Course Introduction, Starting with Java

CSSE 220—Object-Oriented Software Development Rose-Hulman Institute of Technology

Agenda

- Roll Call
- A few administrative details
- Verify Eclipse and Subclipse configuration
- Java vs. Python and C
- A first Java program (calculate factorials)

Daily Quizzes

- I expect you can answer every question.
- Stop me if I don't cover a question!

Roll Call, Introductions

- Tell me what you prefer to be called
- For introductions give:
 - Name
 - Major
 - Hometown
 - Past programming experience

A Tour of the On-line Course Materials

- ANGEL
- Syllabus
- Schedule



Programming is not a spectator sport

- And neither is this course
- Ask, evaluate, respond, comment!
- Is it better to ask a question and risk revealing your ignorance, or to remain silent and perpetuate your ignorance?

Feel free to interrupt during class discussions

- Even with statements like, "I have no idea what you were just talking about."
- We want to be polite, but in this room learning trumps politeness.
- I do not intend for classroom discussions to go over your head. Don't let them!

Things Java Has in Common with Python

- Classes and objects
- Lists (but no special language syntax for them like Python)
- Standard ways of doing graphics, GUIs.
- A huge library of classes/functions that make many tasks easier.
- A nicer Eclipse interface than C has.

Things Java Has in Common with C

- Many similar primitive types: int, char, long, float, double,
- Static typing. Types of all variables must be declared.
- Similar syntax and semantics for if, for, while, break, continue, function definitions.
- Semicolons required mostly in the same places.
- Execution begins with the main() function.
- Comments: // and /* ... */

 Arrays are homogeneous, and size must be declared at creation.

Why Java?

- Widely used in industry for large projects
 - From cell phones
 - To global medical records
- Object-oriented (unlike C)
- Statically type safe" (unlike Python, C, C++)
- Less complex than C++
- Part of a strong foundation

Let's Get Started!

- Hopefully you already have
 - Java
 - Eclipse 3.4 (make sure you have this version!)
 - Subclipse
 - If not, see Homework 1, part 4 now
- Then go to Homework 1 and do: step 4, then step 5a-c. This will:
 - Configure Eclipse to use Java Prefences we have chosen
 - Create a Workspace for your Java projects
 - Set up your SVN repository in Eclipse
 - Check out today's SVN HW1 project
- Try to figure out how to run HelloPrinter.java
 - Get help if you're stuck!

Interlude



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HelloPrinter.java

- To run a Java program:
 - Right-click it in the Package Explorer view
 - Choose Run As → Java Application
- Change the program to say hello to a person next to you
- Introduce an error in the program
 - See if you can come up with a different error than the person next to you
- Fix the error that the person next to you introduced



A Second Java Program

Except for **public static** and the declaration of the loop counter *inside* the **for** header, everything about this function definition is identical to C.

This *class* is called *Factorial*. It has one *field* called MAX and two *methods*: *factorial* and *main*.

```
      Define a constant, MAX

      public class Factorial {

      public static final int MAX = 17;
```

public static int factorial(int n) {
 int product;

```
product = 1;
for (int i = 2; i <= n; i++) {
    product = product * i;</pre>
```

return product;

}

}

println (below) terminates
the output line after printing;
print doesn't.

```
public static void main(String[] args) {
    for (int i = 0; i <= Factorial.MAX; i++) {
        System.out.print(i);
        System.out.print("! = ");
        System.out.println(factorial(i));
    }
}</pre>
```

Make a new class (File ~ New ~ Class) called *Factorial* (check the box to let Eclipse type *main* for you). Enter & run the Factorial code. What happens when i = 14? Why?



```
/**
 * Has a static method for computing n!
 * (n factorial) and a main method that
 * computes n! for n up to Factorial.MAX.
 *
 * @author Claude Anderson et al.
 */
public class Factorial {
    /**
     * Biggest factorial to compute.
     */
    public static final int MAX = 17;
    /**
     * Computes n! for the given n.
     *
     * @param n
     * @return n! for the given n.
     */
    public static int factorial (int n) {
         . . .
    }
    . . .
```

Javadoc comments

We left out something important on the previous slide – comments!

Java provides Javadoc comments (they begin with /**) for both:

 Internal documentation for when someone reads the code itself

• External documentation for when someone re-uses the code

Comment your own code now, as indicated by this example. Don't forget the @author tag in HelloPrinter.

In all your code:

- Write appropriate comments:
 - Javadoc comments for public fields and methods.
 - Explanations of anything else that is not obvious.
- Give self-documenting variable and method names:
 - Use name completion in Eclipse, Ctrl-Space, to keep typing cost low and readability high
- Use Ctrl-Shift-F in Eclipse to format your code.
- Take care of all auto-generated TODO's.
 - Then delete the TODO comment.

Correct ALL compiler warnings. Quick Fix is your friend!

Homework Due Next Session