

Objectives

- Continuing Java Fundamentals
 - User Input
 - Control Structures
 - Arrays
 - Command-line Arguments

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1

1

Review

- What are some of the primitive data types of Java?
- What is the syntax for declaring a variable in Java?
- What is the keyword for a constant value?
- What are some examples of Java classes?
- How do you call a method? How do you call a static method?
 - Why the distinction? -- What does **static** mean?
- How do we know what methods are available for a Java class?

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2

2

Assign 1

- Problems?
- Tips or tricks for others?
 - Read: what mistakes will you vow never to do again but probably will?

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3

3

Assignments Feedback

- Recall: Class comments are required
- High-level description first


```
/**
 * Our first Java class, displays "Hello"
 * @author Sara Sprenkle ←
 */
```
- Comment for author: `@author Dr. Seuss`
 - Syntax will make more sense when we talk more about JavaDocs
 - Needs to be last in the comment

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4

4

Example FileExtensionFinder

```

/**
 * This Java program (FileExtensionFinder) takes a file name (a
 * String) as user input and displays the file extension, lowercased.
 *
 * @author Redacted McRedacted
 */
public class FileExtensionFinder {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter your filename: ");
        String filename = sc.nextLine();

        int periodIndex = filename.lastIndexOf('.');
        String extension = filename.substring(periodIndex + 1);
        String lcExtension = extension.toLowerCase();

        System.out.println("Your file is a(n) " + lcExtension +
            " file.");
    }
}

```

- Good variable names
- Good chunks – not doing too much in one line
- Good high-level comment

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Getting user input

JAVA.UTIL.SCANNER

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6

6

java.util.Scanner

- Create a Scanner object by calling the constructor
 - **new** keyword means you're allocating memory for an object

```
Scanner sc = new Scanner(System.in);
```

What is this?

- Need to **import** the class because it's not part of java.lang package
 - Imports go at the top of the program, before class definition

```
import java.util.Scanner;
```

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7

7

Scanner

- Makes reading/parsing input easier
- Breaks its input into tokens using a delimiter pattern, which matches whitespace

What is a "delimiter pattern"?
What is "whitespace"?

- Converts resulting tokens into values of different types using `nextXXX()`
- Can change token delimiter from default of whitespace
- Assumes numbers are input as decimal
 - Can specify a different radix

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8

8

java.util.Scanner

- Many constructors
 - Read from file, input stream, string ...
- Many methods
 - `nextXXXX` (int, long, line)
 - Skipping patterns, matching patterns, etc.
- Close the Scanner when you're done with it
 - (not done in Assignment 1 but should be done in the future)

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9

9

Using Scanners

- Use *nextXXX()* to read from it...

```

long tempLong;

// create the scanner for the console
Scanner sc = new Scanner(System.in);

// read in an integer and a String
int i = sc.nextInt();
String restOfLine = sc.nextLine();

// read in a bunch of long integers
while (sc.hasNextLong()) {
    tempLong = sc.nextLong();
}

sc.close();

```

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10

10

Using Scanner

```
public static void main(String[] args) {
    // open the Scanner on the console input, System.in
    Scanner scan = new Scanner(System.in);

    scan.useDelimiter("\n"); // breaks up by lines, useful for
    // console I/O

    System.out.print("Please enter the width of a rectangle: ");
    int width = scan.nextInt();

    System.out.print("Please enter the height of a rectangle: ");
    int length = scan.nextInt();
    scan.close();

    System.out.println("The area of your square is " + length *
    width + ".");
}
ConsoleUsingScannerDemo.java
```

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11

11

Effective Java: Code Inefficiency

Why didn't we talk about *constructing* a String?

- We said to do this:

```
String s = "text";
```

- Instead of this

```
String s = new String("text"); // DON'T DO THIS
```

Why?

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12

12

Effective Java: Code Inefficiency

Why didn't we talk about *constructing* a String?

- We said to do this:

```
String s = "text";
```

- Instead of this

```
String s = new String("text"); // DON'T DO THIS
```

Creates two strings

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13

13

StringBuilders vs Strings

- **Strings** are read-only or *immutable*
 - Same as Python
- More efficient to use **StringBuilder** to manipulate a **String**
- Instead of creating a new **String** using
 - `String str = prevStr + " more!";`
- Use

new keyword:
allocate memory to a new object

```
StringBuilder str = new StringBuilder( prevStr );  
str.append(" more!");
```

- Many **StringBuilder** methods
 - `toString()` to get the resultant string back

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14

14

CONTROL STRUCTURES

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15

15

Review

- What is the syntax of a *conditional statement* in Python?

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16

16

Control Flow: Conditional Statements

● **if** statement

- **Condition** must be surrounded by `()`
- Condition must evaluate to a **boolean**
- Body must be enclosed by `{}` if multiple statements

```
if (purchaseAmount < availCredit) {
    System.out.println("Approved");
    availableCredit -= purchaseAmount;
}
else
    System.out.println("Denied");
```

Don't need `{ }` if only one statement in the body
Best practice: use `{ }`

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17

Control Flow: Conditional Statements

● **if** statement

```
if (purchaseAmount < availCredit) {
    System.out.println("Approved");
    availableCredit -= purchaseAmount;
}
else
    System.out.println("Denied");
```

Condition

Block of code

- Everything between `{ }` is a block of code
 - Has an associated scope

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18

18

Logical Operators

Operation	Python	Java
AND		&&
OR		
NOT		!

In Python, these are ...?

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19

19

Logical Operators

Operation	Python	Java
AND	and	&&
OR	or	
NOT	not	!

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20

20

Scoping Issues: Python Gotcha

- Everything between { } is a block of code
 - Has an associated *scope*

```

if (purchaseAmount < availableCredit) {
    availableCredit -= purchaseAmount;
    boolean approved = true;
}
if( ! approved )
    System.out.println("Denied");

```

Out of scope
Will get a compiler error
(cannot find symbol)

How do we fix this code?

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21

21

Not Fixed

```

if (purchaseAmount < availableCredit) {
    availableCredit -= purchaseAmount;
    boolean approved = true;

    if( ! approved ) Will never execute
        System.out.println("Denied");
}

```

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22

22

Almost Fixed

- Move `approved` outside of the `if` statement

```
boolean approved;
if (purchaseAmount < availableCredit) {
    availableCredit -= purchaseAmount;
    approved = true;
}
if( ! approved )
    System.out.println("Denied");
```



Compiler error: variable `approved` might not have been initialized

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23

23

Fixed

- Move `approved` outside of the `if` statement *and* initialize

```
boolean approved = false;
if (purchaseAmount < availableCredit) {
    availableCredit -= purchaseAmount;
    approved = true;
}
if( ! approved )
    System.out.println("Denied");
```

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24

24

Control Flow: `else if`

- In Python, was `elif`

```

if( x%2 == 0 ) {
    System.out.println("Value is even.");
}
else if ( x%3 == 0 ) {
    System.out.println("Value is divisible by 3.");
}
else {
    System.out.println("Value isn't divisible by 2 or 3.");
}

```

What output do we get if x is 9, 13, and 6?

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25

25

Apple's goto fail in SSL

(actually C code
but Java is similar)

```

hashOut.data = hashes + SSL_MD5_DIGEST_LEN;
hashOut.length = SSL_SHA1_DIGEST_LEN;
if ((err = SSLFreeBuffer(&hashCtx)) != 0)
    goto fail;
if ((err = ReadyHash(&SSLHashSHA1, &hashCtx)) != 0)
    goto fail;
if ((err = SSLHashSHA1.update(&hashCtx, &clientRandom)) != 0)
    goto fail;
if ((err = SSLHashSHA1.update(&hashCtx, &serverRandom)) != 0)
    goto fail;
if ((err = SSLHashSHA1.update(&hashCtx, &signedParams)) != 0)
    goto fail;
if ((err = SSLHashSHA1.update(&hashCtx, &signedParams)) != 0)
    goto fail;
if ((err = SSLHashSHA1.final(&hashCtx, &hashOut)) != 0)
    goto fail;

```

<https://nakedsecurity.sophos.com/2014/02/24/anatomy-of-a-goto-fail-apples-ssl-bug-explained-plus-an-unofficial-patch/>

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26

26

Apple's goto fail in SSL

```

hashOut.data = hashes + SSL_MD5_DIGEST_LEN;
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if ((err = SSLFreeBuffer(&hashCtx)) != 0)
    goto fail;
if ((err = ReadyHash(&SSLHashSHA1, &hashCtx)) != 0)
    goto fail;
if ((err = SSLHashSHA1.update(&hashCtx, &clientRandom)) != 0)
    goto fail;
if ((err = SSLHashSHA1.update(&hashCtx, &serverRandom)) != 0)
    goto fail;
if ((err = SSLHashSHA1.update(&hashCtx, &signedParams)) != 0)
    goto fail;
if ((err = SSLHashSHA1.final(&hashCtx, &hashOut)) != 0)
    goto fail;

```

Lesson: always use braces to mark the body of an if statement, even if just one line

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27

27

What does this code do?

```

if ( x > 4 );
    System.out.println("x is " + x);

```

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28

28

What does this code do?

```
if ( x > 4 );  
    System.out.println("x is " + x);
```

- ; is a valid statement
- Print statement *always* executes
- Indentation doesn't matter

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29

29

Review

- How do you write a **for** loop in Python for counting?

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30

30

Control Flow: **for** Loop Example

```
System.out.println("Counting down...");
for (int count=5; count >= 1; count--) {
    System.out.println(count);
}
System.out.println("Blastoff!");
```

↑ shortcut

- What is the counter variable?
- What is the condition?
- What is the output?
- How written in Python?

Can't print out count with Blastoff. Why not?

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Countdown.java 31

31

ARRAYS

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32

32

Python Lists → Java Arrays

- A Java **array** is like a *fixed-length* list
- To declare an array of integers:

```
int[] arrayOfInts;
```

- Declaration only makes a variable named `arrayOfInts`
- Does not initialize array or allocate memory for the elements

- To declare *and initialize* array of integers:

```
int[] arrayOfInts = new int[100];
```

new keyword:
allocate memory to a new object

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33

Array Initialization

- Initialize an array at its declaration:

```
int[] fibNums = {1, 1, 2, 3, 5, 8, 13};
```

Value	1	1	2	3	5	8	13
Position/index	0	1	2	3	4	5	6

- Note that we do not use the **new** keyword when allocating and initializing an array in this manner
- **fibNums** has length 7

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34

34

Array Access

- Access a value in an array as in Python:
 - `fibNums[0]`
 - `fibNums[x] = fibNums[x-1] + fibNums[x-2]`
- Unlike in Python, **cannot** use negative numbers to index items

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35

35

Array Length

- All array variables have a *field* called `length`
 - Note: no parentheses because not a method

```
int[] array = new int[10];
for (int i = 0; i < array.length; i++) {
    array[i] = i * 2;
}

for (int i = array.length-1; i >= 0; i--) {
    System.out.println(array[i]);
}
```

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36

Overstepping Array Length

- Java safeguards against overstepping length of array
 - Runtime Exception: “Array index out of bounds”
 - More on exceptions later...

- Example

```
int[] array = new int[100];
```

- Attempts to access or write to index < 0 or index >= array.length (100) will generate exception

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37

37

Arrays

- Assigning one array variable to another → both variables refer to the same array

- Similar to Python

- Draw picture of below code:

```
int [] fibNums = {1, 1, 2, 3, 5, 8, 13};  
int [] otherFibNums;
```

```
otherFibNums = fibNums;  
otherFibNums[2] = 99;
```

```
System.out.println(otherFibNums[2]);  
System.out.println(fibNums[2]);
```

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38

38

Arrays

- Assigning one array variable to another → both variables refer to the same array

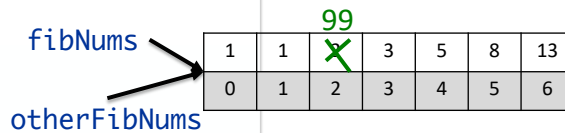
➤ Similar to Python

- Draw picture of below code:

```
int fibNums = {1, 1, 2, 3, 5, 8, 13};
int otherFibNums;

otherFibNums = fibNums;
otherFibNums[2] = 99;

System.out.println(otherFibNums[2]);
System.out.println(fibNums[2]);
```



Displays:

99

99

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39

39

java.util.Arrays

- **Arrays** is a class in **java.util**
- Methods for sorting, searching, `deepEquals`, fill arrays
- To use class, need **import** statement
 - Goes at top of program, before class definition

```
import java.util.Arrays;
```

ArraysExample.java

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40

40

Command-Line Arguments

- Similar to Python's `sys` module

```
# Make sure there are sufficient arguments.
if len(sys.argv) < 2:
    print "Error: invalid number of command-line arguments"
    print "Usage: python", sys.argv[0], "<filename>"
    sys.exit(1)
```

Contains the command-line arguments

```
public static void main(String[] args) {
    if( args.length < 1 ) {
        System.out.println("Error: invalid number of arguments");

        System.out.println("Usage: java MyProgram <filename>");
        System.exit(1);
    }
}
```

Example Use:
java MyProgram filename

41

Command-Line Arguments

- In Python, `sys.argv[0]` represented name of program
- Not same in Java
 - Command-line arguments do not include the classname

```
# Make sure there are sufficient arguments.
if len(sys.argv) < 2:
    print "Error: invalid number of command-line arguments"
    print "Usage: python", sys.argv[0], "<filename>"
    sys.exit(1)
```

Have to specify program name in Java, e.g.,

```
System.out.println("Usage: java MyProgram <filename>");
```

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42

42

TODO

- Assignment 2:
 - Part 1: Debugging
 - Part 2: Calculating Olympic Scores
 - Due Wednesday before class
- Textbook: through Loops and Iteration