

What does this mean?

age = 25

Comp Sci 302

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CS 302 Objectives

Instruction and experience in the use of an object-oriented programming language. Program design; development of good programming style; preparation for other Computer Science courses.

Course Learning Objectives

Students successfully completing this course will:

- be able to write computer programs in a high-level programming language.
- analyze problems and formulate algorithms
- create robust, user-friendly, well-structured and well-documented Java programs
- read basic Java programs to determine their purpose
- have a basic understanding of how computers work

In short, read and write Java programs.

Course Website

<http://pages.cs.wisc.edu/~cs302/>

A Computer



<http://missbobbie.com/wp-content/uploads/2015/03/computer-insides.jpg>

What does this mean?

age = 25

What does this mean?

```
int age;  
age = 25;
```

What does this mean?

```
int age;
```

```
age = 25;
```

```
age = age + 1;
```


What does this mean?

```
int i;
```

```
int j;
```

```
i = 1;
```

```
j = 2;
```

```
i = j;
```

Does this mean the same thing?

```
int i;
```

```
int j;
```

```
i = 1;
```

```
i = j;
```

```
j = 2;
```

Questions

(Degrees Fahrenheit – 32) x 5 / 9 = Degrees Celsius

What symbols have different meanings in Java?

What changes must be made to implement this equation in Java?

Demonstration

What does this do?

`k = i;`

`i = j;`

`j = k;`

Online Course Pages

Information Sheet

Work at Home

Piazza (where to offer and get answers)

Coding Style

Labs (CodeLab & Team Labs)

Labs 15% of grade (75 lab points)

Team Lab

- meets in 1350cs or 1370cs on Tuesday or Wednesday each week.
- 14 team labs, each Team Lab is worth 5 lab points.

CodeLab

- Online tool for individually solving hundreds of small problems.
- 500+ exercises, each 10 exercises is worth 1 lab point.

Review

$(\text{Degrees Fahrenheit} - 32) \times 5 / 9 = \text{Degrees Celsius}$

What symbols have different meanings in Java?

What changes must be made to implement this equation in Java?

My List

- X vs *
- = vs assignment
- value is stored on the left hand side of assignment (=) operator
- Variables: name areas of computer memory, declare before use, declare type of data, initialize
- Variable names: start with letter, include letters numbers and _, but no spaces
- Conventions: camelCasing, spell out names
- Semicolon at the end of statements

Creating, Compiling, and Running Programs

```
Welcome - Notepad
File Edit Format View Help
// This application prints welcome to Java!
public class Welcome {
    public static void main(String[] args) {
        System.out.println("Welcome to Java!");
    }
}
```

Source code (developed by the programmer)

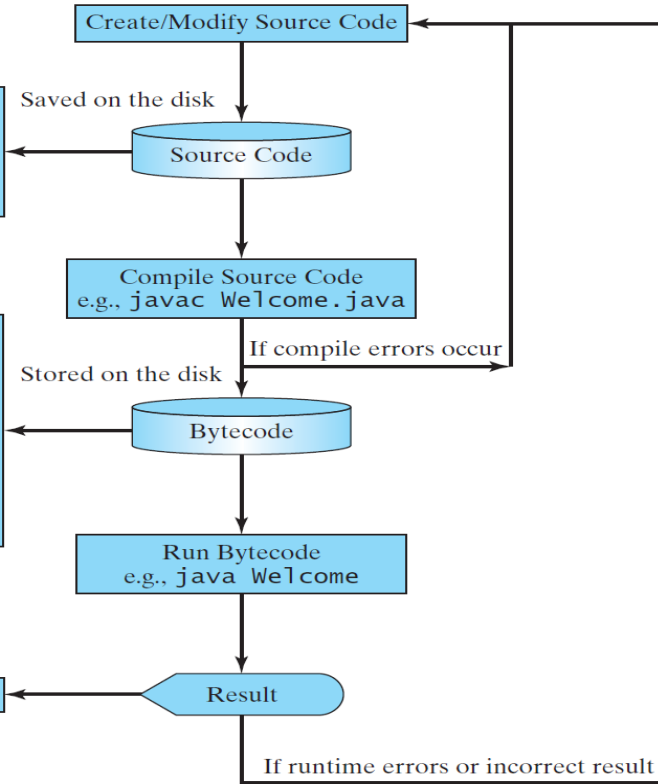
```
public class Welcome {
    public static void main(String[] args) {
        System.out.println("Welcome to Java!");
    }
}
```

Bytecode (generated by the compiler for JVM to read and interpret)

```
...
Method Welcome()
  0 aload_0
  ...
Method void main(java.lang.String[])
  0 getstatic #2 ...
  3 ldc #3 <String "Welcome to Java!">
  5 invokevirtual #4 ...
  8 return
```

“Welcome to Java ” is displayed on the console

```
Welcome to Java!
```



Block

{ //beginning of a block of code

} //end of a block of code

Eclipse

The screenshot shows the Eclipse IDE interface. The Package Explorer on the left shows a project structure with 'ThirdProject' containing a 'src' folder and 'HelloWorld.java'. The main editor displays the following Java code:

```
1
2 public class HelloWorld {
3
4     public static void main(String[] args) {
5
6         double degreesFahrenheit = 212.0;
7         double degreesCelsius;
8
9         degreesCelsius = (degreesFahrenheit - 32) * (5 / 9.0);
10
11        System.out.println( degreesCelsius);
12    }
13
14 }
15
```

The Console window at the bottom shows the output of the program:

```
<terminated> HelloWorld (1) [Java Application] C:\Program Files\Java\jre1.8.0_60\bin\javaw.exe (Sep 4, 2015, 3:11:53 PM)
100.0
```

The status bar at the bottom indicates 'Writable', 'Smart Insert', and '3 : 1'.

Primitive Data Types

Commonly used:

int whole numbers

double floating point numbers

Other integer data types: **byte**, **short**, **long**

Other floating point types: **float**

Programming Errors

Syntax

- compiler error

Logic

- program runs but provides wrong values

Runtime

- program crashes or throws exception

Output

From **java.lang** package

- automatically included in every Java program.

```
System.out.print( "hello");
```

```
System.out.println( "hello");
```