

Intro to Computer Science II

CS112-2012S-03

More Fun With Classes

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03-0: Java Programs

- Java programs are a collection of classes
 - Each class is a *Template*, not an *Object*
 - Can't use a class until we create an instance (call "new")
 - Each class contains methods and data

03-1: Java Control Structures

- If:

```
if (<test>)  
    <statement>
```

or

```
if (<test>)  
    <statement1>  
else  
    <statement2>
```

- A statement is either a single statement (terminated with ;), or a block of statements inside { }

03-2: **If test**

- What can we have as the test of an if statement?
 - Boolean valued expression

03-3: If test

- What can we have as the test of an if statement?
 - boolean variable
 - comparison $x < y$ or $x \neq 0$
 - Combination of boolean expressions, using not (!), and (&&), or (||)

03-4: Boolean Variables

- Hold the value true or false
- Can be used in test (if, while, etc)

```
boolean b;  
boolean c;  
b = true;  
c = b || false;  
b = (3 < 10) && (5 > 11);  
c = !b && c;
```

03-5: if Gotchas

- What is (likely) wrong with the following code?

```
if (x != 0)
    z = a / x;
    y = b / x;
```

03-6: if Gotchas

- What is (likely) wrong with the following code?

```
if (x != 0)
{
    z = a / x;
    y = b / x;
}
```

- Moral: Always use {} in if statements, even if they are not necessary

03-7: while loops

```
while(test)
{
    <loop body>
}
```

- Evaluate the test
- If the test is true, execute the body of the loop
- Repeat
- Loop body *may* be executed 0 times

03-8: do-while loops

```
do
{
    <loop body>
} while (<test>);
```

- Execute the body of the loop
- If the test is true, repeat
- Loop body is *always* executed at least once

03-9: while vs. do-while

- What would happen if:
 - Found a while loop in a piece of code
 - Changed to to a do-while (leaving body of loop and test the same)
- How would the execution be different?

03-10: while vs. do-while

- What would happen if:
 - Found a while loop in a piece of code
 - Changed to to a do-while (leaving body of loop and test the same)
- How would the execution be different?
 - If the while loop were to execute 0 times, do-while will execute (at least!) one time
 - If the while loop were to execute 1 or more times, *should* to the same thing ...
 - ... except if the test had side effects (stay tuned for more on this in coming weeks)

03-11: for loops

```
for (<init>; <test>; <inc>)  
{  
    <body>  
}
```

- Equivalent to:

```
<init>  
while(<test>)  
{  
    <body>  
    <inc>  
}
```

03-12: for loops

```
for (number = 1; number < 10; number++)  
{  
    System.out.print("Number is " + number);  
}
```

- Equivalent to:

```
number = 1;  
while(number < 10)  
{  
    System.out.print("Number is " + number);  
    number++;  
}
```

03-13: Calculator Example

- Create a calculator class that has methods that allow you to:
 - add 2 numbers
 - multiply 2 numbers (without using the * operator!)
 - calculate x^n (power function)

03-14: Calculator Example II

- Add to previous calculator example:
 - Two instance variables, firstOperand and secondOperand
 - New versions of add, multiply, power that take as inputs the instance variables, and return appropriate values

03-15: Overloading Methods

- You can have > 1 method with the same name
 - As long as the rest of the method signature, number and types of parameters, are different
- Constructors can also be overloaded

03-16: Overloading Constructors

```
public class Calculator
{
    int firstOperand;
    int secondOperand;

    public Calculator()
    {
        this.firstOperand = 0;
        this.secondOperand = 0;
    }

    public Calculator(int first, int second)
    {
        this.firstOperand = first;
        this.secondOperand = second;
    }
}
```

03-17: Overloading Methods

```
public int power()  
{  
    return power(this.firstOperand, this.secondOperand);  
}
```

```
public int power(int x, int y)  
{  
    int result;  
    for (result = 1; y > 0; y--)  
    {  
        result = multiply(result, x);  
    }  
    return result;  
}
```

03-18: Overloading Methods

- Note that the version of power without parameters called the version of power with parameters
- Why is that a good idea?

03-19: Overloading Methods

- Note that the version of power without parameters called the version of power with parameters
- Why is that a good idea?
 - Both versions of power do the same thing
 - If you change one, don't need to change the other
 - Big problem in industrial code – more than one code path that does the same thing, fix a bug in one, might not fix the same bug in the other

03-20: Random Java Goodness

- File name needs to be <ClassName>.java
- Class Calculator needs to be in file Calculator.java
 - No spaces!

03-21: Random Java Goodness

- Static methods are very different from non-static methods
- Can be somewhat confusing to have both static and non-static methods in the same class
- We encourage a “Driver” class which contains a single static method main
 - Could place the static main in one of the other classes in the project – code would compile and run just fine, though it is a little confusing.