

*Intro to Programming II*  
*Scope and Parameters*

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## 3-2: Scope

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- Scope refers to the area of a program where a variable can be accessed.
- Java has three types of scope:
  - Local scope - the variable exists only within a method
  - Object scope - the variable can be accessed from any method belonging to an object.
  - Class scope - the variable can be accessed by all instances of a class.

## 3-3: Local scope

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- Exists only when a method is executing
- The garbage collector reclaims a local variable when the method ends.
- Local variables are useful for temporary variables and counters.

```
/* raise x to the yth power */
public int exponentiate(int x, int y) {
    int total;
    int i;
    for (i = 0; i < y; i++) {
        total = total * x;
    }
    return total;
}
```

## 3-4: Object scope

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- Variables are available anywhere within an object.
- This is useful for data associated with an object that will be used by multiple methods.
- This is also called instance data.

```
public class circle {  
    public int radius;  
    public static final double pi = 3.14;  
  
    public double getArea() {  
        return pi * radius * radius;  
    }  
}
```

## 3-5: Class scope

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- Class variables are available to all members of a class.
- These are declared as *static*
- This means that one copy of the variable is shared by all objects.
- Useful for defining constants.

## 3-6: Class scope

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```
public class circle {
    public static final double pi = 3.14;
    public int radius;

    public double getArea() {
        return pi * radius * radius;
    }

    public static void main(String args[]) {
        circle c1 = new circle();
        circle c2 = new circle();
        c1.radius = 5;
        c2.radius = 6;
        System.out.println("c1's area is: " + c1.getArea());
        System.out.println("c2's area is: " + c2.getArea());
    }
}
```

## 3-7: Scope

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- In the previous example, each circle had its own copy of radius.
- They all shared a copy of pi.
- radius has object scope, whereas pi has class scope.
  - Identify variables in Bank account program.

## 3-8: Parameters

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- Parameters are the variables passed into a method.
- We can talk about:
  - Formal parameters - these are the variables named in the method definition.
  - Actual parameters - these are the variables in the method invocation.

## 3-9: Example

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```
/** This is a method definition */  
    public double depositFunds(double amt) {  
        balance = balance + amt;  
        return balance;  
    }
```

...

```
    bankacct b = new bankacct();  
    paycheck = 100.0  
/* this is a method invocation */  
    b.depositFunds(paycheck);
```

## 3-10: Method signature

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- Specification of all data types coming in and out of a method.
  - Type and order of input parameters
  - Type of return variable
- A method signature allows the compiler to uniquely identify a method.

## 3-11: Example

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- Consider the following method declaration:
- `double calculate(double a1, double a2, double a3);`
- Which of the following are valid calls to this method?
  - `calculate(3, 52.0, -5.1);`
  - `double y = calculate(0, 1.1, 2.2);`
  - `calculate(1.1, 2.3);`
  - `calculate("Hello", 4.4, 2);`
  - `calculate();`
  - `calculate(3.3);`

## 3-12: Questions

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- What happens in this case?

```
public class circle {  
    public int radius = 5;  
  
    public void printArea() {  
        int radius = 4;  
        System.out.println(``Area is `` + (radius * radius * 3.14));  
    }  
}
```

## 3-13: Questions

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- What happens in this case?

```
public class bankacct {  
    public double balance;  
    public void updateBalance(double newAmount) {  
        double newAmount = 12.0;  
        balance += newAmount;  
    }  
}
```

## 3-14: Questions

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- What happens in this case?

```
public class circle {  
    public int radius = 5;  
  
    public void printArea(int radius) {  
        System.out.println("`Area is '` + (radius * radius * 3.14));  
    }  
    ...  
    circle c = new circle()  
    c.getArea(3);  
  
}
```

## 3-15: Specifying scope

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- In general, it's a bad idea to give local variables the same name as an instance or class variable.
  - Confusing, leads to bugs.
- If it can't be avoided, you can use “this” to indicate the instance variable should be used rather than the local variable.
- You can use the class name (e.g. `circle.pi`) to indicate that a class variable should be used.