

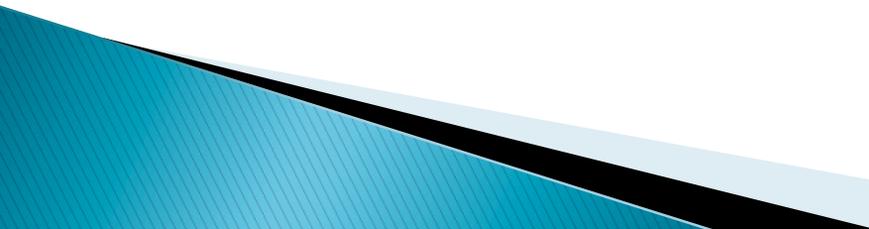
# CSSE 220 Day 5

More Java Graphics  
Shape Classes: Face  
Fundamental Data Types, Constants

Check out *BiggestFan* from SVN

Questions?

# Outline

- ▶ Quiz questions 1–3 review choosing fields for a class
  - ▶ Sample program using:
    - translate
    - rotate
  - ▶ Design of the Faces project
  - ▶ Review of fundamental data types
  - ▶ Work time:
    - Faces
- 

# Choosing Fields for Classes

- ▶ Work on Q1–3 alone or in a small group
- ▶ 5 minutes

# I'm Your Biggest Fan!

»» Using Graphics2D's rotate and translate methods.

# Making Faces

- » Design and implement a Face class that draws a face of a given size at a given location



# Data Type Smorgasbord

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

Check out *FundamentalDataTypes* from SVN

# 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 `%£` format specifier to `%24.20£`

# 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 often appears at the *top* of the Console window (even though the error occurred *after* the output that is displayed). This is because the normal output and the error output are written *concurrently* to two different places, but Eclipse shows them together.

# Making Faces

»» Faces HW Work Time

Check out *Faces* from SVN if you haven't already.