

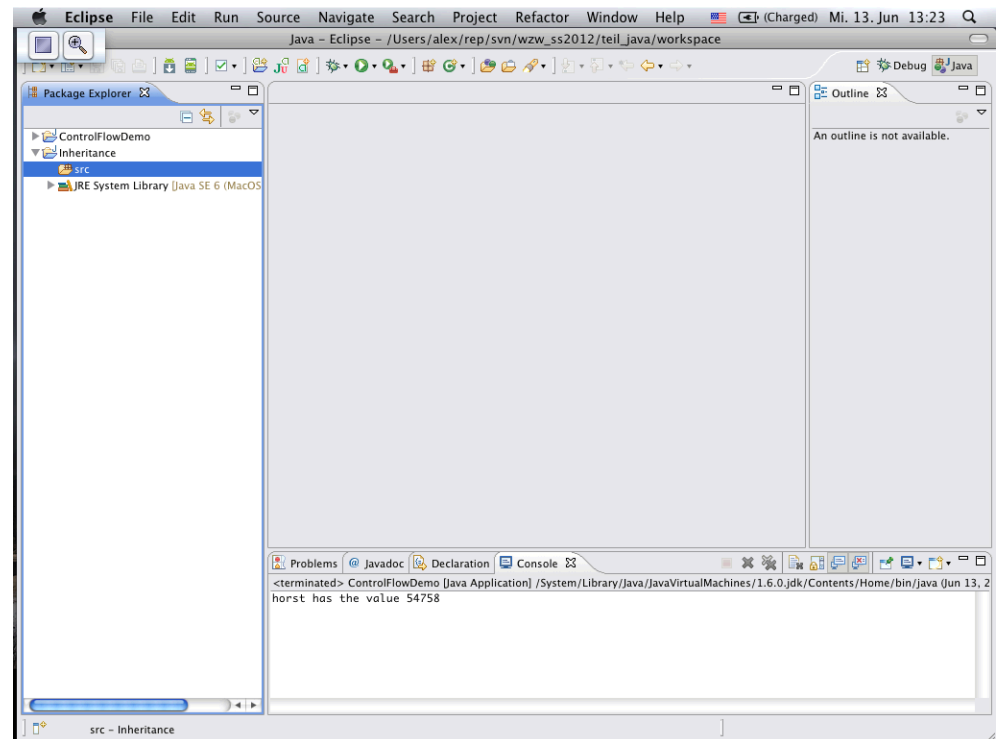
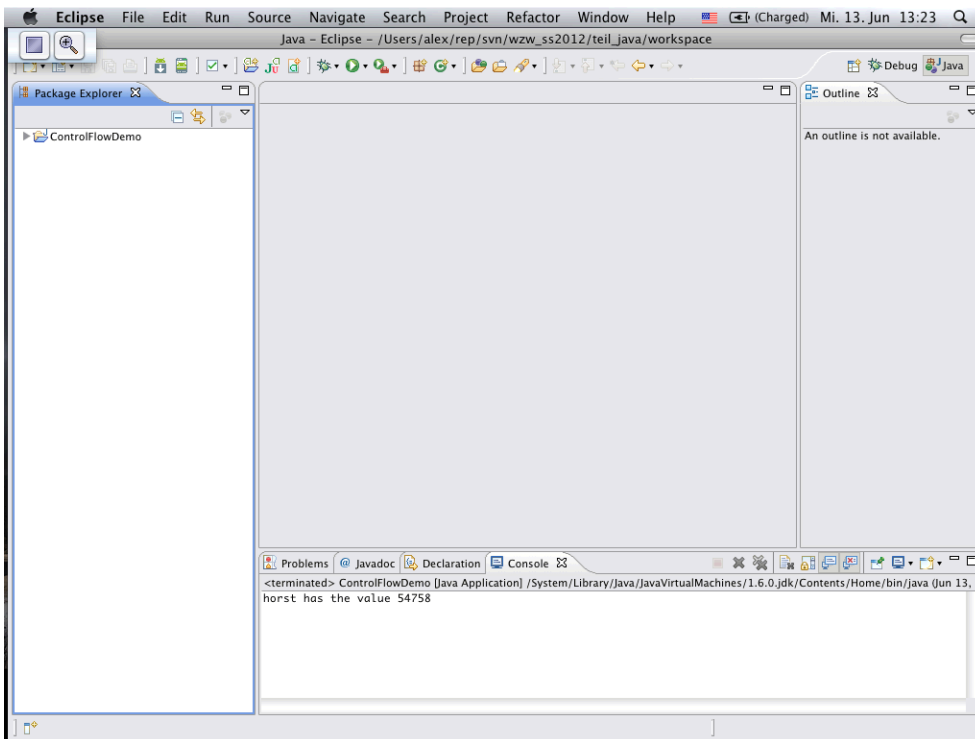
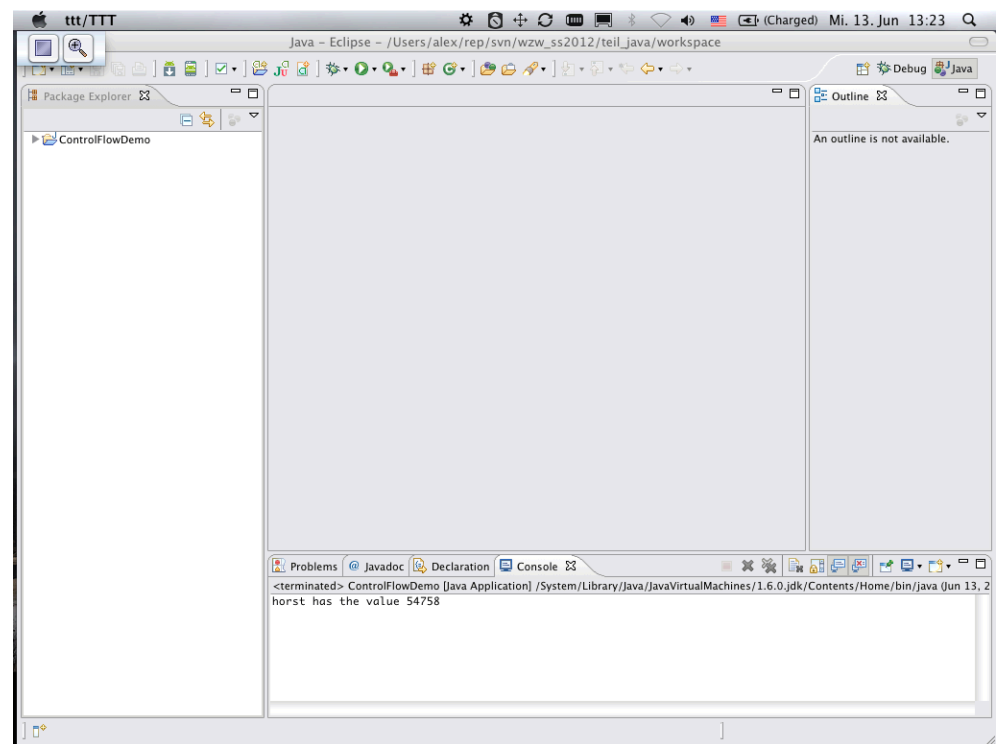
Script generated by TTT

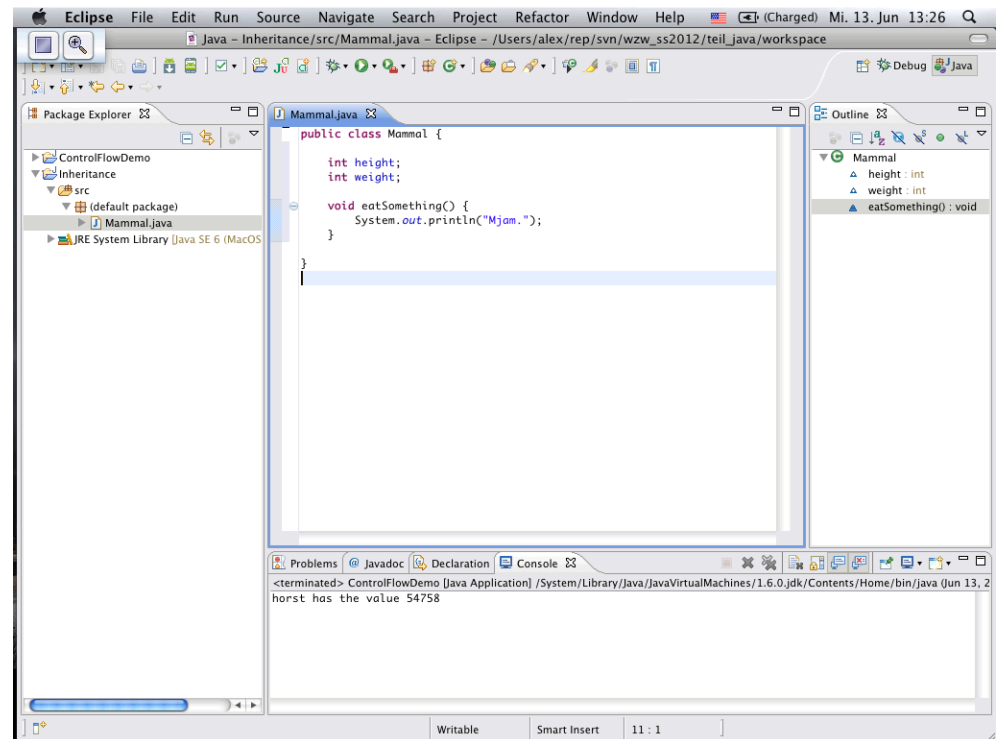
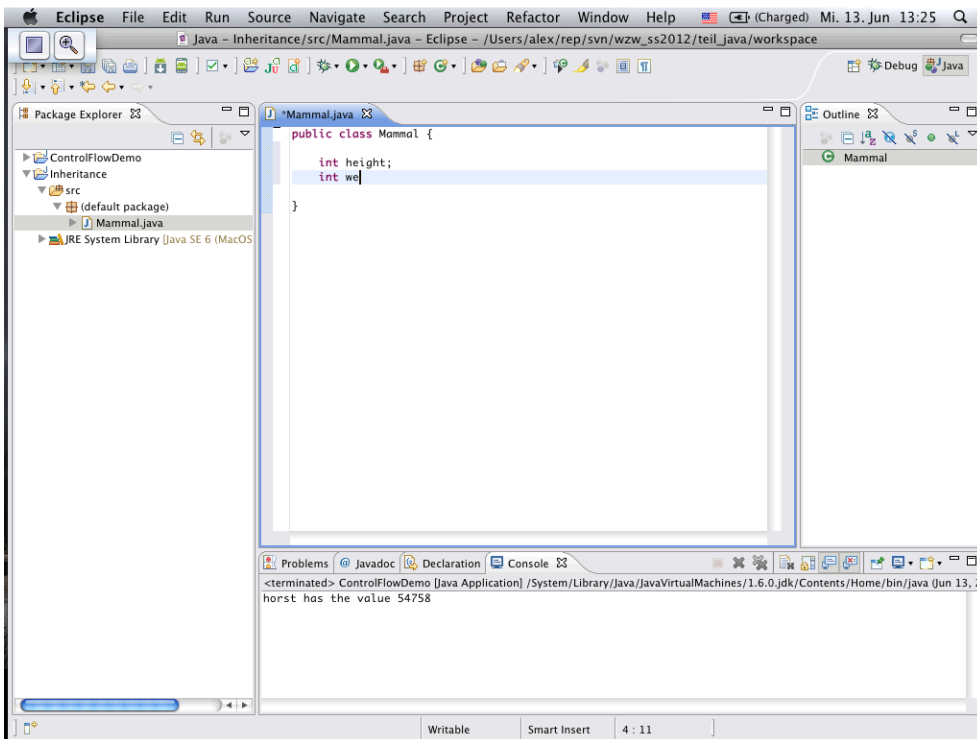
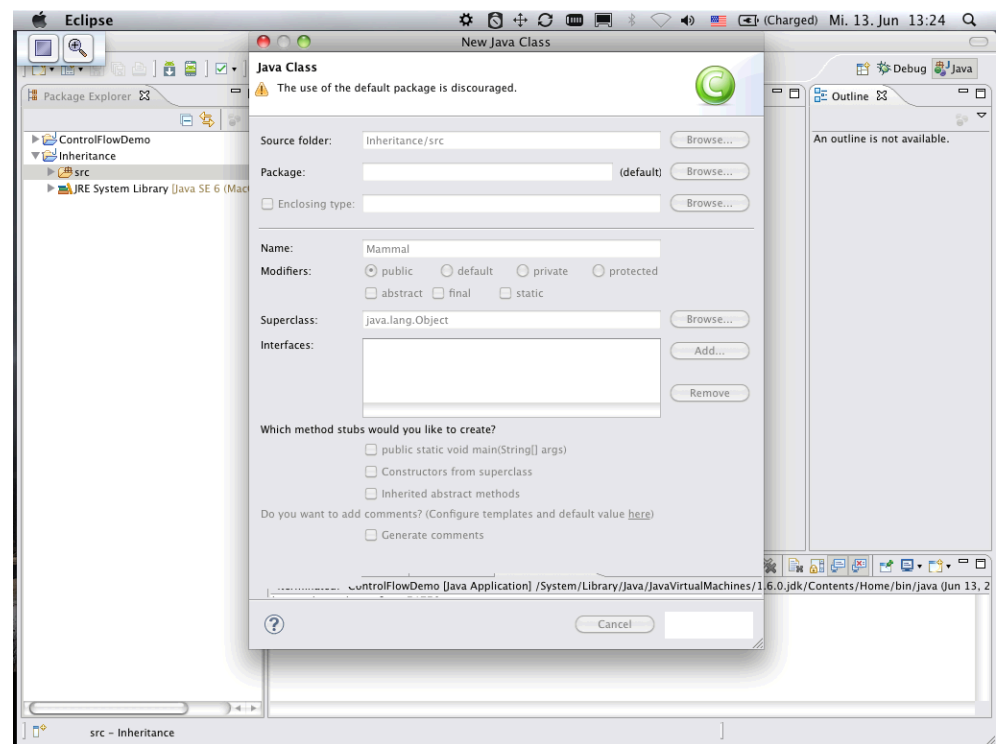
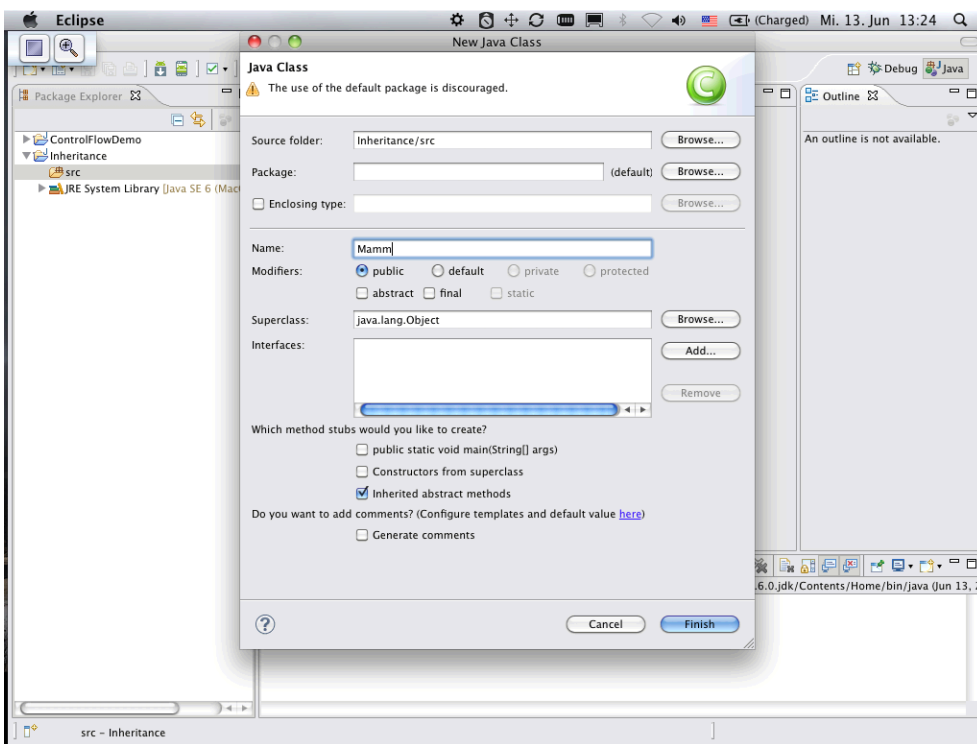
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2v2

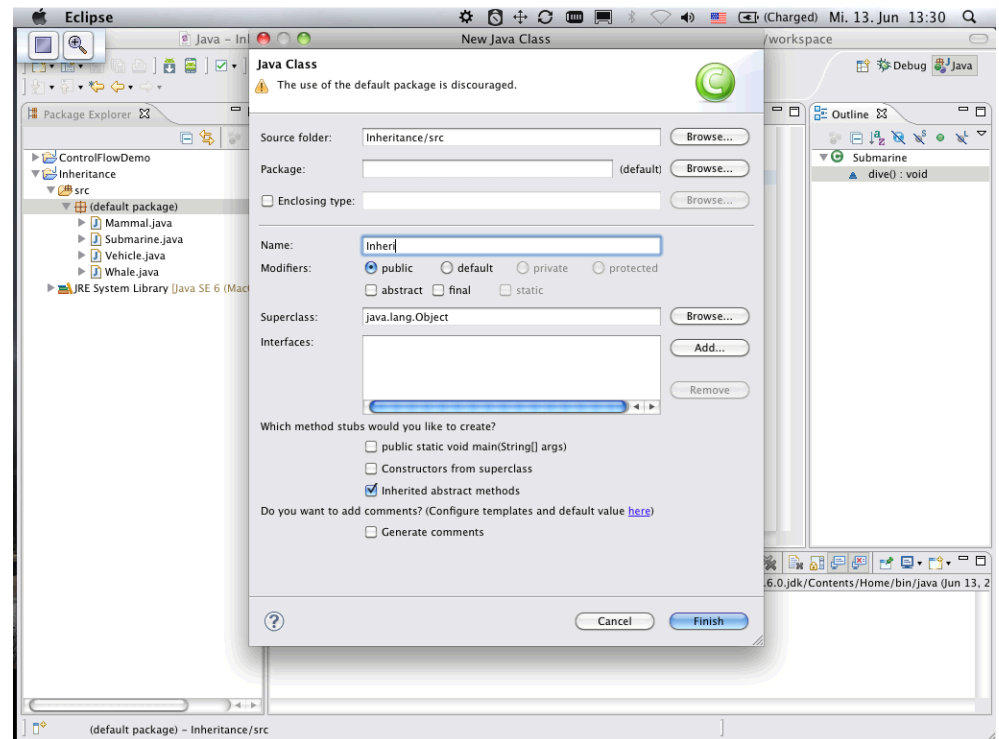
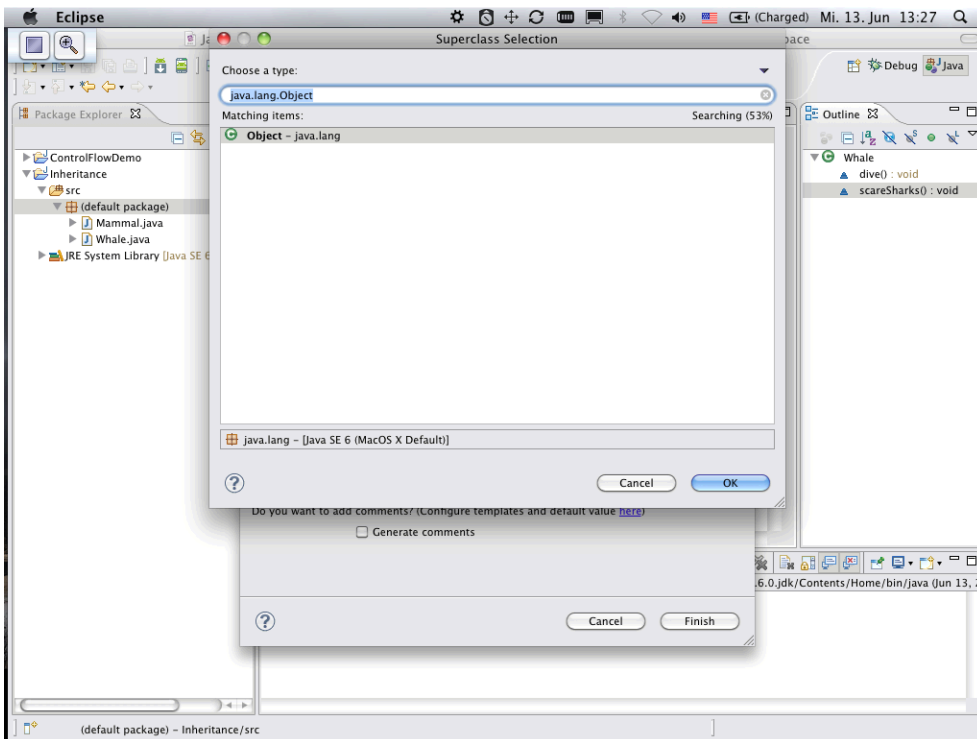
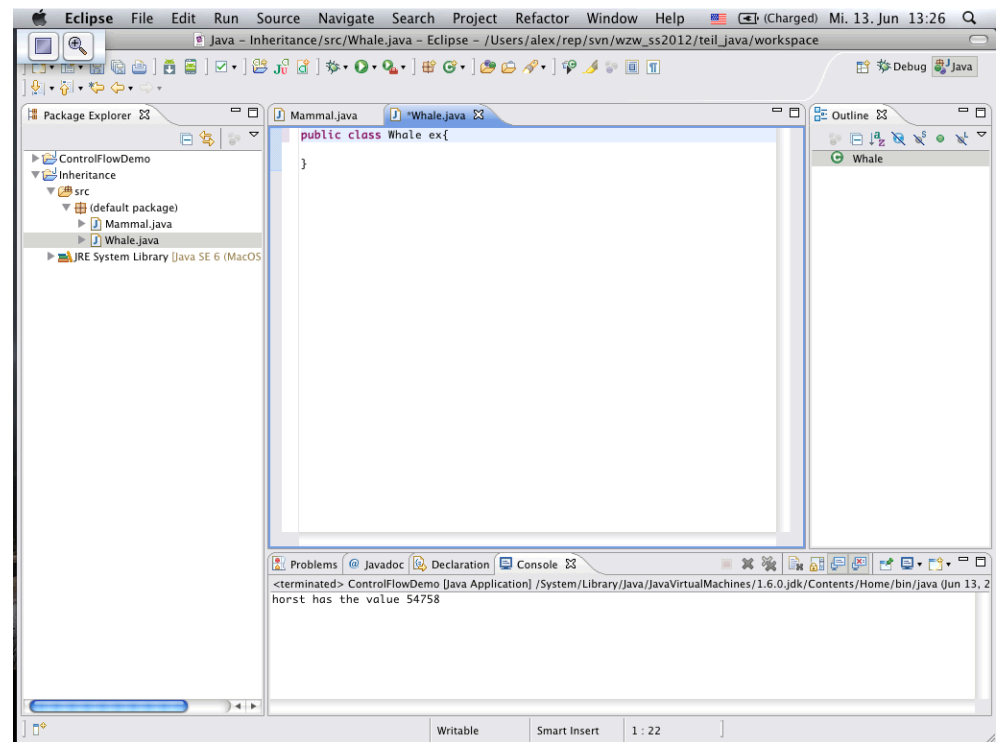
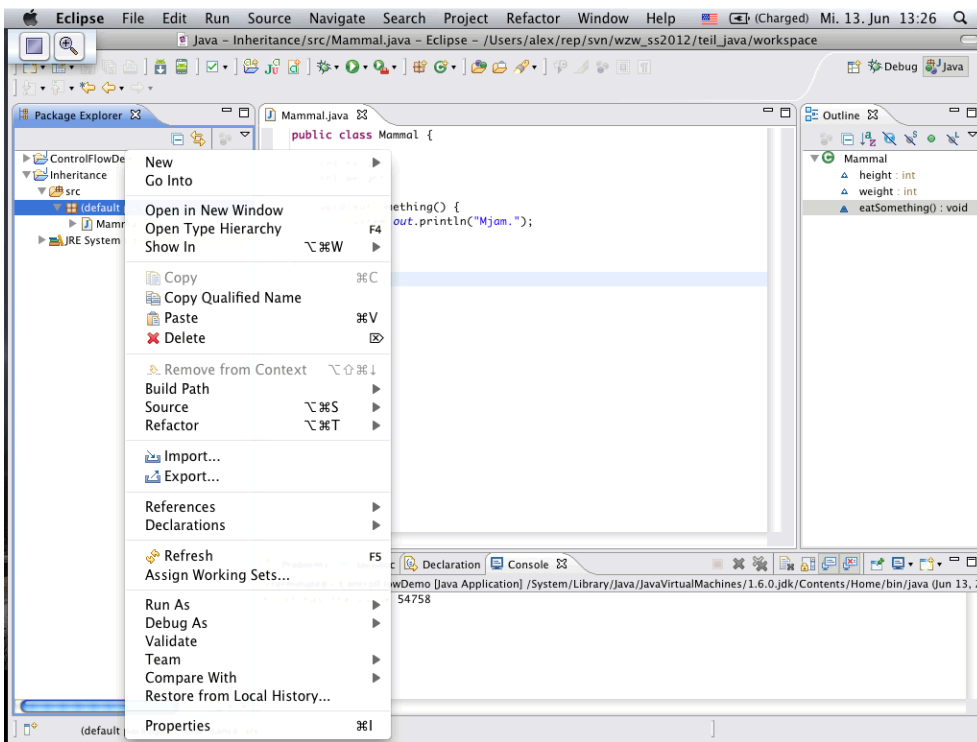
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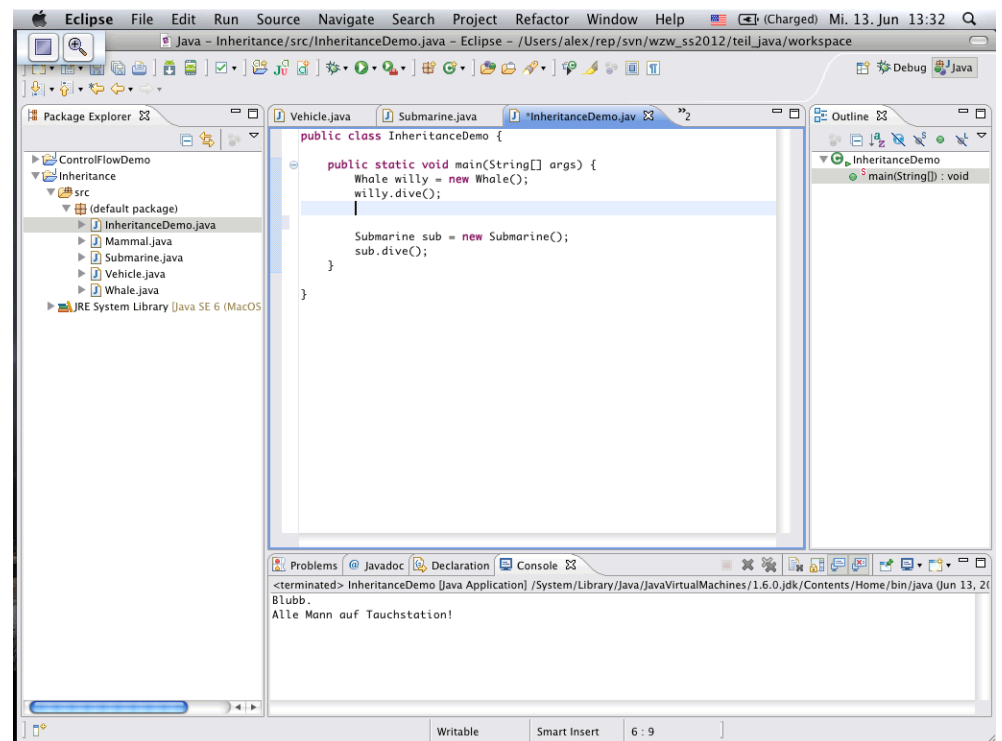
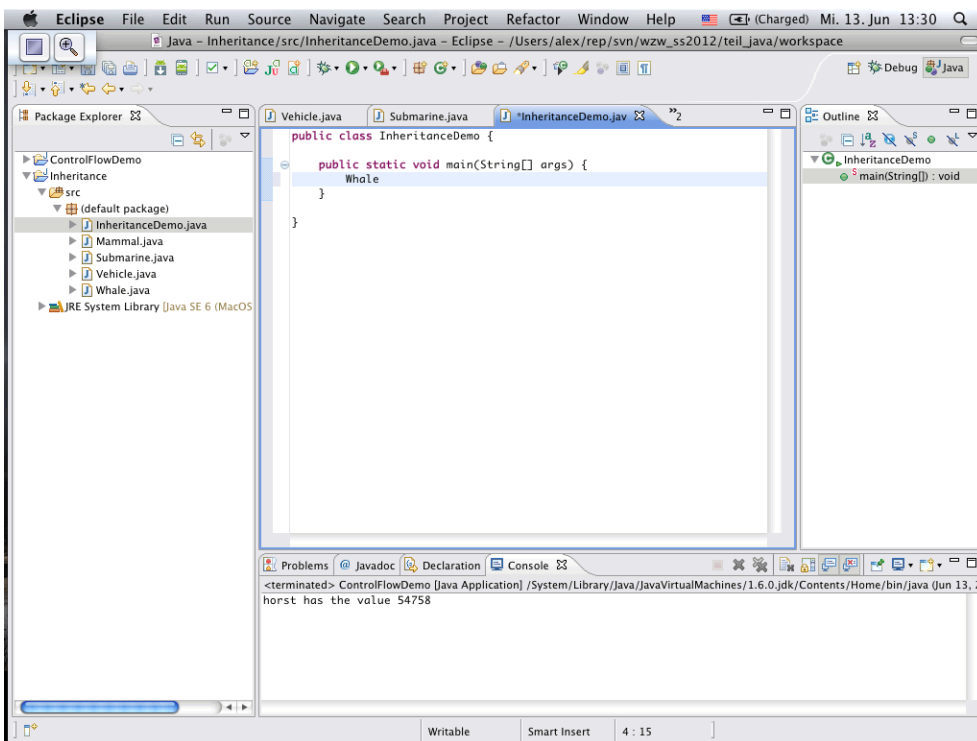
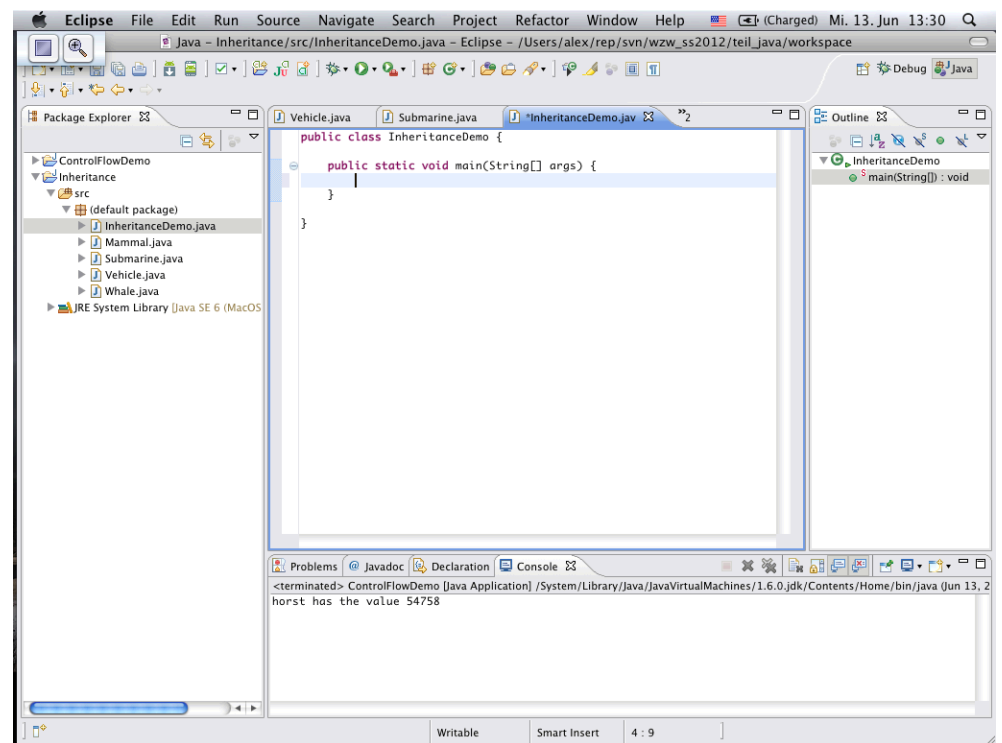
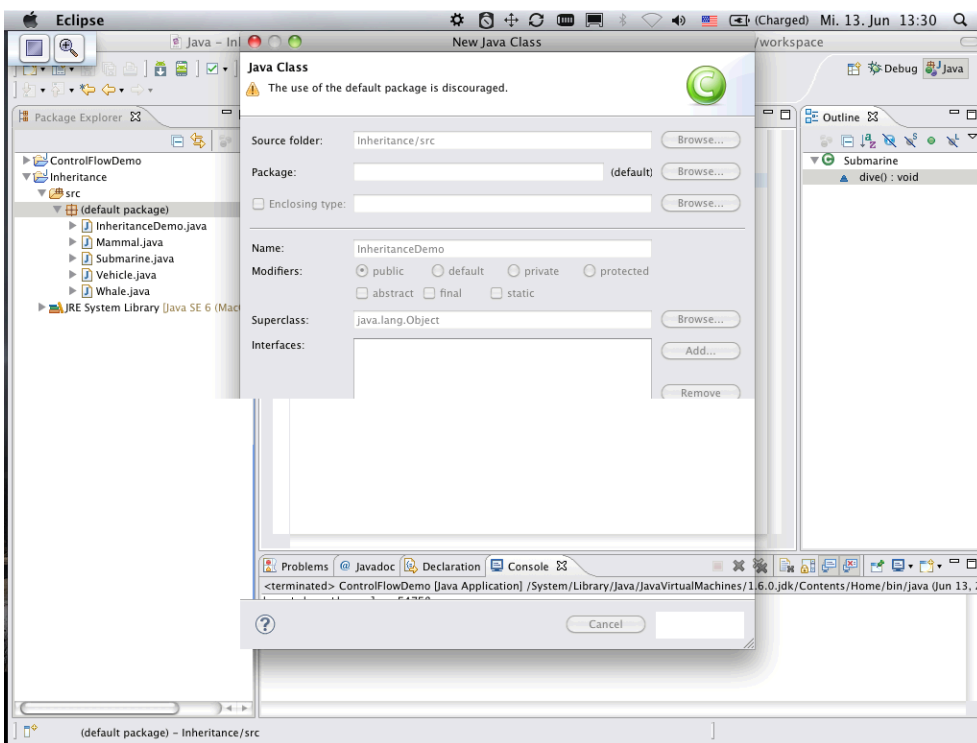
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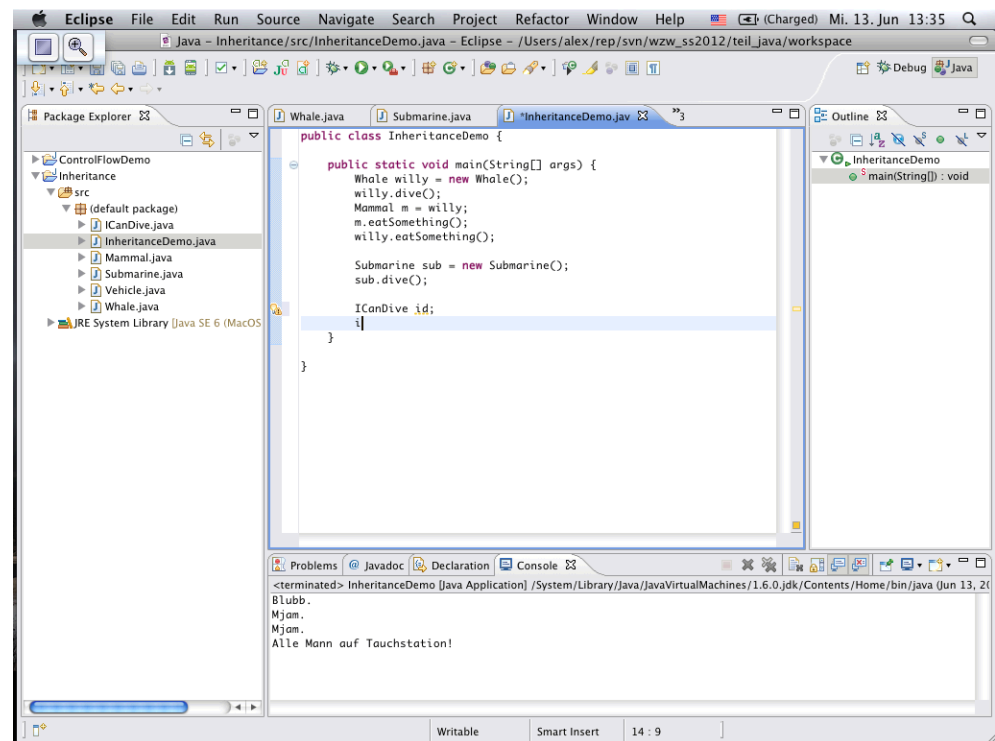
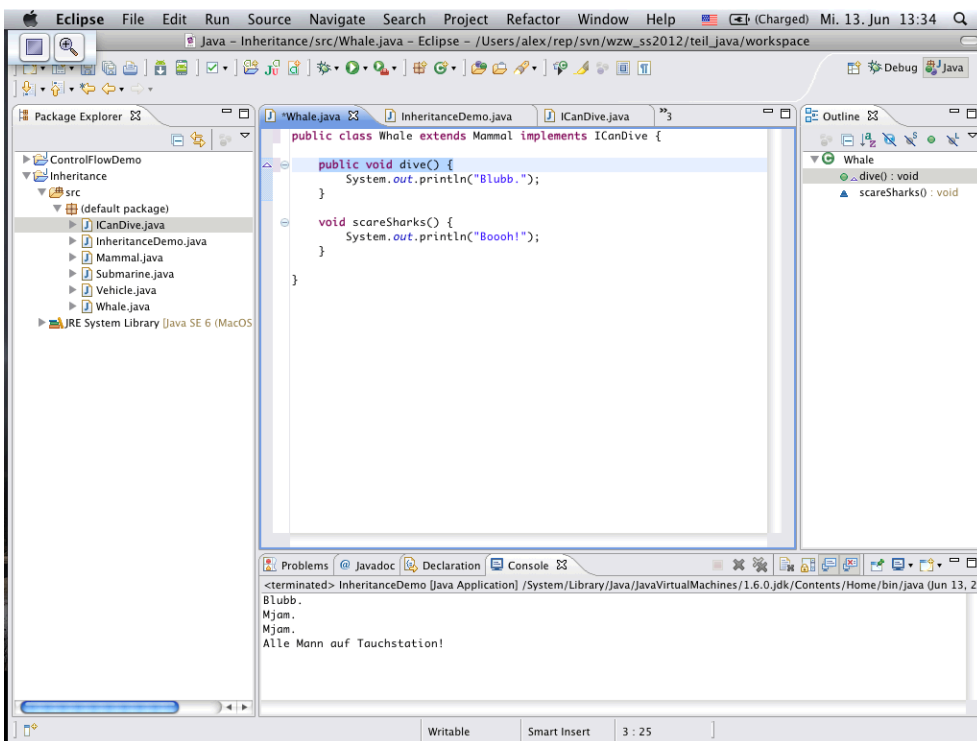
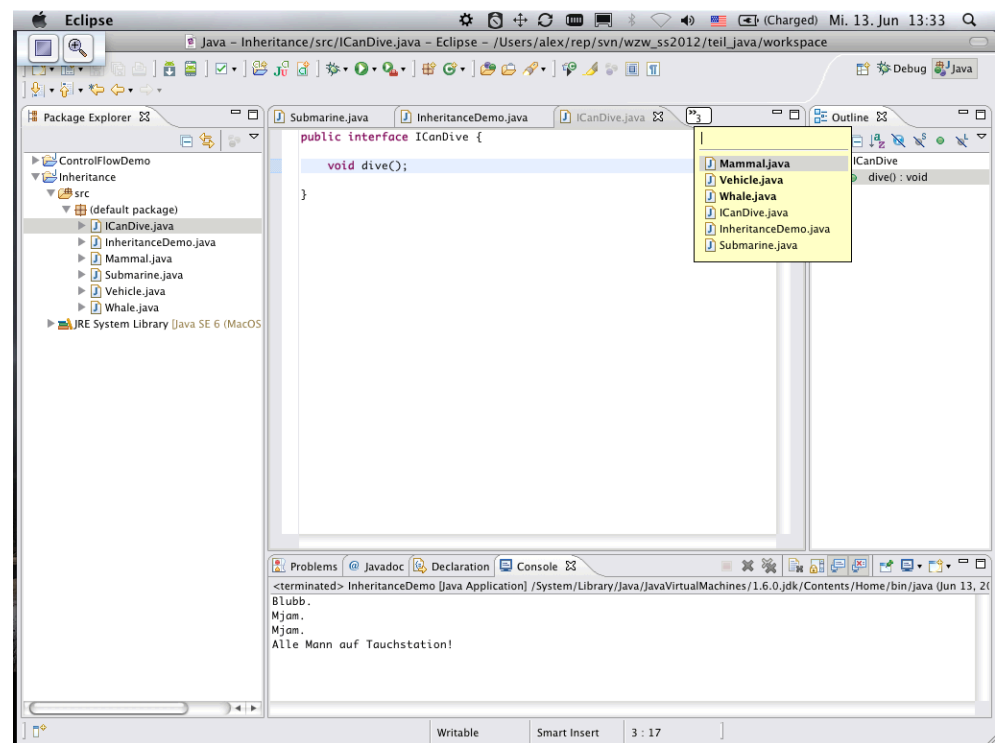
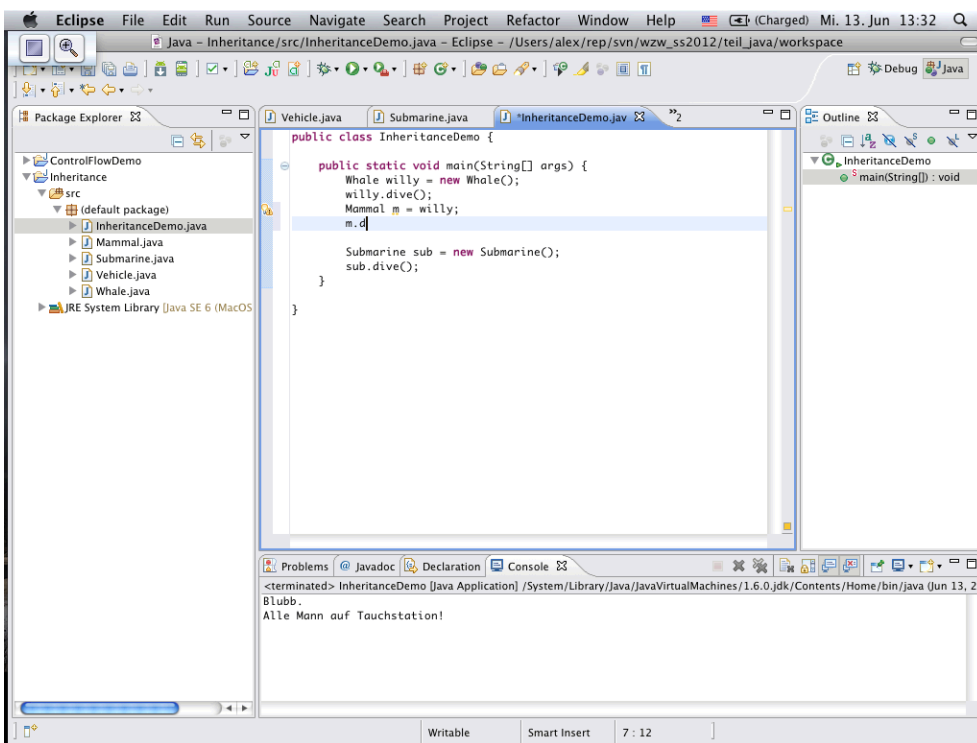
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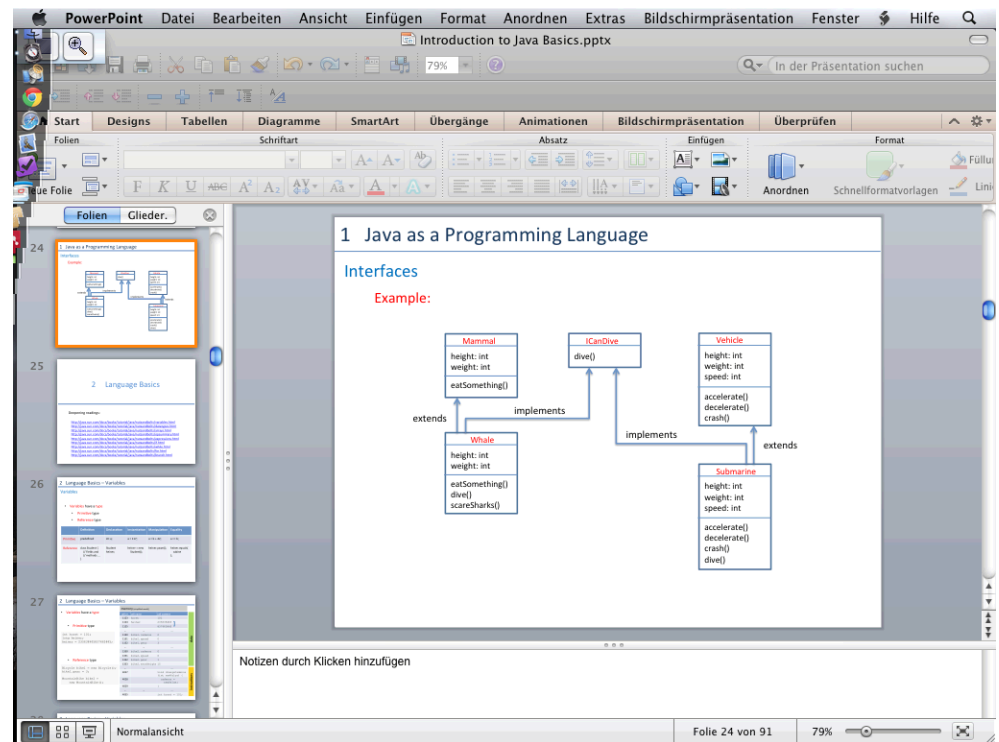
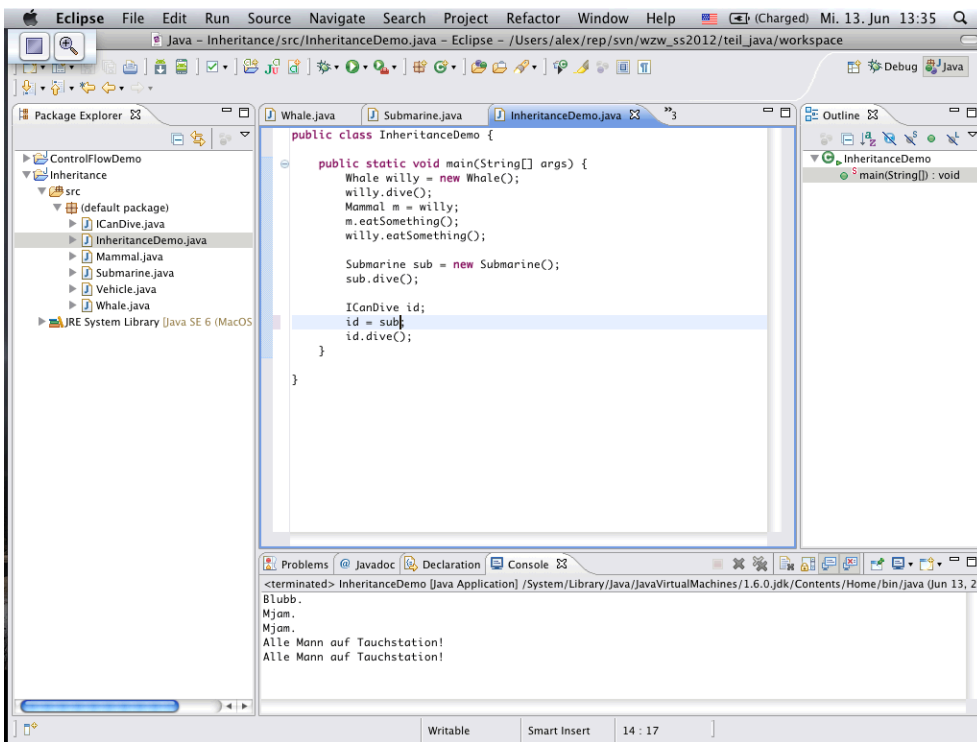












Language Basics – Variables

Variables

- Variables have a type
 - Primitive type
 - Reference type

	Definition	Declaration	Instantiation	Manipulation	Equality
Primitive	predefined	int a;	a = 117;	a = b + 42;	a == b;
Reference	class Student { // Fields and // methods ... }	Student heiner;	heiner = new Student();	heiner.yawn();	heiner.equals(sabine);

Language Basics – Variables

- Variables have a type

- Primitive type

```
int horst = 101;
long heiner;
heiner = 235638465837465845;
```

- Reference type

```
Bicycle bikel = new Bicycle();
bikel.gear = 3;

MountainBike bike2 =
    new MountainBike();
```

memory (simplified model)

cell nr.	cell name	cell content	
1123	horst	101	data
1124	heiner	235638465	
1125		837465845	
...	
1150	bike1.cadence	0	instructions
1151	bike1.speed	0	
1152	bike1.gear	3	
...	
1330	bike2.cadence	0	
1331	bike2.speed	0	
1332	bike2.gear	1	
1333	bike2.seatHeight	15	
...	
4027		void changeCadence(int newValue) {	
4028		cadence = newValue;	
4029		}	
...	
4035		int horst = 101;	

Primitive Types

- Primitive types (numeric):

byte	short	int	long	float	double
8 bit	16 bit	32 bit	64 bit	32 bit	64 bit

- Examples:

```
byte flags = 63;
short bbb = 10133;
int heiner = 234103234;
long dong = -83628735682345;
float fff = 5464.00345;
float ggg = -345545.34534E-12f; = -345545.34534 * 10-12
double sss = 3245343455.555E67; = 3245343455.555 * 1067
```

- Primitive types (numeric, boolean, character):

$\in \mathbb{Z}$				$\in \mathbb{R}$		Unicode (UTF-16)	
byte	short	int	long	float	double	boolean	char
8 bit	16 bit	32 bit	64 bit	32 bit	64 bit	1 bit	16 bit
$[-2^7, 2^7-1]$ = [-128,127]	$[-2^{15}, 2^{15}-1]$ = [-32768,32767]	$[-2^{31}, 2^{31}-1]$ = [-2147483648, 2147483647]	$[-2^{63}, 2^{63}-1]$ = [-9223372036854775808, 9223372036854775807]	$[+/- \sim 1.4 \cdot 10^{-45}, +/- \sim 3.4 \cdot 10^{38}]$	$[+/- \sim 4.9 \cdot 10^{-324}, +/- \sim 1.8 \cdot 10^{308}]$	{ true, false }	{ ... !, ,, \$, \$, %, &, ..., a, b, c, ..., ㄱ, ㅋ, ㆁ, ..., ㄹ, ㄷ, ㄱ, ..., 樵, 櫻, 籠, ..., 액, 앵, 연, ..., ش, ..., +, +, ... }

- Primitive types (numeric, boolean, character):

$\in \mathbb{Z}$				$\in \mathbb{R}$		Unicode (UTF-16)	
byte	short	int	long	float	double	boolean	char
8 bit	16 bit	32 bit	64 bit	32 bit	64 bit	1 bit	16 bit
$[-2^7, 2^7-1]$ = [-128,127]	$[-2^{15}, 2^{15}-1]$ = [-32768,32767]	$[-2^{31}, 2^{31}-1]$ = [-2147483648, 2147483647]	$[-2^{63}, 2^{63}-1]$ = [-9223372036854775808, 9223372036854775807]	$[+/- \sim 1.4 \cdot 10^{-45}, +/- \sim 3.4 \cdot 10^{38}]$	$[+/- \sim 4.9 \cdot 10^{-324}, +/- \sim 1.8 \cdot 10^{308}]$	{ true, false }	{ ... !, ,, \$, \$, %, &, ..., a, b, c, ..., ㄱ, ㅋ, ㆁ, ..., ㄹ, ㄷ, ㄱ, ..., 樵, 櫻, 籠, ..., 액, 앵, 연, ..., ش, ..., +, +, ... }

- More examples:

```
byte flags = 63;
short bbb = 10133;
int heiner = 234103234;
long dng = -83628735682345;
float fff = 5464.00345f;
float ggg = -345545.34534E-12f; = -345545.34534 * 10-12 (float)
double sss = 3245343455.555E67d; = 3245343455.555 * 1067 (double)

char ccc = 'm';
char ccc2 = '\n';

boolean isCool = true;
```

byte typically used for bit-patterns

\n means "new line"

Reference Type Variables

- Reference type variables "point" to an object of the reference type

```
bike1 = new Bicycle();
bike2 = new Bicycle();

boolean c;
c = bike1.equals(bike2);
// c == true
c = (bike1 == bike2);
// c == false
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	bike1	<1150>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	1
...
1327	bike2	<1405>
...
1405	bike2.cadence	0
1406	bike2.speed	0
1407	bike2.gear	1
...

data

Reference Type Variables

- Reference type variables "point" to an object of the reference type

```
bike1 = new Bicycle();
bike2 = new Bicycle();

bike1.gear = 3;

boolean c;
c = bike1.equals(bike2);
// c == true
c = (bike1 == bike2);
// c == false
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	bike1	<1150>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	3
...
1327	bike2	<1405>
...
1405	bike2.cadence	0
1406	bike2.speed	0
1407	bike2.gear	1
...

data

Reference Type Variables

- Reference type variables "point" to an object of the reference type

```
bike1 = new Bicycle();
bike2 = new Bicycle();

bike1.gear = 3;

bike1 = bike2;

boolean c;
c = bike1.equals(bike2);
// c == true
c = (bike1 == bike2);
// c == true
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	bike1	<1405>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	3
...
1327	bike2	<1405>
...
1405	bike2.cadence	0
1406	bike2.speed	0
1407	bike2.gear	1
...

data

Reference Type Variables

- Reference type variables "point" to an object of the reference type

```
bike1 = new Bicycle();
bike2 = new Bicycle();

bike1.gear = 3;

bike1 = bike2;

boolean c;
c = bike1.equals(bike2);
// c == true
c = (bike1 == bike2);
// c == true
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	bike1	<1405>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	3
...
1327	bike2	<1405>
...
1405	bike2.cadence	0
1406	bike2.speed	0
1407	bike2.gear	1
...

data

Language Basics – Variables

Reference Type Variables

- Reference type variables "point" to an object of the reference type

```
bike1 = new Bicycle();
bike2 = new Bicycle();

bike1.gear = 3;

bike1 = bike2;

boolean c;
c = bike1.equals(bike2);
// c == true
c = (bike1 == bike2);
// c == true
```

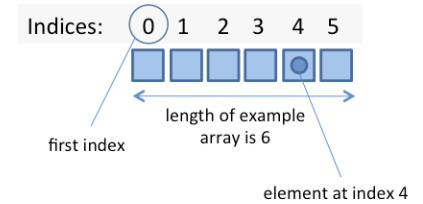
memory (simplified model)		
cell nr	cell name	cell content
...
1149	bike1	<1405>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	3
...
1327	bike2	<1405>
...
1405	bike2.cadence	0
1406	bike2.speed	0
1407	bike2.gear	1
...

data

Language Basics – Variables

Arrays

- Array: "Indexed list" of elements
- Holds a **fixed number** of variables of a certain type (primitive or reference)
- Is itself a reference type (see next slide)



```
int[] someArray;
someArray = new int[6];
someArray[0] = 23;
someArray[1] = 12;
someArray[5] = 4 + someArray[2];

String[] someOtherArray;
someOtherArray = new String[30];
someOtherArray[17] = "bla bla";

AnyClass[] thirdArray;
thirdArray = new AnyClass[45];
thirdArray[44] = new AnyClass();
thirdArray[44].someMethod();
```

array of *primitive type* elements

array of *reference type* elements (objects)

Language Basics – Variables

Arrays

- Array is itself a **reference type**:

```
int[] someArray = new int[3];
int[] anotherArray = new int[3];

someArray[2] = 7;
anotherArray[1] = 8;
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	someArray	<1150>
1150		0
1151		0
1152		7
...
1327	anotherArray	<1328>
1328		0
1329		8
1330		0
...

Language Basics – Variables

Arrays

- Array is itself a **reference type**:

```
int[] someArray = new int[3];
int[] anotherArray = new int[3];

someArray[2] = 7;
anotherArray[1] = 8;

someArray = anotherArray;

boolean b = (someArray[1] == 8);
// b == true
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	someArray	<1328>
1150		0
1151		0
1152		7
...
1327	anotherArray	<1328>
1328		0
1329		8
1330		0
...

Language Basics – Variables

Arrays

- Array is itself a **reference type**:

```
int[] someArray = new int[3];
int[] anotherArray = new int[3];
```

```
someArray[2] = 7;
anotherArray[1] = 8;
```

```
someArray = anotherArray;
```

```
boolean b = (someArray[1] == 8);
// b == true
```

- Length** property:

```
int l = someArray.length;
// l == 3
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	someArray	<1328>
1150		0
1151		0
1152		7
...
1327	anotherArray	<1328>
1328		0
1329		8
1330		0
...

Language Basics – Operators

Operators

- Operators** (mostly) act on variables of primitive types. **Examples**:

Assignment Operator

= Simple assignment operator (also for reference types) `a = b+1; bike2 = bike1.copy();`

Arithmetic Operators

+	Additive operator	<code>double aaa = b + 1.7; int a = 1 + 1;</code>
-	Subtraction operator	<code>int b = c - 9; float f = 10.0f - 23.0f;</code>
*	Multiplication operator	<code>fd = fd * 0.1f; double d = z * z;</code>
/	Division operator	<code>int a = 17 / 9 // a == 1;</code> <code>float eee = 13.0f / 2.0f // ee == 6.5f;</code>
%	Remainder operator	<code>int a = 17 % 9 // a == 8;</code>

Unary Operators

+	Unary plus operator; (not very useful)	<code>int a = -1; int b = +a; // b == -1</code>
-	Unary minus operator; negates an expression	<code>int a = -1; int b = -a; // b == 1</code>
++	Increment by 1	<code>int a = 0; a++; // a == 1;</code>
--	Decrement by 1	<code>int a = 1; a--; // a == 0;</code>
!	Inverse value of a boolean	<code>boolean b = true; c = !b; // c==false;</code>

Language Basics – Operators

Equality and Relational Operators

==	Equal to	<code>boolean a = (1 == 1); // a == true</code>
!=	Not equal to	<code>boolean a = (1 != 1); // a == false</code>
>	Greater than	<code>boolean a = (17 > 12); // a == true;</code>
>=	Greater than or equal to	etc.
<	Less than	
<=	Less than or equal to	

Conditional Operators

&&	Conditional-AND	<code>a = false; b = true; c = a && b; // c == false;</code>
	Conditional-OR	<code>a = false; b = true; c = a b; // c == true;</code>
?:	Ternary (shorthand for if-then-else statement, use if-then-else instead!)	

Reference Type Comparison Operator

instanceof Compares an object to a specified type

```
Vector z = new Vector();
boolean b =
    z instanceof (Vector);
// b== true;
```

Bitwise and Bit Shift Operators

(not that important for us; see URL below)

<http://docs.oracle.com/javase/tutorial/java/nutsandbolts/op3.html>

Language Basics – Operators

- There is a **fixed precedence** of operators
- Simple: **Use brackets** "(" ... ")" to enforce precedence as desired!

```
int a = ((7 + 4) * 8) % 3; // a == 1
```

- Important: **Dereference** operator for reference types: **dot-operator** "."

```
String s1 = s1.concatenate(s2);

bike1.cadence = 4;

bike1.changeGear(5);
```

Expressions

- **Expression:** Legal combination of variables and operators
- Can be (and typically are) nested
- Expressions evaluate to a **value** that has a **type**

Example	Evaluates to	Type
48	48	int
2.0 / 3.0	0.66666666667	double
new String("luja sog i")	"luja sog i"	String
a = (17 + (3 * 9)) % 3	2	int
a++	2 (but a is now 3)	int
++a	3	int
a * 9 / (new String("blue").length())	6	int

Expressions

- **Expression:** Legal combination of variables and operators
- Can be (and typically are) nested
- Expressions evaluate to a **value** that has a **type**

Example	Evaluates to	Type
48	48	int
2.0 / 3.0	0.66666666667	double
new String("luja sog i")	"luja sog i"	String
a = (17 + (3 * 9)) % 3	2	int
a++	2 (but a is now 3)	int
++a	3	int
a * 9 / (new String("blue").length())	6	int

