

Objectives

- Intro to Java
- Basics of Java Syntax
- Java fundamentals
 - Print statements

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Review

- What are qualities of good software?
- What are the benefits of version control?
- What are some of the common Git commands and what do they do?

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Purpose of questions?

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Git Notes

- Typical Git workflow
 - Branch from master to a work-in-progress branch
 - Work on feature/next step/...
 - When complete, merge branch back into master
 - Optionally, push master
 - Continue in work-in-progress branch
- Typically, only push *master* branch
 - won't push your work-in-progress branches

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Policy: Using the Web and Others

- I provide a lot of online resources
- Most of what I ask you to do is similar to my slides or examples
 - Exception: machine/software configuration
- Use my resources first
- Search online/ask someone else as a last resort
 - Need more experience to sort through the results you get back online
 - How do you get experience? More practice in CSCI209!

If it's taking more than ~3 minutes to get an answer,
check in with me

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Why the Command Line?

- Because you *should* know it
 - Alumni feedback
- It can make your development process quicker
 - After you get used to it
- Because you look so badass using it

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Suggestion

- Reload assignment pages whenever you return to them
 - Get most recent updates
 - I may have addressed issues that students alerted me to

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INTRODUCTION TO JAVA

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What is Java?

... and, why should I learn it?

- From Sun Microsystems
 - 1995, James Gosling and Patrick Naughton
 - Specifications
- Object-oriented
- Rich and **large** library
- Develop cross-platform applications
 - Web, desktop, embedded
- Widely used
 - Frameworks to enable easier development



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What is Java?

- Java Programming Language
- Java Virtual Machine
- Java Class Libraries

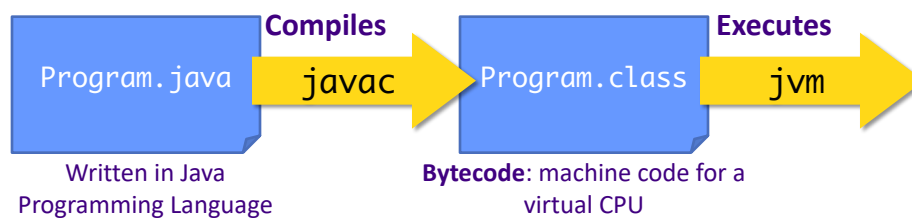
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Overview: Compiling, Executing Java Programs



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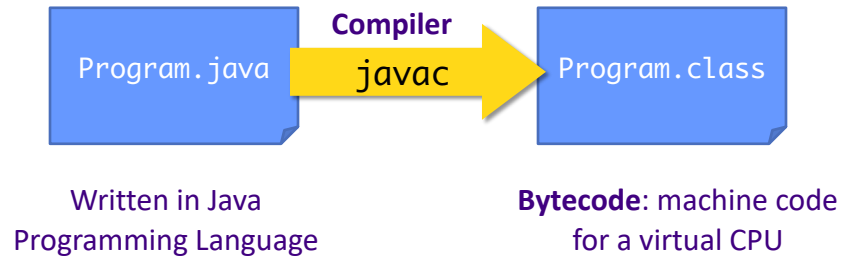
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Compiling Java Programs

Step 1:



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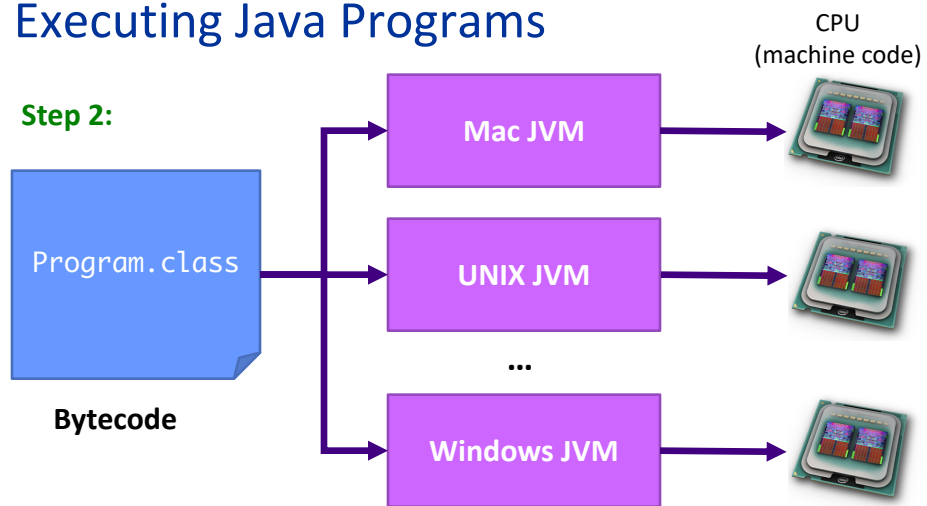
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Executing Java Programs

Step 2:



- Same **bytecode** is executed on each platform
- Don't need to provide the source code

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Java Virtual Machine (JVM)

- Emulates the CPU
 - Usually specified in software (rather than hardware)
- Executes the program's **bytecode**
 - Bytecode: virtual machine code
- JVMs available for each Java-supported platform
 - Enables program *portability*
- HotSpot VM
 - Code dynamically compiled to machine code
- Garbage Collection

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Traditional (C/C++) Program Execution



- Executable is not portable

• How does Java's approach affect distribution of software?

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2 - How does software being Java-based affect its distribution?

- Makes it harder because you have to install a JVM on every machine **A**
- Makes it more secure because you don't provide the source code **B**
- Makes it easier because same bytecode can be run on multiple platforms **C**
- Makes it easier because many machines already have Java installed **D**
- None of the above **E**

Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

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Traditional (C/C++) Program Execution



- Executable is not portable

- How are (I) Java and (II) the traditional approach the same and different from Python's approach?

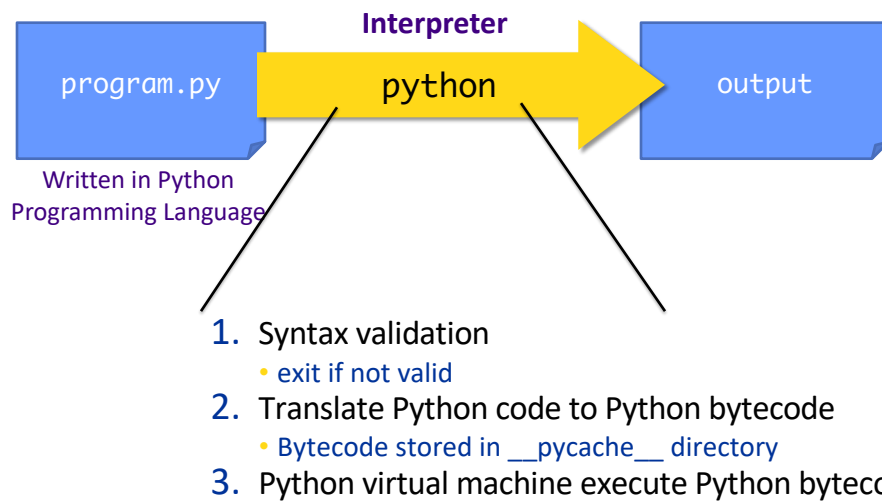
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Executing Python Programs



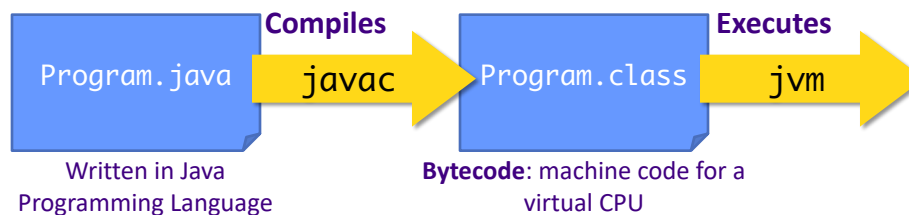
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Overview: Compiling, Executing Java Programs



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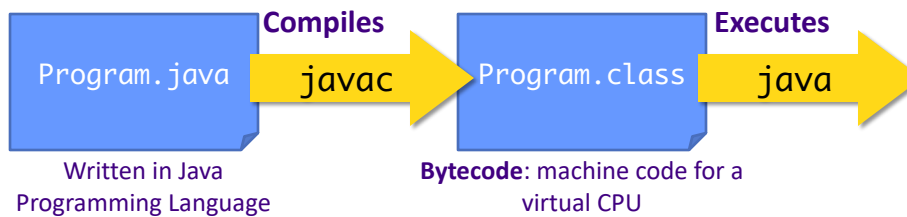
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Java Development Kit

- JDK: Java Development Kit
- SDK: Software Development Kit
- Contains
 - **javac**: Java compiler
 - **java**: Java Virtual Machine
 - Java class libraries



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Java Class Libraries

- Pre-defined classes
 - Included with Java Development Kit (JDK) and Java Runtime Environment (JRE)
 - View the available classes online:
<https://docs.oracle.com/en/java/javase/14/docs/api/index.html>
- Similar in purpose to *modules* available for Python

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What is Java?

- Java Programming Language
 - Java Class Libraries
- } What this course
is about
- Java Virtual Machine
 - Use the JVM but won't learn about how it works
 - For more information on JVM:
 - <http://docs.oracle.com/javase/specs/>

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Bringing It Together: Benefits of Java

- Rapid development of programs
 - Large library of classes, including GUIs, Enterprise-level applications, Web applications
- Portability
 - Run program on multiple platforms without recompiling
- Compiled
 - Find some errors before execution!
 - Statically typed
 - Can give performance boost by doing optimizations

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Aside: JavaScript vs Java

- JavaScript is **not** Java
 - JavaScript is a *scripting* language, primarily embedded in HTML, executed by Web browsers*



```
<script type="text/javascript">
function myFunction() {
    return ("Hello, have a nice day!")
}
</script>
</head>
<body>
<script type="text/javascript">
    document.write(myFunction())
</script>
```

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LET'S PROGRAM!

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Python Review

```
# a Python program
def main():
    print("Hello!")

main()
```

What does this program do?

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Example Java Program

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

What are your observations about this program?
What can you figure out?

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Example Java Program

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

- Everything in Java is inside a **class**
 - Java is *entirely* object-oriented*
 - This class is named **Hello**

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Example Java Program

Blocks of code marked
with { }

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

Defines the class "Hello"

- In general, each Java program file contains **one** class definition*
- Name of the class is name of file
 - E.g., **Hello.java**

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Example Java Program

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

Access Modifier:

controls if other classes can use code in this class

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Example Java Program

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

method

- Class contains one *method*: **main**

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Example Java Program: **main** Method

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

- Similar to **main** in Python
 - But *must be associated with a class*
- Must take one parameter: an *array* of Strings
 - For command-line arguments
- Must be **public static**
- Must be **void**: data type of what method returns (nothing)
- **main** is *automatically* called when program is executed

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Example Java Program

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

- Method contains one line of code
 - What do you think it does?

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Example Java Program: Print Statements

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

- Calls the **println** method on the **System.out** object
- **println** takes one parameter, a **String**
- Displays string on terminal, terminates the line with new line (\n) character

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Example Java Program: Comments

```
/**
 * Our first Java class: displays Hello!
 * @author Sara Sprenkle
 */
public class Hello {
    public static void main(String[] args) {
        //print a message
        System.out.println("Hello!");
    }
}
```

- Comments: `/* */` or `//`
 ➤ `/** */` are special **JavaDoc** comments

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Code Style

```
/**
 * Displays "Hello!"
 * @author Sara Sprenkle
 */
```

- **Comments** at top of program
 - Sprenkle CSCI209 requirements:
 - **Must** include your name
 - **Must** include high-level description of program
- Proper **indentation**
 - Similar to Python
 - Everything within pairs of `{}` is indented the same

```
public class Hello {
    public static void main(String[] args) {
        System.out.println("Hello!");
    }
}
```

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What are the Differences?

```
# a Python program
def main():
    print("Hello")

main()
```

```
/**
 * Our first Java class
 * @author Sara Sprenkle
 */
public class Hello {
    public static void main(String[] args) {
        //print a message
        System.out.println("Hello");
    }
}
```

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Java vs. Python, so far...

- **Semantics** the same, **syntax** different
 - Blocks of code
 - End statements
- Access modifiers
- Data type declarations
- Class-based programs
- Compiled

We'll see more differences as we go...

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Literal Translation to Python Program?

```
/**
 * Our first Java class
 * @author Sara Sprenkle
 */
public class Hello {
    public static void main(String[] args) {
        //print a message
        System.out.println("Hello");
    }
}
```

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Translation to Python Program

```
class Hello:  
    """Our first Python class"""  
  
    def __init__(self):  
        # fill in later..  
  
    def main(self):  
        print("Hello")
```

Semi-literal translation

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JAVA FUNDAMENTALS

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Print Statement

- Syntax:

```
System.out.println(<String>);
System.out.print(<String>);
```

No newline

- Similar to Python's `file.write()` method
 - Need to combine parameter into one `String` using `+`'s
 - Python's `print` used *commas*
 - More on `String` operations later

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String Concatenation

- If a string is concatenated with something that is not a string, the other variable is converted to a string.

```
System.out.println("The answer is " + 78);
```

Note the +

Automatically
converted to a String

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Unix Output Redirection: >

- We can redirect output to a file
 - For example

```
ls *.java > java_files.out
```
 - Above command saves the output from the `ls` command into the file named `java_files.out`
- This is how you will save output from your Java programs initially
 - For example

```
java Intro > out
```

Please follow instructions on names in assignments

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Looking Ahead

- Register for Text Book
 - Start reading Chapter 1 through 1.4: Lets look at a Java Program
- Complete Assignment 0 before class on Friday
- 5 Volunteers to be Virtual on Friday
 - Make a schedule that starts Monday

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