

CSSE 220 Day 2

Types, Loops, and Strings

Check out *LoopsAndStrings* from SVN

Questions?

Your questions about ...

- ▶ The syllabus
 - ▶ The Schedule
 - ▶ Java
 - ▶ etc.
-
- ▶ Could everyone *checkout* and *commit* the HW1 project?
- 

More announcements

▶ Cell Phones

- please set ringers to silent or quiet.
 - Minimize class disruptions.
 - But sometimes there are emergencies.

▶ Personal needs

- If you need to leave class for a drink of water, a trip to the bathroom, or anything like that, you need not ask me. Just try to minimize disruptions.

- ▶ Please be here and have your computer up and running by the beginning of class time as best you can.

Bonus points for reporting bugs

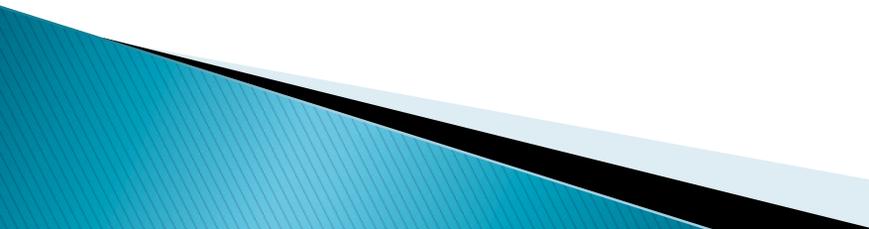
- ▶ In the textbook
- ▶ In any of our materials.
- ▶ More details in the Syllabus

- ▶ Check out Piazza

Some major emphases of 220

- ▶ ***Reinforce from 120:***
 - Procedural programming (functions, conditionals, loops, etc)
 - Using objects
- ▶ ***Object-Oriented Design***
 - Major emphasis on interfaces
 - GUI programming using Java Swing
 - UML class diagrams
- ▶ ***Software Engineering concepts***
- ▶ ***Recursion***
- ▶ ***Program Efficiency Analysis and big-O notation***
- ▶ ***Simple sorting and searching algorithms***
 - as examples for the above
- ▶ ***Data Structures***
 - Abstract data types
 - Specifying and using some standard data structures
 - Implementing simple data structures (lists)

What will I spend my time doing?

- ▶ Small programming assignments in class
 - ▶ Larger programming problems, mostly outside of class
 - Explore the JDK documentation to find the classes and methods that you need
 - Lots of testing and debugging!
 - Reviewing other students' code
 - ▶ Reading (a lot to read at the beginning; less later)
 - Thinking about exercises in the textbooks
 - Some written exercises, mostly from the textbook
 - ▶ Discussing the material with other students
- 

Today

- ▶ Primitive types
 - ▶ Loop review
 - ▶ The String class
- 

Primitive types

Primitive Type	What It Stores	Range
byte	8-bit integer	-128 to 127
short	16-bit integer	-32,768 to 32,767
int	32-bit integer	-2,147,483,648 to 2,147,483,647
long	64-bit integer	-2^{63} to $2^{63} - 1$
float	32-bit floating-point	6 significant digits (10^{-46} , 10^{38})
double	64-bit floating-point	15 significant digits (10^{-324} , 10^{308})
char	Unicode character	
boolean	Boolean variable	false and true

figure 1.2

The eight primitive types in Java

Most common number types in Java code



Exercise

»» Work on SomeTypes.java

Review Loops: while & for Loops

- ▶ While loop syntax:

Similar as Python

```
while (condition) {  
    statements  
}
```

- ▶ For loop syntax:

Different from Python

```
for (initialization ; condition ; update) {  
    statements  
}
```

In both cases, curly braces optional if only one statement in body; but be careful!

Java Loop Examples

- ▶ Look at `Investment.java`, `InvestmentTest.java` and `InvestmentRunner.java`
 - Practice using a single **while** loop
 - Study and run the code, then answer quiz questions
- ▶ Do the **Rates** exercise in the `Rates.java` file
 - You'll practice using a single **for** loop in that exercise
 - **Hint:** in `printf`'s format string, use `%%` to display a single `%`

Sentinel Values: A Loop and a Half

- ▶ *Sentinel value*—a special input value not part of the data, used to indicate end of data set
 - Enter a quiz score, or Q to quit:
- ▶ *A loop and a half*—a loop where the test for termination comes in the **middle** of the loop
- ▶ Examples... (on next slide)

Two Loop-and-a-half Patterns

// Pattern 1

```
boolean done = false;
while (!done) {
    // do some work

    if (condition) {
        done = true;
    } else {
        // do more work
    }
}
```

The variable *done*
here is called a *flag*

// Pattern 2

```
while (true) {
    // do some work

    if (condition) {
        break;
    }

    // do more work
}
```

Exercise

»» Work on UsingStrings.java

Passing Parameters

- ▶ Arguments can be any expression of the “right” type
 - See example...
- ▶ What happens if we try to give `substring()` an explicit argument that isn't a number?
 - How does the compiler know that `rhit.length()` evaluates to a number?
 - What's the return type of `length()`?

```
String rhit = "Rose-Hulman";  
System.out.println("Rose");  
System.out.println(rhit.substring(0, 4));  
System.out.println(rhit.substring(0, 2+2));  
System.out.println(rhit.substring(0, rhit.length() - 7));  
System.out.println("Rose-Hulman".substring(0, 4));
```

Work Time

- » Wrap up Rates and UsingStrings if you haven't already, then continue working on TwelveProblems

Q8-Q9, turn in quiz now