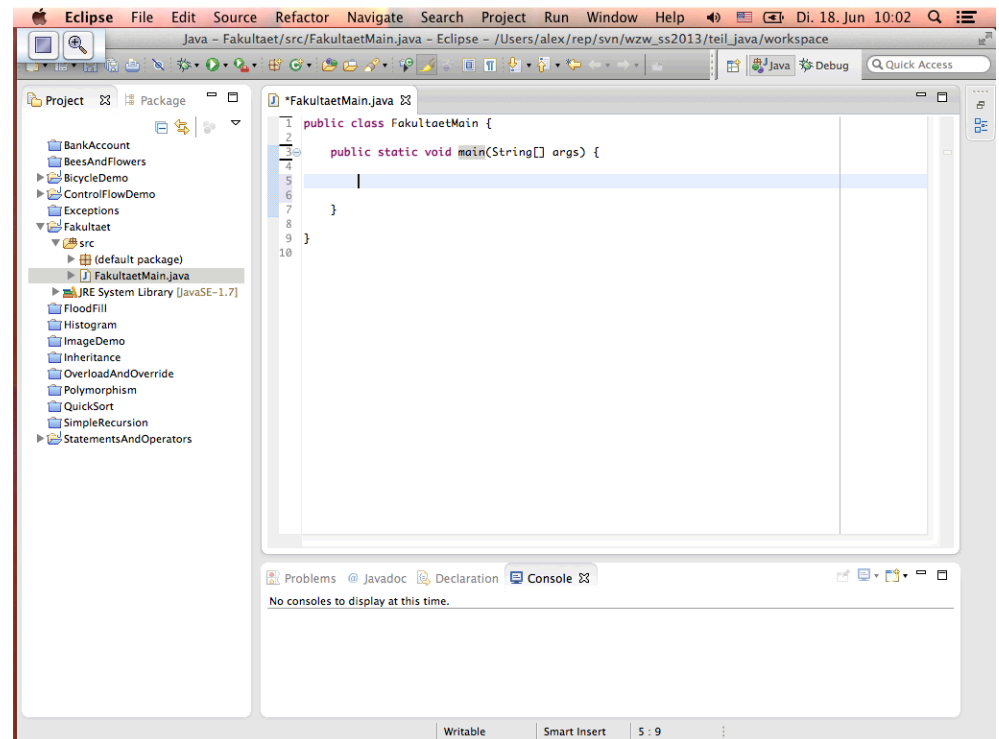
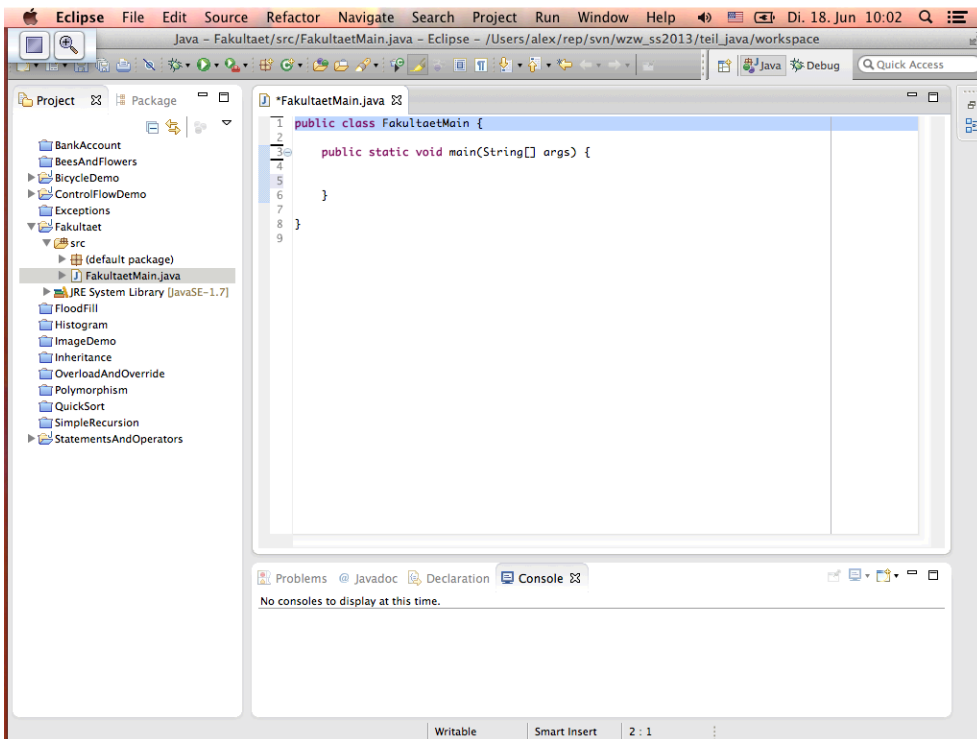
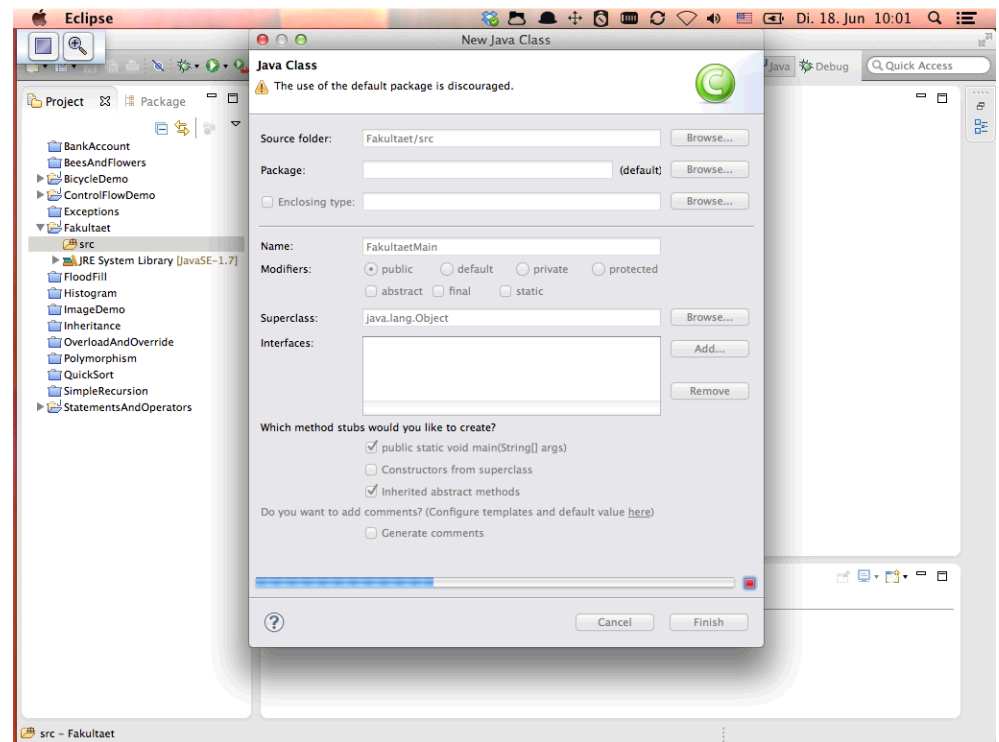
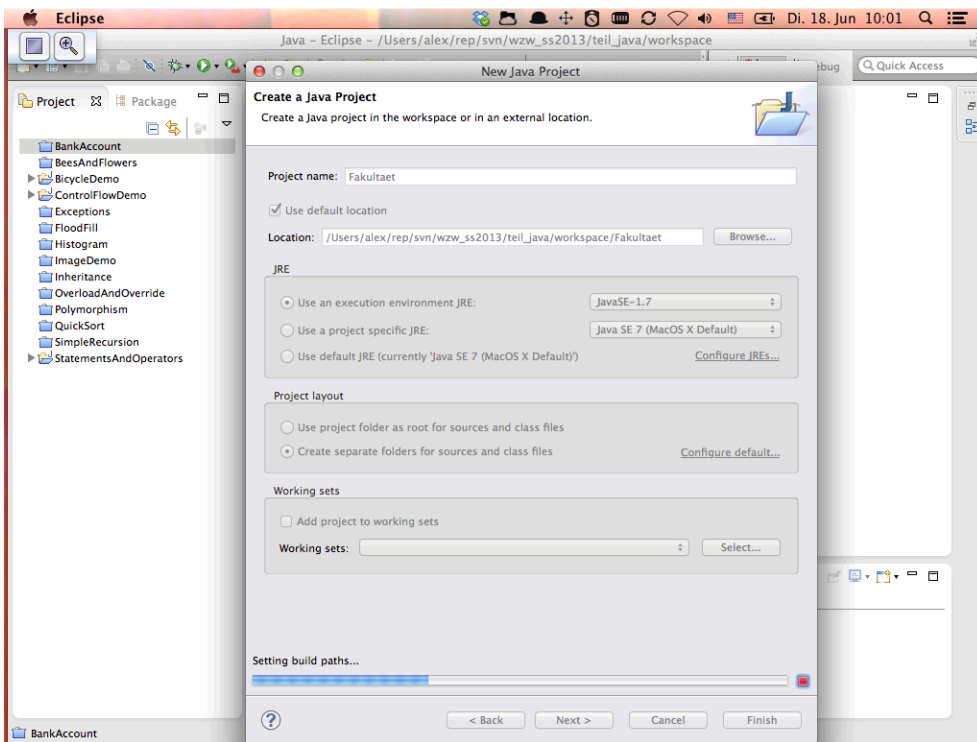
Wizards:

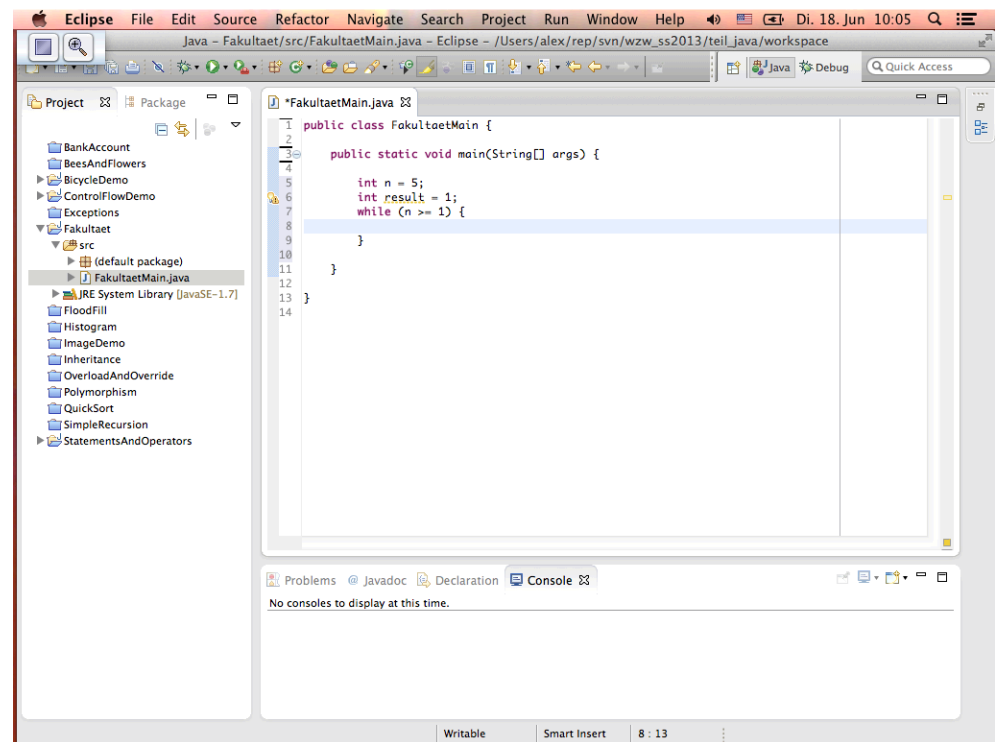
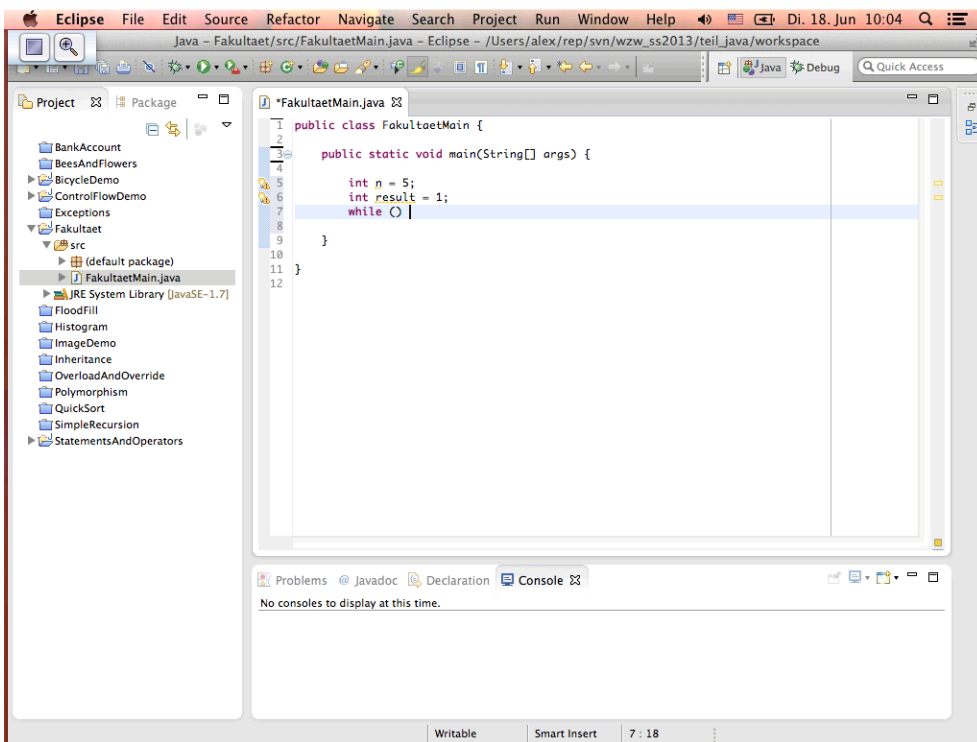
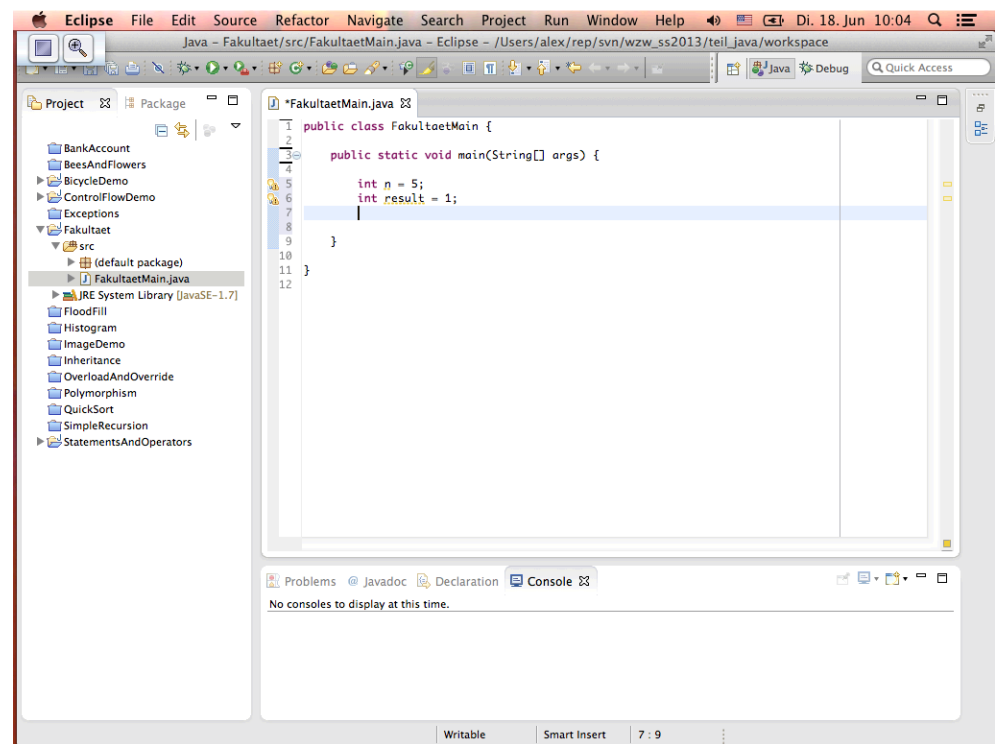
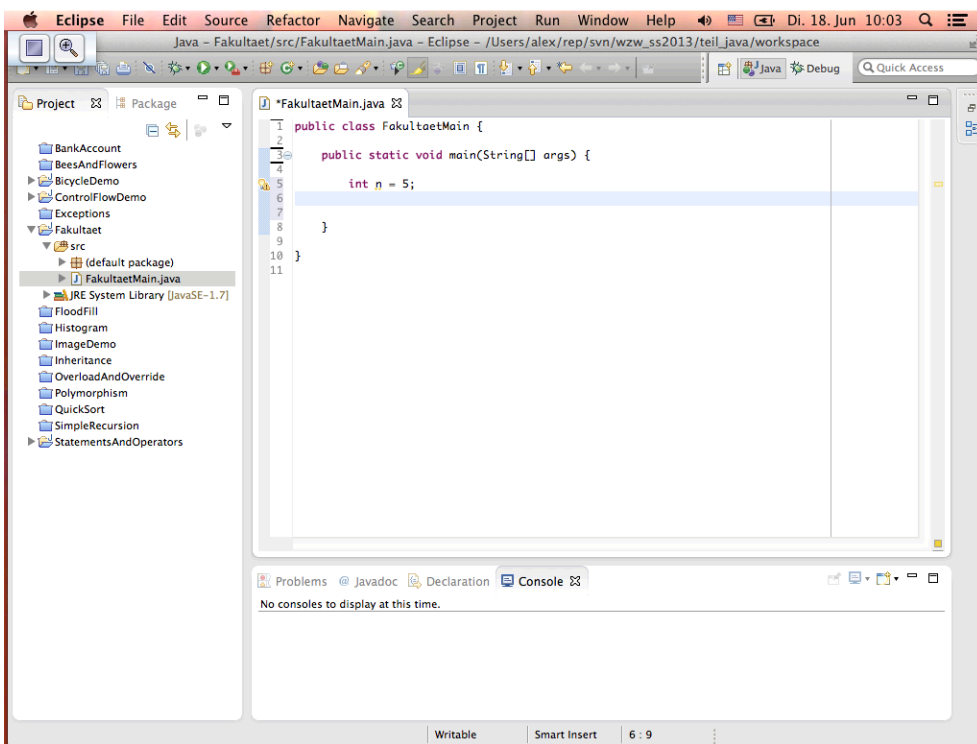
type filter text

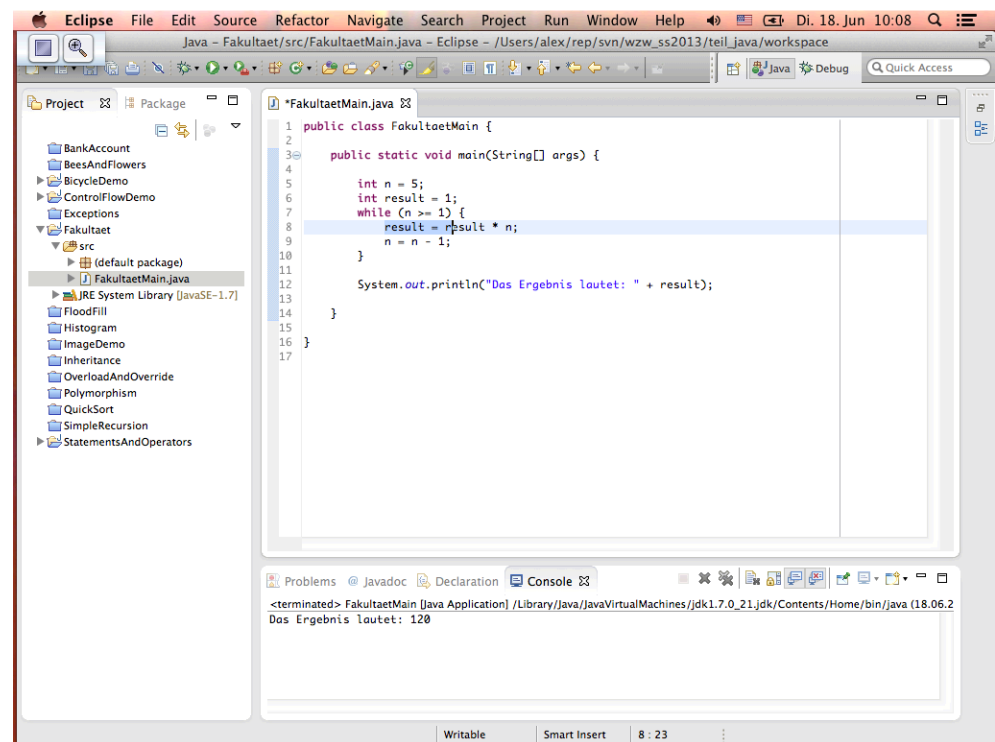
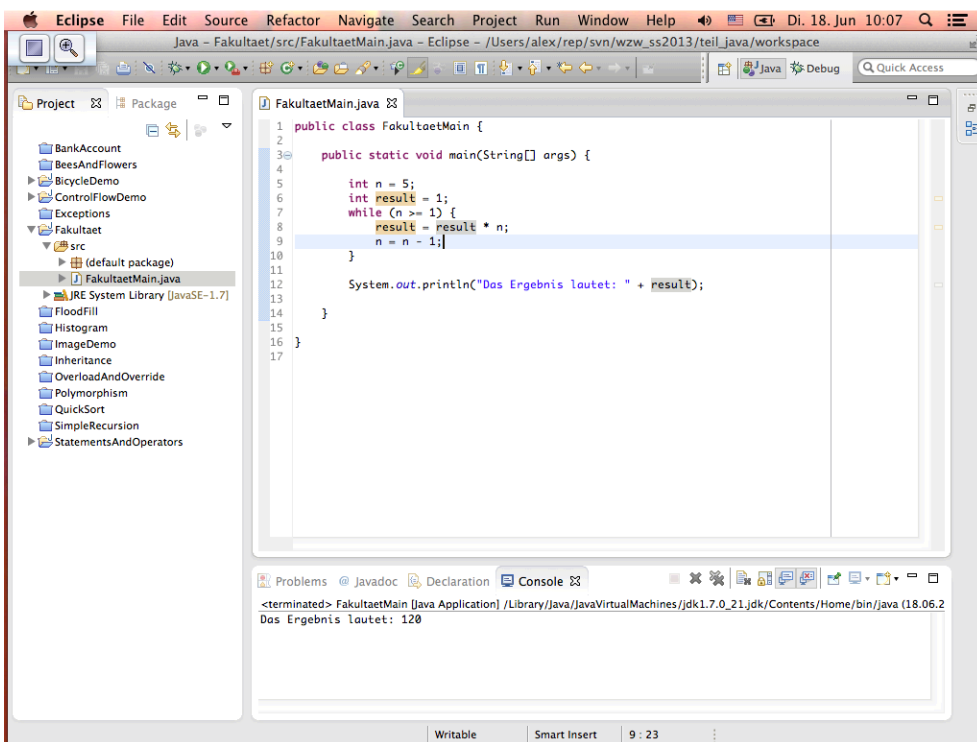
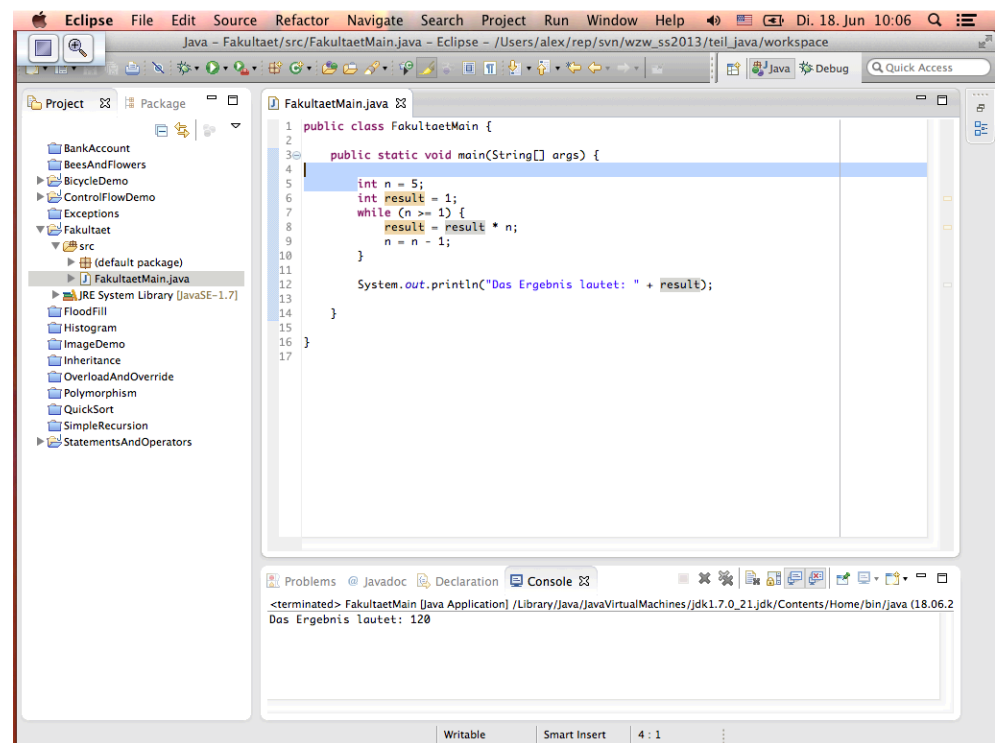
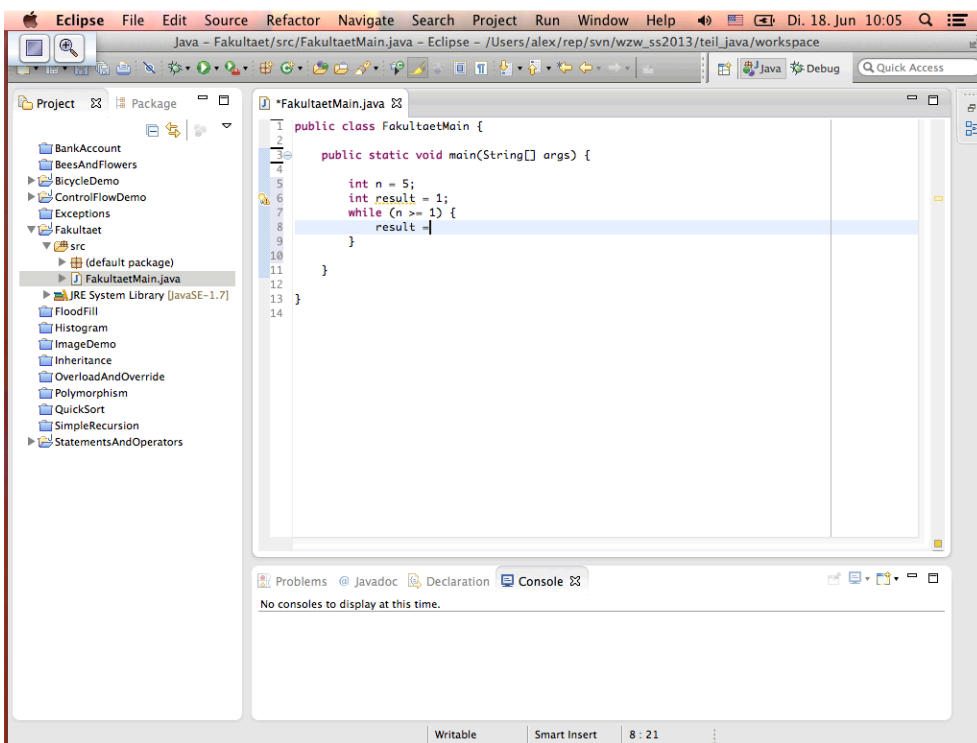
- General
- CVS
- Java
- Maven
- Examples

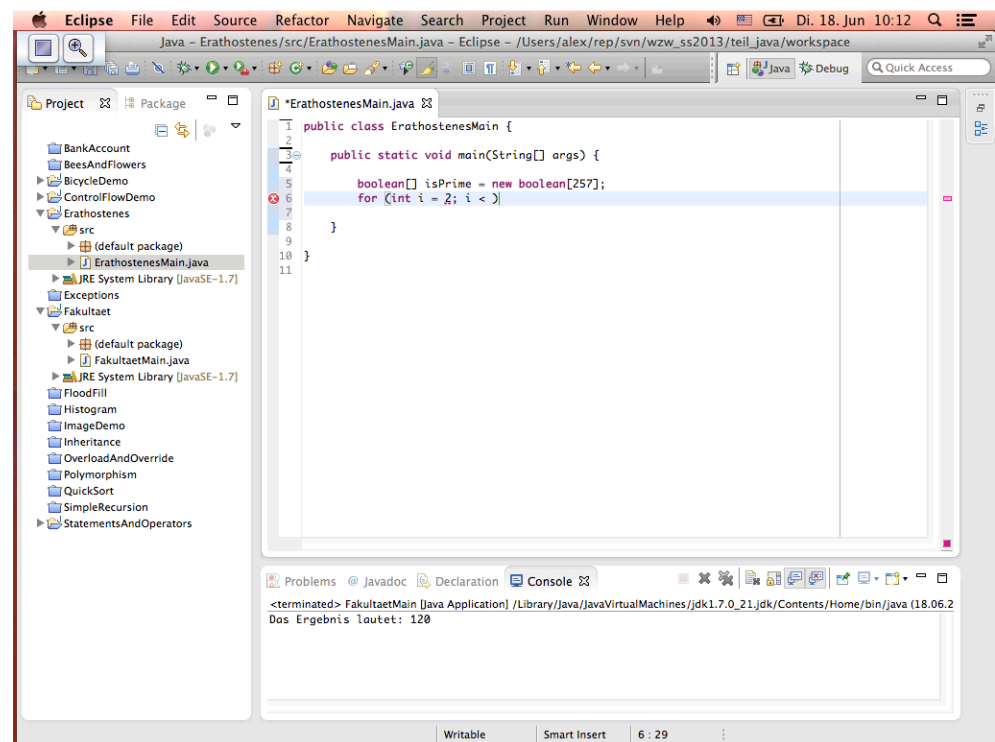
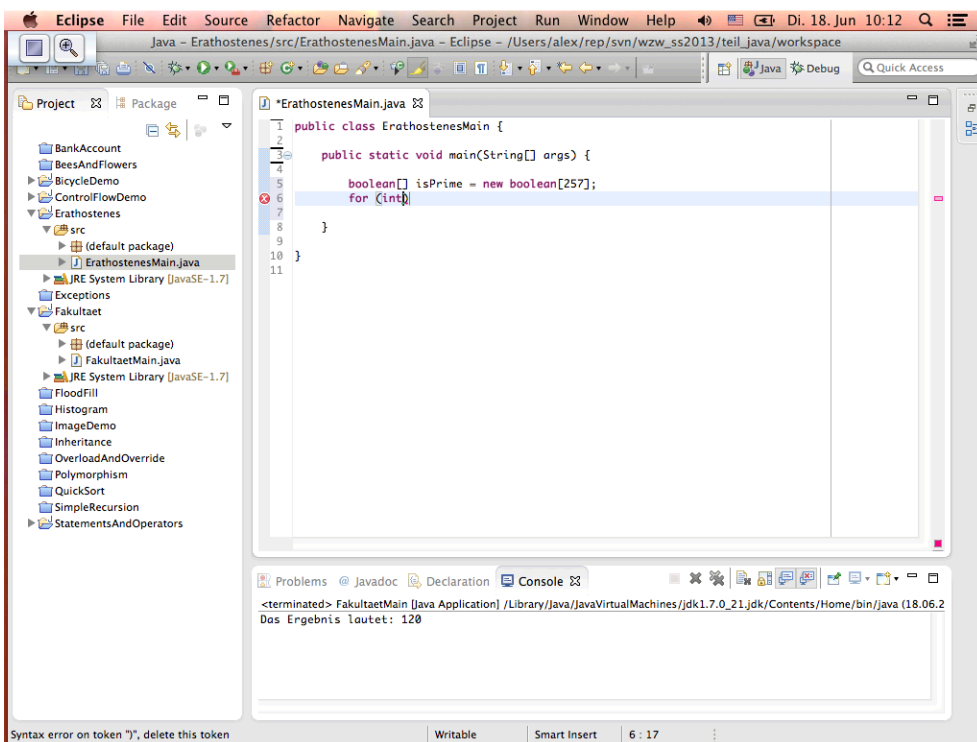
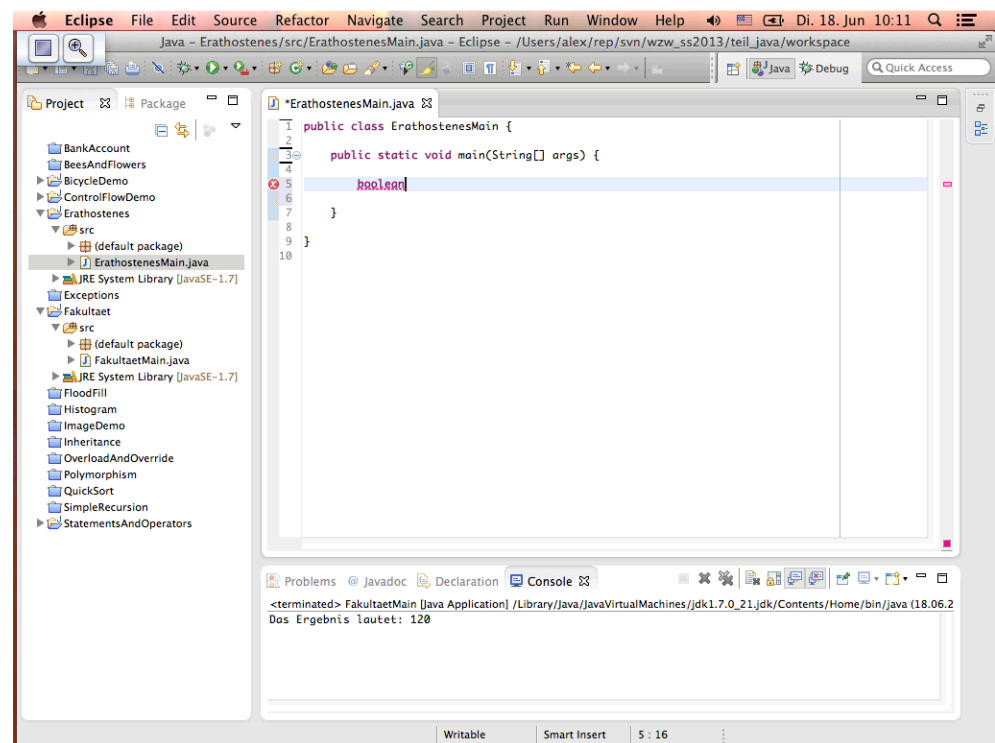
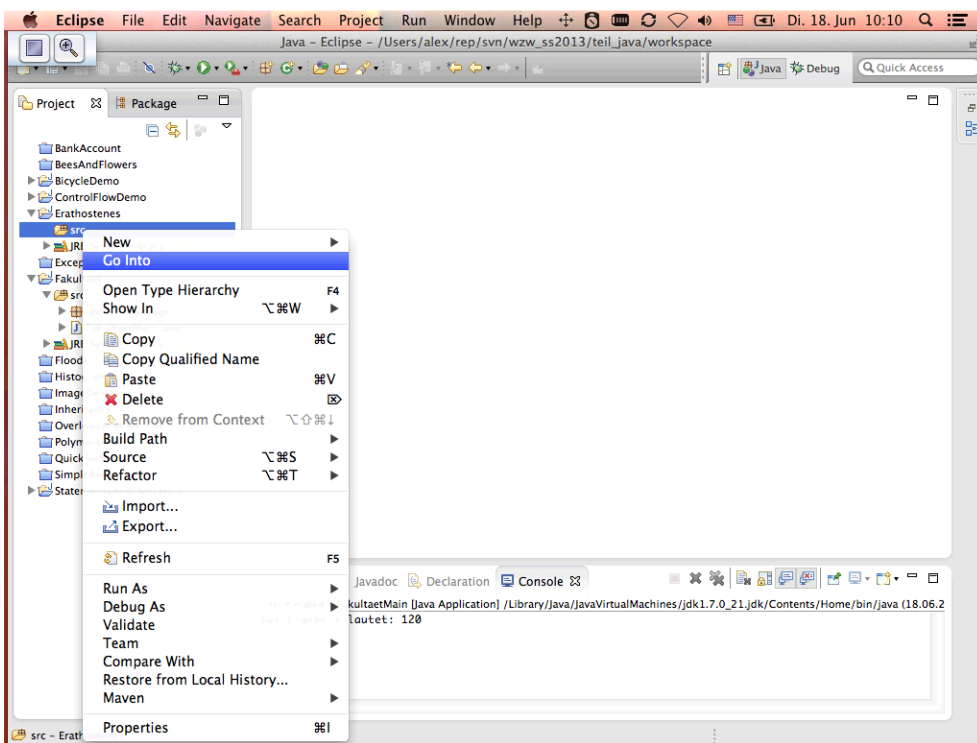
< Back Next > Cancel Finish

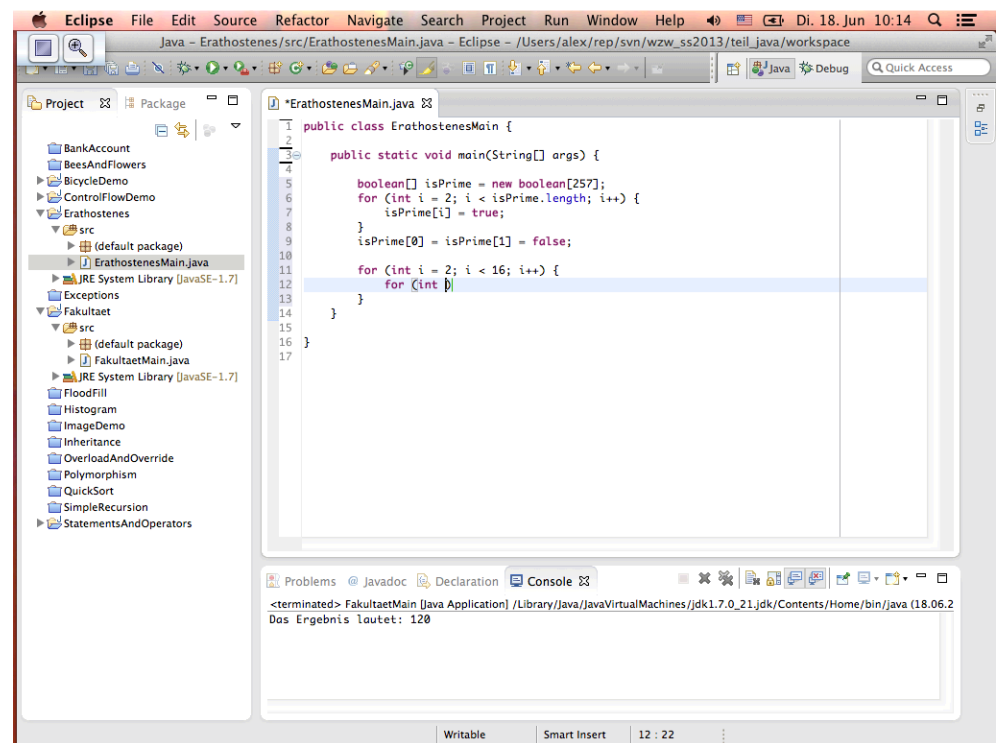
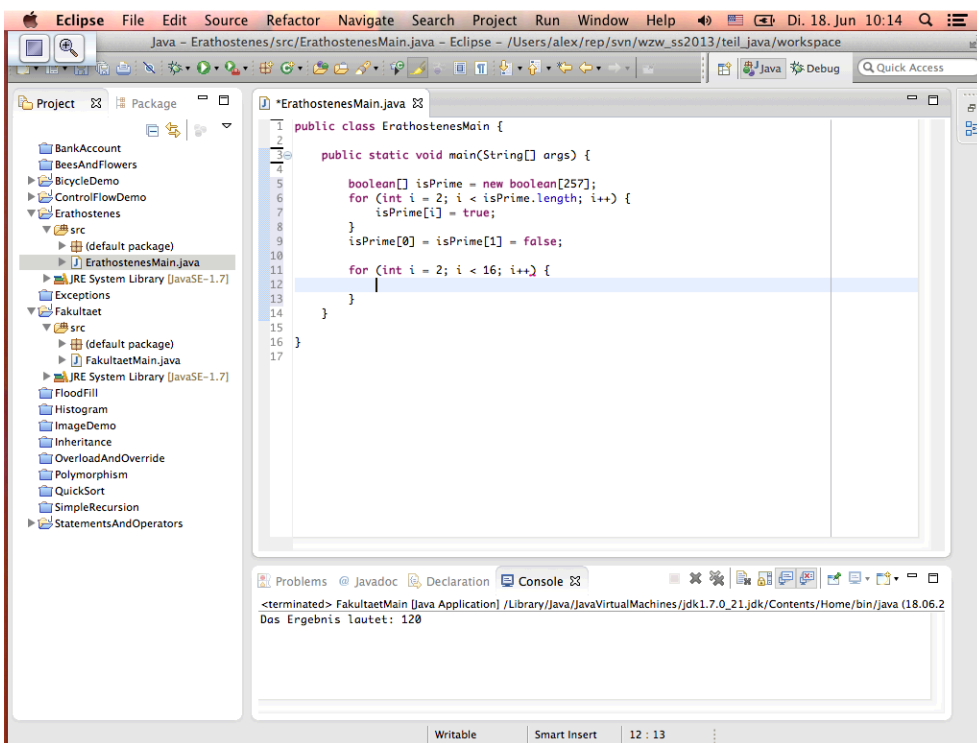
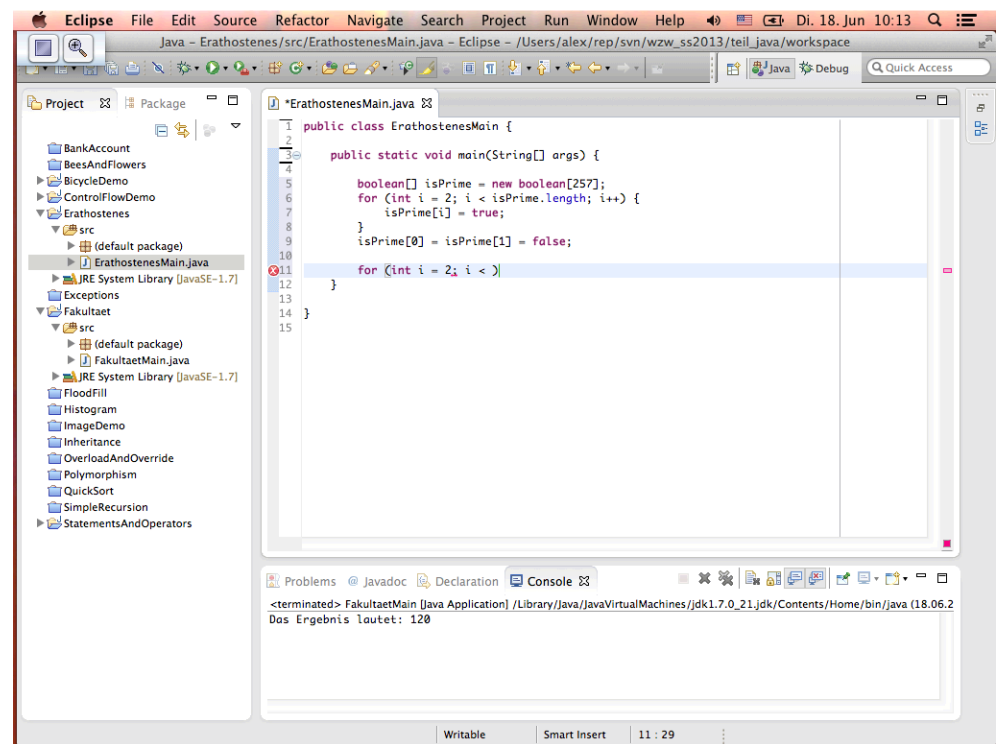
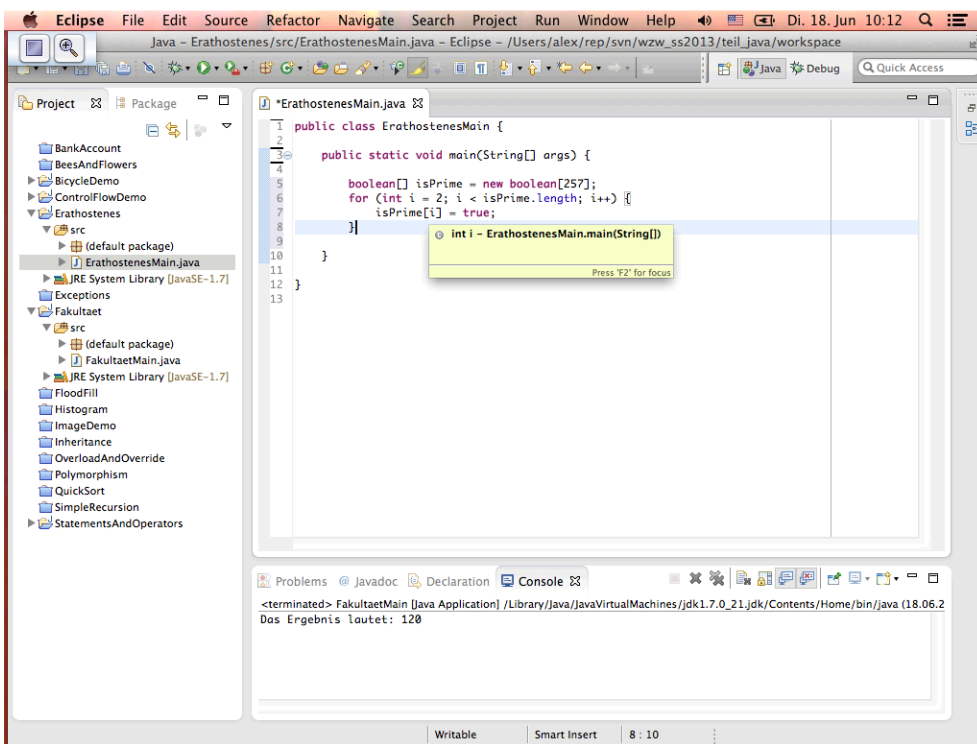
No consoles to display at this time.











Eclipse IDE screenshot showing the initial state of the ErathostenesMain.java file. The code is as follows:

```

1 public class ErathostenesMain {
2
3     public static void main(String[] args) {
4
5         boolean[] isPrime = new boolean[257];
6         for (int i = 2; i < isPrime.length; i++) {
7             isPrime[i] = true;
8         }
9         isPrime[0] = isPrime[1] = false;
10
11         for (int i = 2; i < 16; i++) {
12             for (int faktor = 2; i
13         }
14     }
15 }
16
17

```

The console output shows: <terminated> FakultetMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (18.06.2) Das Ergebnis lautet: 120

Syntax error on token ")", { expected after this token

Eclipse IDE screenshot showing the first modification to the code. The code is now:

```

1 public class ErathostenesMain {
2
3     public static void main(String[] args) {
4
5         boolean[] isPrime = new boolean[257];
6         for (int i = 2; i < isPrime.length; i++) {
7             isPrime[i] = true;
8         }
9         isPrime[0] = isPrime[1] = false;
10
11         for (int i = 2; i < 16; i++) {
12             for (int faktor = 2; i * faktor < isP
13         }
14     }
15 }
16
17

```

The console output remains: <terminated> FakultetMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (18.06.2) Das Ergebnis lautet: 120

Syntax error on token ")", { expected after this token

Eclipse IDE screenshot showing the second modification to the code. The code is now:

```

1 public class ErathostenesMain {
2
3     public static void main(String[] args) {
4
5         boolean[] isPrime = new boolean[257];
6         for (int i = 2; i < isPrime.length; i++) {
7             isPrime[i] = true;
8         }
9         isPrime[0] = isPrime[1] = false;
10
11         for (int i = 2; i < 16; i++) {
12             for (int faktor = 2; i * faktor < isPrime.length; fak
13         }
14     }
15 }
16
17

```

The console output remains: <terminated> FakultetMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (18.06.2) Das Ergebnis lautet: 120

Syntax error on token ")", EmptyStatement expected after this token

Eclipse IDE screenshot showing the final, corrected code. The code is now:

```

1 public class ErathostenesMain {
2
3     public static void main(String[] args) {
4
5         boolean[] isPrime = new boolean[257];
6         for (int i = 2; i < isPrime.length; i++) {
7             isPrime[i] = true;
8         }
9         isPrime[0] = isPrime[1] = false;
10
11         for (int i = 2; i < 16; i++) {
12             for (int faktor = 2; i * faktor < isPrime.length; faktor++) {
13                 isPrime[i * faktor] = false;
14             }
15         }
16     }
17 }
18
19

```

The console output remains: <terminated> FakultetMain [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (18.06.2) Das Ergebnis lautet: 120

Writtable Smart Insert 14 : 14

