

# CSSE 220 Day 7

Fundamental Data Types, Constants,  
Console Input, More Text Formatting

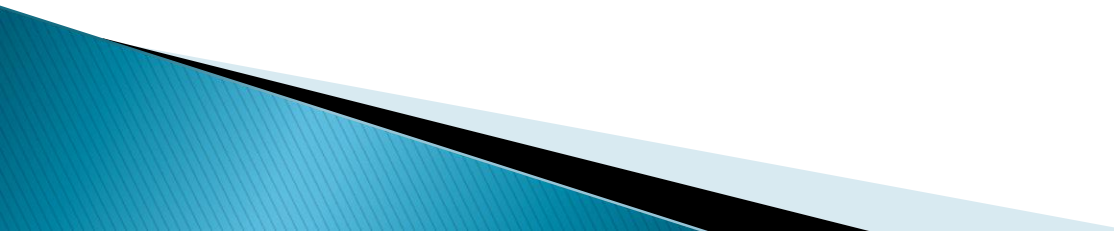
Check out *FundamentalDataTypes* from SVN

Questions?

# Today's class

- ▶ Quiz questions 1–3 review choosing fields for a class
- ▶ The rest of class is review of fundamental data types:
  - Work through the slides, quiz, and related exercises at your own pace
  - Please ask questions as needed!
  - Start the HW when you are done

# Data Type Smorgasbord

- ▶ Basic Types and Casts
  - ▶ Big Integers
  - ▶ Constants
  - ▶ Strings and Conversions
  - ▶ Understanding Error Messages
  - ▶ String Input and Output
- 

# Basic Types (again)

**Table 1 Primitive Types**






| Type   | Description  | Size    |
|--|--|---------|
|  int       | The integer type, with range $-2,147,483,648 \dots 2,147,483,647$ (about 2 billion)                                    | 4 bytes |
| byte   | The type describing a single byte, with range $-128 \dots 127$   | 1 byte  |
| short  | The short integer type, with range $-32768 \dots 32767$  | 2 bytes |
|  long      | The long integer type, with range $-9,223,372,036,854,775,808 \dots 9,223,372,036,854,775,807$                         | 8 bytes |
|  double    | The double-precision floating-point type, with a range of about $\pm 10^{308}$ and about 15 significant decimal digits | 8 bytes |
| float  | The single-precision floating-point type, with a range of about $\pm 10^{38}$ and about 7 significant decimal digits   | 4 bytes |
|  char    | The character type, representing code units in the Unicode encoding scheme (see Advanced Topic 4.5)                    | 2 bytes |
|  boolean | The type with the two truth values false and true (see Chapter 5)  | 1 bit   |

Table from Horstmann, Big Java (3e),  
John Wiley & Sons, Copyright 2007

# Conversions and Casts

- ▶ Consider:

```
int i, j;  
double d, e;  
i = 10;  
d = 20.1;  
e = i; // OK  
j = d; // ERROR!
```

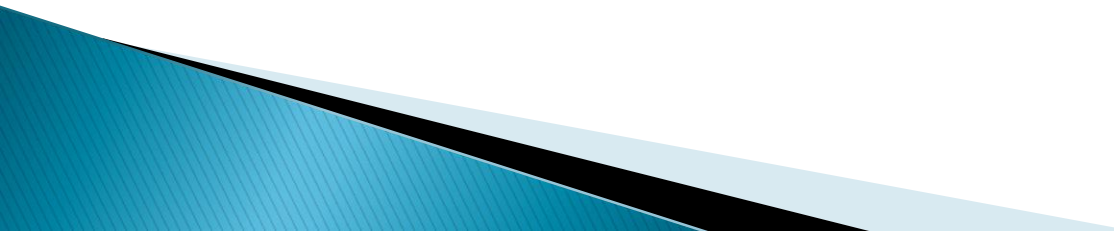
- ▶ Why the difference?
  - Assigning a double to an int can result in information loss (the fractional part)
- ▶ Add a cast to tell Java that we understand there could be a problem here:

```
j = (int) d; // OK
```
- ▶ But what happens to the fractional part of d?
  - It is truncated (lost)

# Example

- ▶ Look at `RoundAndRound.java`
  - What does it do?
- ▶ Run it and try some different numbers, like:
  - 1.004
  - 1.005
  - 1.006
  - -1.006
  - 4.35
- ▶ Zoinks! What's up with these, especially the last one?
  - Try changing the `%f` format specifier to `%24.20f`

# When Nine Quintillion Isn't Enough

- ▶ **BigInteger** for arbitrary size integer data
  - ▶ **BigDecimal** for arbitrary precision floating point data
  
  - ▶ We plan to revisit BigInteger later in the course
- 



# Constants in Methods

- ▶ Constants let us avoid *Magic Numbers*
  - Hardcoded values within more complex expressions
- ▶ Why bother?
  - ▶ Code becomes more readable, easier to change, and less error-prone!
- ▶ Example:

```
final double relativeEyeOutset = 0.2;  
final double relativeEyeSize = 0.28;  
final double faceRadius = this.diameter / 2.0;  
final double faceCenterX = this.x + faceRadius;  
final double eyeDiameter = relativeEyeSize * this.diameter;
```

...

`final` tells Java to stop us from changing a value (and also gives a “hint” to the compiler that lets it generate more efficient code)

# Constants in Classes

- ▶ We've also seen constant fields in classes:
  - `public static final int FRAME_WIDTH = 800;`
- ▶ Why put constants in the class instead of a method?
  1. So they can be used by other classes
  2. So they can be used by multiple methods
  3. So they are easier to find and change

# Strings in Java

- ▶ Already looked at some String methods
- ▶ Can also use `+` for string concatenation
- ▶ Quiz question:
  - Look at `StringFoo.java`
  - Based on the four uses of `+` in `main()`, can you figure out how Java decides whether to do string concatenation or numeric addition?
  - Decide what the 3 commented-out uses of `+` in `main()` will print, then uncomment them and see if you were right.
    - Do you see why they work as they do?

# Converting Strings to Numbers

- ▶ You can convert strings to numbers:
  - `double Double.parseDouble(String n)`
  - `int Integer.parseInt (String n)`
- ▶ Can also convert numbers to strings:
  - `String Double.toString(double d)`
  - `String Integer.toString(int i)`
- ▶ Or maybe easier:
  - `"" + d`
  - `"" + i`

# Conversions Gone Awry

- ▶ Go back to `StringFoo.java`
- ▶ Uncomment the last line of `main()`:
  - `StringFoo.helper()` ;
- ▶ Run it
- ▶ What happened?

# Reading Exception Stack Traces

The first line will usually give you a hint about what went wrong.

```
<terminated> StringFoo [Java Application] C:\Program Files\Java\jre6\bin\javaw.exe (Dec 13, 2009 2:37:51 PM)
Exception in thread "main" java.lang.NumberFormatException: For input string: "42.1"
    at java.lang.NumberFormatException.forInputString(Unknown Source)
    at java.lang.Integer.parseInt(Unknown Source)
    at java.lang.Integer.parseInt(Unknown Source)
    at StringFoo.helper(StringFoo.java:42)
    at StringFoo.main(StringFoo.java:34)
I'm a mess.42
42I'm a mess.
84
I'm a mess.I'm a mess.
```

The first line of *your code* listed will give you a clue where to look.

The error output appears at the *top* of the Console window (even though the error occurred *after* the output that is displayed).

# char Type in Java is Like C's

- ▶ In Python:
  - “This is a string”
  - ‘and so is this’
- ▶ In Java:
  - “This is a string”
  - This is a character: ‘R’
  - ‘This is an error’

# Iterating Over Strings in Java

- ▶ Can use **charAt(index)**

- ▶ Example:

```
String message = "Rose-Hulman";  
for (int i=0; i < message.length(); i++) {  
    System.out.println(message.charAt(i));  
}
```

- ▶ **charAt()** returns a 16-bit **char** value\*
- ▶ Exercise: Work on TODO items in **StringsAndChars.java**

\* Unfortunately there are more than  $2^{16}$  (65536) symbols in the known written languages. See Character API docs for the sordid details.



# Reading Console Input with `java.util.Scanner`

- ▶ Creating a Scanner object:
  - `Scanner inputScanner = new Scanner(System.in);`
- ▶ Defines methods to read from keyboard:
  - `inputScanner.nextInt()`
  - `inputScanner.nextDouble()`
  - `inputScanner.nextLine()`
  - `inputScanner.next()`
- ▶ Exercise: Look at [ScannerExample.java](#)
  - Add `println`'s to the code to prompt the user for the values to be entered

# Formatting with `printf` and `format`

**Table 3 Format Types**

| Code | Type   | Example |
|------|--|---------|
| d    | Decimal integer  | 123     |
| x    | Hexadecimal integer  | 7B      |
| o    | Octal integer  | 173     |
| f    | Fixed floating-point   | 12.30   |
| e    | Exponential floating-point   | 1.23e+1 |
| g    | General floating-point<br>(exponential notation used for<br>very large or very small values) | 12.3    |
| s    | String   | Tax:    |
| n    | Platform-independent line end  |         |

**Table 4 Format Flags**

| Flag | Meaning                                 | Example                 |
|------|---|-------------------------|
| -    | Left alignment                          | 1.23 followed by spaces |
| 0    | Show leading zeroes                     | 001.23                  |
| +    | Show a plus sign for positive numbers   | +1.23                   |
| (    | Enclose negative numbers in parentheses | (1.23)                  |
| ,    | Show decimal separators                 | 12,300                  |
| ^    | Convert letters to uppercase            | 1.23E+1                 |

More options than in C.  
I used a couple in  
today's examples.  
Can you find them?

# Formatting with `printf` and `format`

## ▶ Printing:

- `System.out.printf("%5.2f%n", Math.PI);`

## ▶ Formatting strings:

- `String message =  
String.format("%5.2f%n", Math.PI);`

## ▶ Display dialog box messages

- `JOptionPane.showMessageDialog(null, message);`

# Exercise

- » Create a **CubicPlot** class as described in the HW