



Basics of programming 3

Java language basics

Goldschmidt Balázs
balage@iit.bme.hu



Basics of programming courses

- BoP 1: *Structural programming*

- Variables, control, functions, data structures, etc
- Language: C

- BoP 2: *OO concepts*

- Classes, encapsulation, inheritance, polymorphism, etc
- Language: C++

- BoP 3: *OO development using APIs*

- I/O, collections, multithreading, graphics, unit tests, etc
- Language: *Java*

Language Types



Web



Mobile



Enterprise



Embedded

Top Programming Languages

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Language Rank	Types	Spectrum Ranking
1. Java		100.0
2. C		99.9
3. C++		99.6
4. Python		95.8
5. C#		91.8
6. R		84.7
7. PHP		84.5
8. JavaScript		83.0
9. Ruby		75.3
10. Matlab		72.4

source: <http://spectrum.ieee.org/static/interactive-the-top-programming-languages-2015>

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Language Rank	Types	Spectrum Ranking
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3. Python		97.9
4. C++		95.8
5. R		87.7
6. C#		86.4
7. PHP		82.4
8. JavaScript		81.9
9. Ruby		74.0
10. Go		71.5

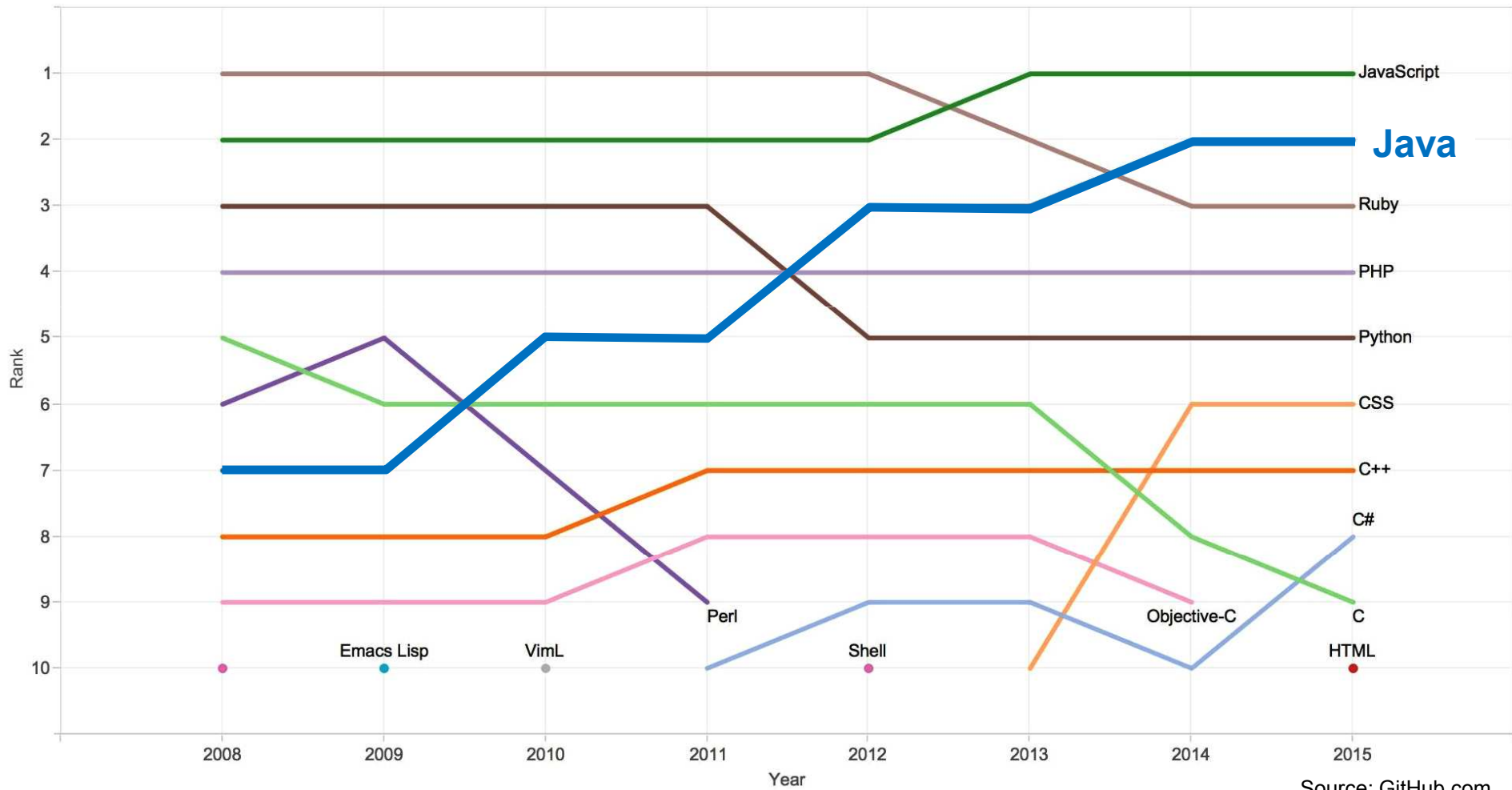
source: <http://spectrum.ieee.org/static/interactive-the-top-programming-languages-2016>

TIOBE Index (popularity, 12 month average)

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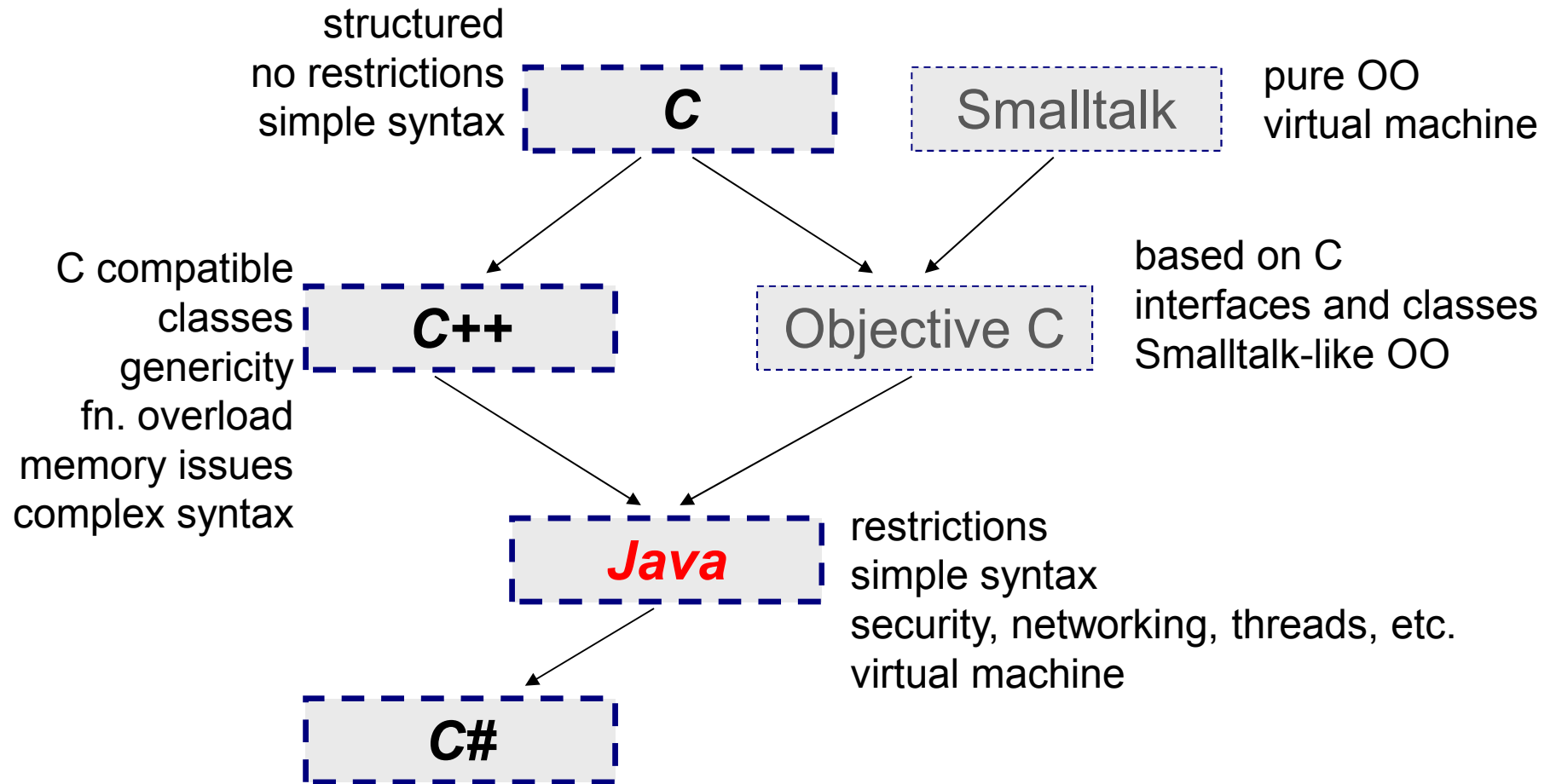
Programming Language	2016	2011	2006	2001	1996	1991
Java	1	1	1	3	17	-
C	2	2	2	1	1	1
C++	3	3	3	2	2	2
C#	4	5	6	11	-	-
Python	5	6	7	25	23	-
PHP	6	4	4	8	-	-
JavaScript	7	9	8	7	21	-
Visual Basic .NET	8	29	-	-	-	-
Perl	9	8	5	4	3	-
Ruby	10	10	21	32	-	-

GitHub top coding lang's



Source: GitHub.com

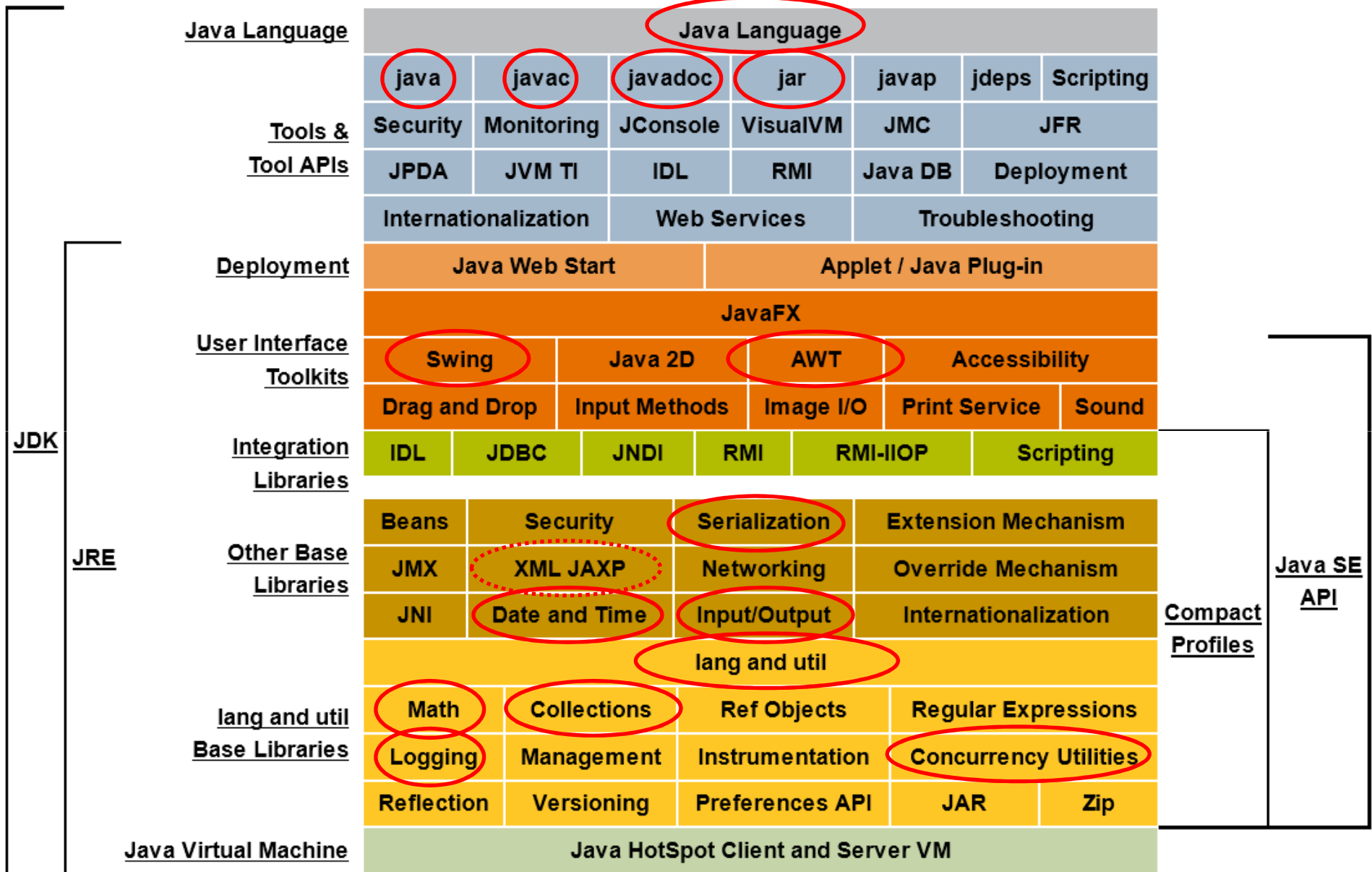
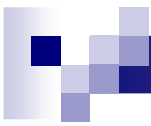
Geneology of Java





J2SE framework

- Java is like C
 - simple syntax
 - huge API
- Java programming is like playing lego
 - putting together already existing building blocks
 - everything is implemented
 - usually better than we could do it
 - real knowledge is that of the API
 - versions differ in API and syntax
 - latest major version: 8 (2014-03-18)





Java basics

- Everything is a class or object
 - no global functions
 - application structure:
 - packages > classes > methods and variables > statements
- Two kinds of types
 - primitive (int, double, boolean, ...)
 - variable stores value
 - object (String, Vector, ...)
 - variable stores reference



Java basics 2

- Syntax very similar to C/C++
 - operators (+, -, >>, ...)
 - control structures (for, while, switch)
 - method call
- But
 - *no pointers*
 - *no goto*
 - *no operator overloading*
 - *separate byte, char, and boolean types*



Java basics 3

- Arrays are objects

- length → run-time check

```
int a[] = new int[10];  
//int[] a = new int[10]; // also OK  
for (int i = 0; i < a.length; i++) {  
    a[i] = i*2;  
}
```

- Only pass by value

- no pointer arithmetics

- Garbage collection

- no delete



Hello world

```
// C/C++  
  
int main(int argc, char** argv) {  
    printf("Hello world\n");  
}
```

```
// Java (Hello.java)  
  
public class Hello {  
    static public void main(String[] args) {  
        System.out.println("Hello world");  
    }  
}
```



Compiling and running

- Rule of thumb:

- for each class separate source file

- `class Hello` →  `Hello.java`

- for each class separate bytecode (class) file is generated

- `> javac Hello.java` →  `Hello.class`

- JVM starts the *main* method of the selected class

- `> java Hello`



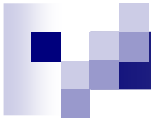
Write Once, Run Anywhere

- C, C++, etc:
 - *write once, compile everywhere*
- Java:
 - source compiled into *bytecode*
 - bytecode run by virtual machine
 - no need for recompilation when migrating
- write once, debug everywhere
 - good design is important
 - it is still easy to create platform-specific application



Starting Java applications

- Simple run
 - needs command prompt or batch file
- Jar file
 - special zip file with manifest
 - “*starts when clicked*”
- Applet
 - embedded into a webpage
 - restricted functionality and permissions
 - *flash* predecessor
- Java Web Start
 - pl. NAV website



Basic types, operators, statements



Primitive types and variables

■ Primitive types

- boolean
- char (16bit unicode)
- byte, short, int, long (8, 16, 32, 64 bit signed integer)
- float, double (32 and 64 bit real)

■ Variable declaration and definition

- similar to C and C++

```
int a = 13;  
double d = f = 3.14;
```



Complex types

- Arrays and objects are complex
 - String, Vector, etc.
- Variable stores reference
 - resembles C++ pointer
 - no pointer arithmetic
- Assigning to variable
 - discards former reference

```
String s = "12345";  
s = "hello"; // former value discarded
```



Arrays

- Simple arrays

```
int a[] = new int[13];  
double[] d = new double[20];
```

- Multidimensional arrays

- arrays of arrays

```
int[][] a = new int[10][20];  
  
int[][] b = new int[4][];  
for (int i = 0; i < b.length; i++) {  
    b[i] = new int[i*2];  
}
```



Operators

- Same operators as in C/C++
 - same precedence and association rules
 - logical operators only for logical expressions
 - no logical-integer mix-up
- Removed operators (not in Java)
 - delete, ->
- New or modified operators
 - >> (sign is shifted)
 - >>> (0 is inserted from left)
 - non-lazy logical operators: &, |, ^

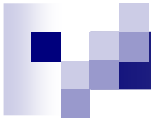
Statements

- Similar to C/C++

- if-else, while, do-while, for, switch-case
 - if, while, for (2nd expr) need logical expression
 - (Java 7: case for *strings* also)
- continue, break, return
 - labels can be used for break and continue

```
int i = 1;
Loop: while (i < 100) {
    for (int k = i; k < 300; k++) {
        if (k == i*2) break Loop;
    }
}
```

- no *goto*



Objects, Classes and Interfaces



Classes

- Resembles C++
 - minor and major differences
- Differences from C++
 - visibility also on class level (packages)
 - visibility separately for each attribute and method
 - attributes get default value (0, null, etc)
 - only “inline” methods
 - all methods virtual
 - private methods are hidden
 - no operator overloading



Classes 2

- Differences from C++ cont.
 - only object's reference is passed
 - no copy constructor
 - no initialization list
 - no default parameters
 - no multiple or virtual inheritance
 - *this* also for constructor call
 - destructor is *finalize()*
 - reference resembles C++ pointer, not C++ reference



Classes example

```
public class Something {
    int a; // package visibility
    private double d;
    protected long l;
    public String s;

    public Something(int a) {
        this.a = a;
    }

    public Something() {
        this(10);
        l = 14l;
    }

    // ...
}
```

Classes example cont.

```
// ...
public void finalize() {
    ...
}

private void increment(int i) {
    a += i;
}

public long add(int i) {
    increment(i);
    l += i;
    return l;
}
}
```



Classes example cont.

```
// somewhere in a class....  
  
public static void main(String[] args) {  
  
    // parenthesis is mandatory for ctr-s  
    // s holds reference to object  
    // NO '*' operator!  
    Something s = new Something(5);  
  
    // field access by .  
    // NO '->' operator!  
    long f = s.add(34);  
  
}
```



Field modifiers

- **private**
 - same as C++: access from same class only
- ***package*** (no modifier, “default-access”)
 - not in C++: *access from same package only*
- **protected**
 - similar to C++: access inside subclasses and same package
- **public:**
 - same as C++: access from anywhere



Field modifiers cont.

- **static**

- same as C++: *class-level attribute or method*

- **final**

- not in C++:
 - for methods: subclasses *must not* override
 - for variables: like C++ *const*

- **abstract**

- for methods and classes only
- same as C++ pure virtual: no implementation, subclasses must implement
- if method is abstract, class must be abstract too

Static members

- Static members similar to C++
 - static members can only access static members directly
 - static members can be accessed by non-static methods
- Variable initialization

```
class A {  
    static long l = 13; // inline  
    static long k;  
    static { // initialization block  
        k = 15; // run when class is loaded  
    }  
}
```



String: a special class

- Provides usual string operations
 - `length()`, `equals()`, `startsWith()`
 - `substring()`, `trim()`, `split()`, `concat()`
 - `toUpperCase()`, `toLowerCase()`, `replace()`
 - `charAt()`, `indexOf()`, `lastIndexOf()`
 - `valueOf()`
 - ...
- Only class with `+` and `+=` overloaded
 - concatenation, not efficient
- Immutable
 - object's state doesn't change

Inheritance

- Syntax different from C++

- extends*

```
class A {...}  
class B extends A {...}
```

- use *super()* for calling superclass' constructor

- Semantics different from C++

- all methods virtual
- no multiple inheritance for classes
- topmost superclass: *Object*
- constructors initialized differently



Inheritance example

```
class A {
    int k;
    public A() { k = 13; }
    public A(int i) { k = i; }
    public void foo() { System.out.println("A"); }
    public void bar() { foo(); }
}

class B extends A {
    public B() {}
    public B(int j) { super(j); }
    public void foo() { System.out.println("B"); }
}
```



Constructor tasks

- Creating object structure
 - attribute initialization to 0
 - initialization of virtual function tables
- Initializing superclasses
 - ...
- Initializing class
 - explicit attribute initialization
 - initialization block (*i.e. a stand-alone block*)
 - constructor as invoked



Constructor tasks

```
class A {  
    int k,l;  
    { k = 20; } // init. block  
    public A() { l = 13; }  
    public void foo() { System.out.println("A"); }  
}  
  
class B extends A {  
    public B() {}  
    public void foo() { System.out.println("B"); }  
}
```



Object superclass

- Topmost superclass
- Methods
 - `boolean equals(Object o)`
 - for content based equality (*default impl. reference based*)
`a == b` vs. `a.equals(b)`
 - `int hashCode()`
 - hash code generation for efficient access in collections
 - `void finalize()`
 - like C++ destructor, called by garbage collector

Object superclass 2

■ Methods cont.

□ `String toString()`

- returns string representation
- mostly for debugging
- called where String is needed

```
"my car: " + myCar + ";"
```

□ `Object clone()`

- returns a copy of the object (*always of the bottommost class*)
- *Cloneable* interface for public access



Interfaces

- Like classes, but no implementation
 - each interface into a separate file
- Methods only declared, always implicit public
 - no implementation is specified
- May have attributes
 - automatically *public static final* (global constant)

```
interface A {  
    void foo();  
    int bar(String s);  
    public static final int maxLength = 100;  
}
```



Interfaces 2

- Multiple inheritance of interfaces is supported
 - only if no ambiguous attributes
- Class can implement multiple interfaces
 - *implements* keyword
 - ```
class A extends B implements C, D {}
```
- Class doesn't have to implement all methods
  - must be abstract class

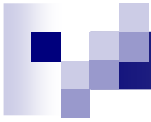




# Interface example

```
interface A {
 void foo();
 int bar(String s);
}

abstract class B implements A {
 ...
 public void foo() { System.out.println("B"); }
 abstract public int bar(String s);
}
class C implements A {
 ...
 public void foo() { System.out.println("B"); }
 public int bar(String s) { return s.length(); }
}
```



# ***Packages***



# Packages

- Provide hierarchical namespace
  - like *namespaces* in C++
- Package hierarchy with corresponding directories (folders)
  - same name, same hierarchy
- Classes and interfaces
  - source code must specify the packages
    - `package foo.bar.baz;`
  - source file must be put into the folder of the package



# Packages and class names

- Full name

- `foo.bar.baz.MyClass`

- Importing names

- only classes and interfaces

```
import foo.bar.baz.*;
import mypack.MyClass;
```

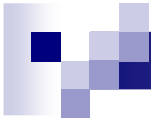
- similar to *using namespace X*

- specifies packages to be searched for identifiers

- if colliding, full names must be used

- e.g. *List* is part of *java.util* and *java.awt*

- static import for fields



# *Memory handling*

# Memory handling

## ■ C: memory problems

- pointers + arithmetics
- void\*
- malloc/calloc/realloc/free

```
a[3] ≡ *(a+3) ≡ *(3+a) ≡ 3[a]
```

## ■ C++ tries to overcome problems, but fails

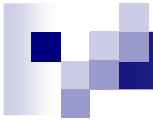
- copy constructor
- virtual destructor
- assignment
- new/delete

```
class C : A, virtual B {
 int l; Complex c;
public:
 C(Complex k, int i)
 : A(i), c(k), l(i)
 { l++; }
};
```



# Memory handling 2

- Java has a built in Garbage Collector (GC)
  - `new` : allocates on heap
  - `delete`: not explicitly, GC frees
- GC deletes objects with no reference
  - `void finalize()` is called
- Starting GC explicitly:
  - `System.gc()` or `Runtime.gc()`



# *Coding and style*





# Identifier style

- Variables, attributes and methods

- camelCase, initial lower case

- `getSecondBiggestNumber()`

- `int importantVariable;`

- Class names

- CamelCase, initial upper case

- `StringBuffer`

- Package names

- lower case

- `java.util`



# Parenthesis style

## ■ Parenthesis

- opening at end of line

```
while (true) {
```

- continuation after closing

```
if (a<b) {
```

```
 ...
```

```
} else {
```

```
 ...
```

```
}
```