

# CSSE 220

Types, Loops, and Strings

Check out `LoopsAndStrings` from SVN

# What are Types?

- All variables in Java have a “type”
- Describes the data that can be stored in a variable
  - String – text only
  - short/int/long – whole numbers only
  - float/double – numbers with decimals
  - boolean – true or false
  - char – a single text character
- Classes – Class names are also types, let you define your own, more complex, types

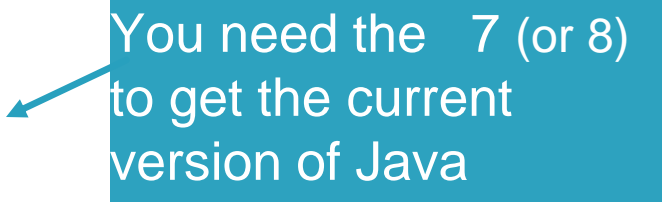
# Strings

- `String myString = "hello";`
- `String otherString = new String("hello2");`
- Java's way of storing text data
- Has many handy functions like `substring`, `charAt`, etc. that you will slowly learn
- But how do you find out about these cool functions?

# Java API Documentation

- What's an API?
  - Application Programming Interface
- The Java API on-line
  - Google for: **java api documentation 7**
  - Or go to: <http://download.oracle.com/javase/7/docs/api/>
  - Also hopefully on your computer at  
C:\Program Files\Java\jdk1.7.0\_9\docs\api\index.html

You need the 7 (or 8)  
to get the current  
version of Java

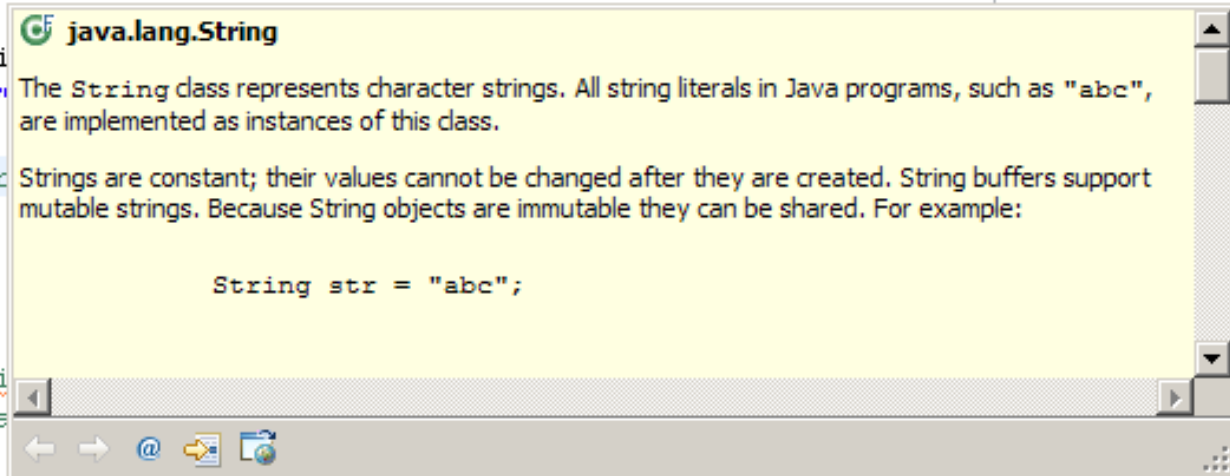


**Note:** Your version may be something other than 7.0\_9. We recommend that you bookmark this page in your browser, so you can refer to it quickly, with or without an internet connection.

# Java Documentation in Eclipse

- Setting up Java API documentation in Eclipse
  - Should be done already,
- Using the API documentation in Eclipse
  - Hover text
  - Open external documentation (Shift-F2)

```
main(String[] args) {  
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```



**java.lang.String**

The `String` class represents character strings. All string literals in Java programs, such as `"abc"`, are implemented as instances of this class.

Strings are constant; their values cannot be changed after they are created. String buffers support mutable strings. Because `String` objects are immutable they can be shared. For example:

```
String str = "abc";
```

# Exercise

- Work on UsingStrings.java



Out of order!



Q7

# Review Loops: while & for Loops

- While loop syntax: Similar to 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!

# Let's practice some loops

- Go to <http://codingbat.com/java/Warmup-2>
- We'll do countXX together
- Then you do doubleX, stringBits, and (if you have time) stringSplosion



# 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`

# 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
}
```

# Work Time

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

Q8–Q9, turn in quiz now