

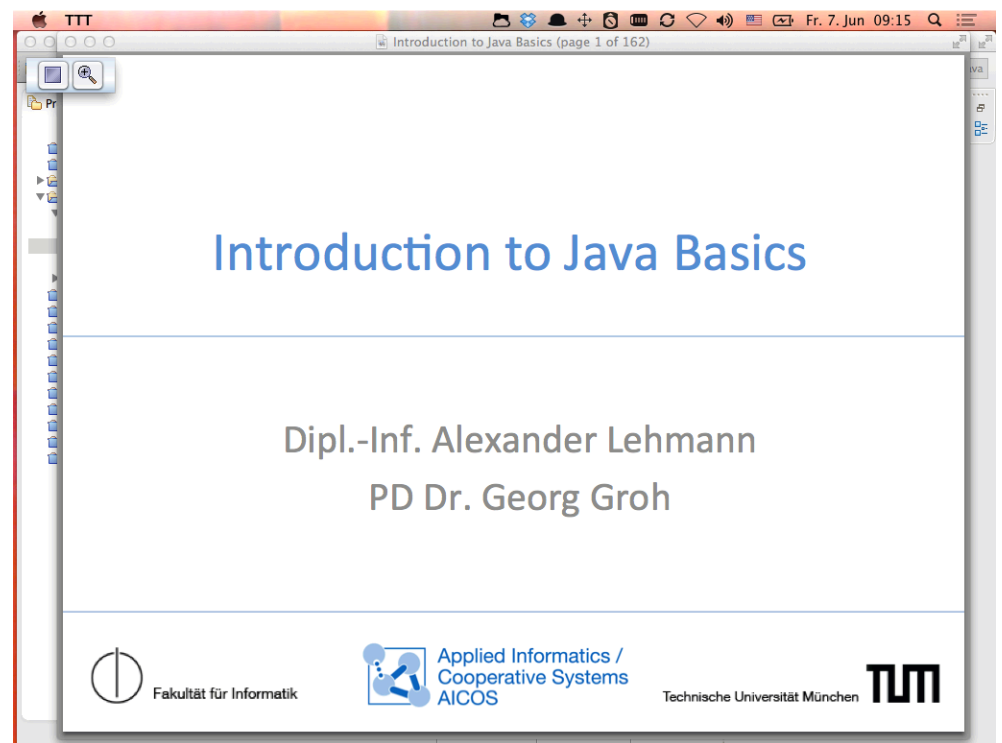
Script generated by TTT

Title: Lehmann: Uebung_Einf_HF (07.06.2013)

Date: Fri Jun 07 09:15:41 CEST 2013

Duration: 85:03 min

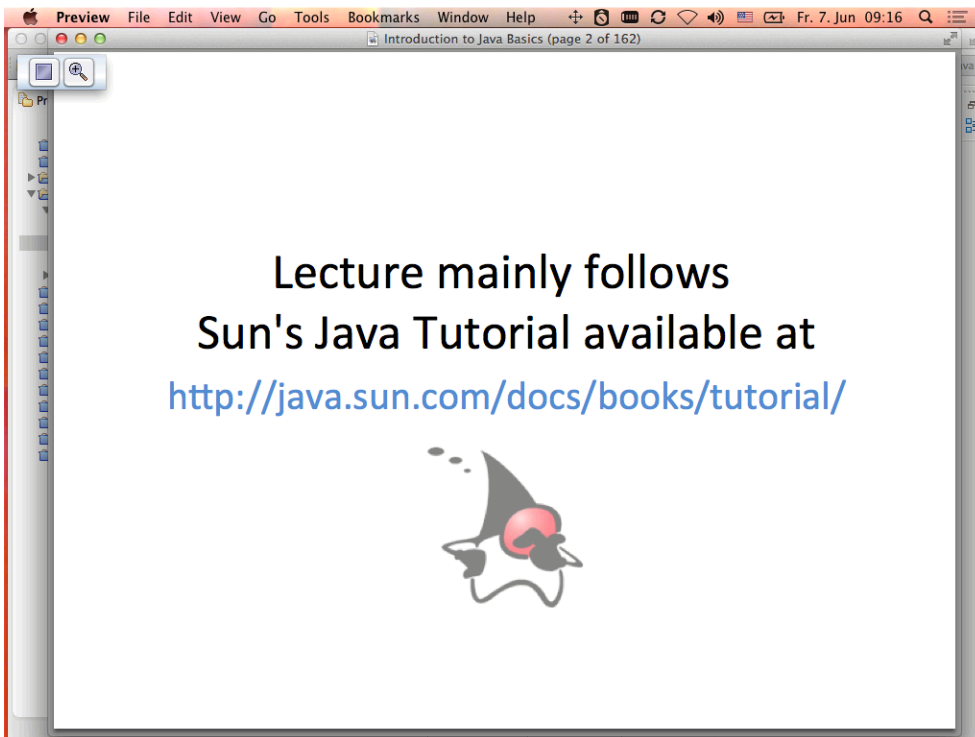
Pages: 57




Introduction to Java Basics

Dipl.-Inf. Alexander Lehmann
PD Dr. Georg Groh

Fakultät für Informatik Applied Informatics / Cooperative Systems AICOS Technische Universität München TUM



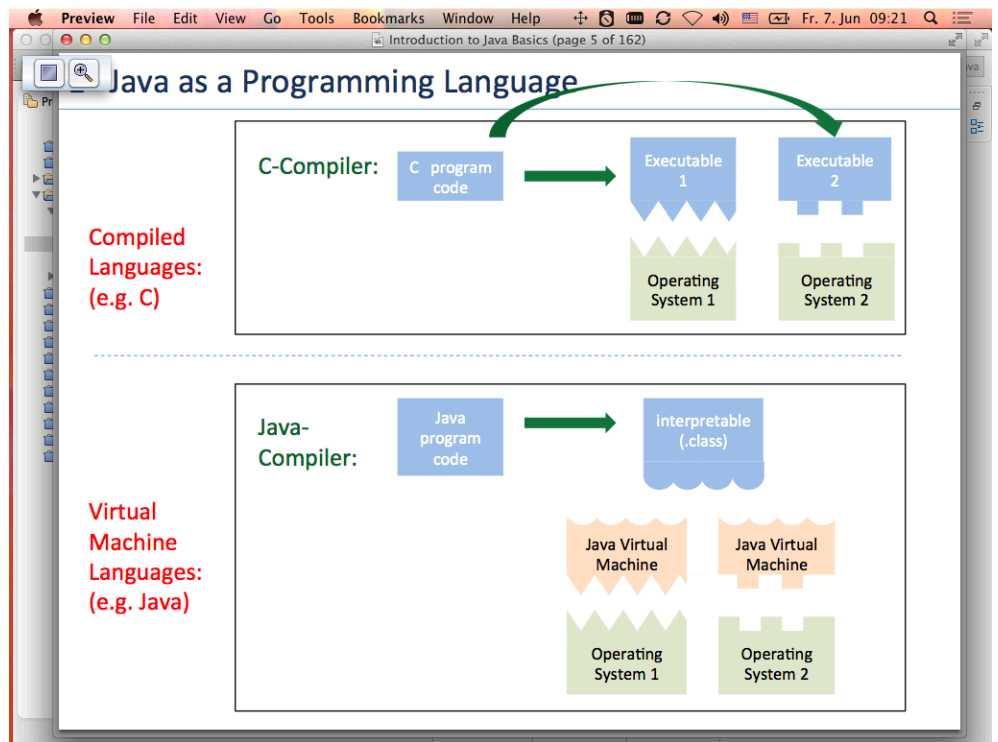
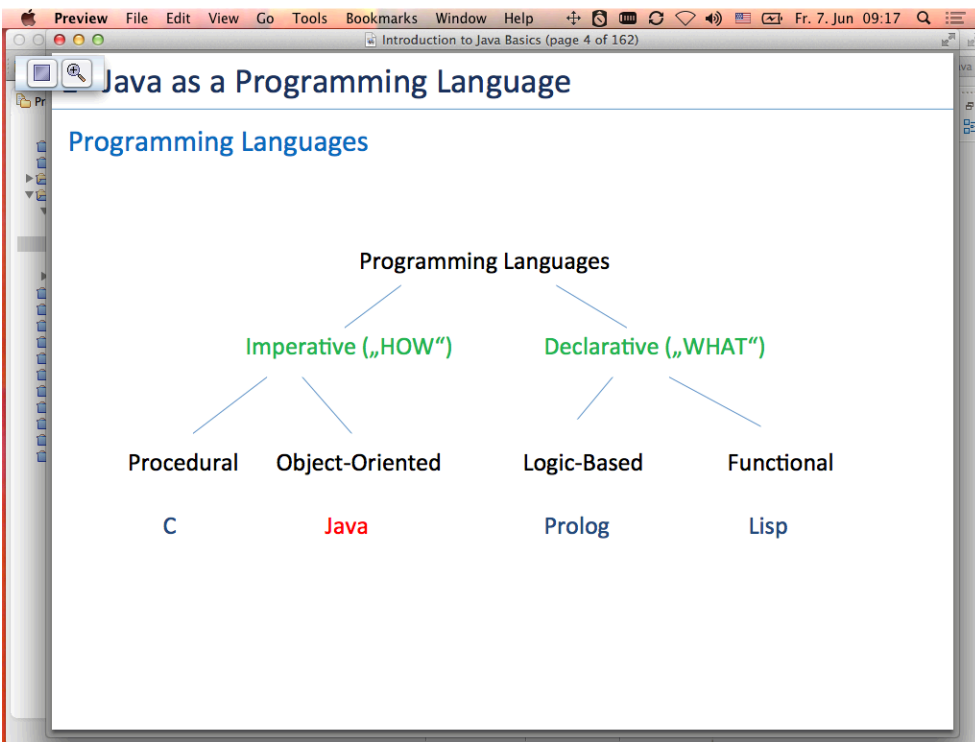
Lecture mainly follows
Sun's Java Tutorial available at
<http://java.sun.com/docs/books/tutorial/>



1 Java as a Programming Language

Deepening readings:

- http://en.wikipedia.org/wiki/Imperative_programming
- http://en.wikipedia.org/wiki/Declarative_programming
- <http://java.sun.com/docs/books/tutorial/java/concepts/object.html>
- <http://java.sun.com/docs/books/tutorial/java/concepts/class.html>
- <http://java.sun.com/docs/books/tutorial/java/concepts/inheritance.html>
- <http://java.sun.com/docs/books/tutorial/java/concepts/interface.html>



Java as a Programming Language

Imperative Programming

- Imperative program: Sequence of statements
- Instructions change state (especially memory) of computer system

```

boolean plato;
int horst;
int heiner;
int fritz;
plato = false;
horst = 101;
heiner = 2;
fritz = horst + heiner;
horst = 2000;
  
```

memory (simplified model)		
cell nr	cell name	cell content
1123	plato	false
1124		
1125	horst	101
1126	heiner	0
1127		
1128	fritz	0
		⋮
4027		boolean plato;
4028		int horst;
4029		int heiner;
4030		int fritz;
4029		plato = false;
4030		horst = 101;
		⋮

control flow ↓

data

instructions

Java as a Programming Language

Imperative Programming

- Imperative program: Sequence of statements
- Instructions change state (especially memory) of computer system

```

boolean plato;
int horst;
int heiner;
int fritz;
plato = false;
horst = 101;
heiner = 2;
fritz = horst + heiner;
horst = 2000;
  
```

memory (simplified model)		
cell nr	cell name	cell content
1123	plato	false
1124		
1125	horst	2000
1126	heiner	2
1127		
1128	fritz	103
		⋮
4027		boolean plato;
4028		int horst;
4029		int heiner;
4030		int fritz;
4029		plato = false;
4030		horst = 101;
		⋮

control flow ↓

data

instructions

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:26 Introduction to Java Basics (page 8 of 162)

Java as a Programming Language

Procedural Programming

- Group **sequences of instructions** into **named „procedures“** („functions“, „methods“, „sub-routines“ etc.)

```
int doSelfSumSquare(int someNumber){  
    int a;  
    a = someNumber + someNumber;  
    a = a * a;  
    return a;  
}
```

$f(x) = (x + x)^2$

- Advantages**
 - no copying of instruction sequences
 - better testing
 - modularity (e.g. code change inside procedure doesn't affect caller)
 - code re-use
 - etc.

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:30 Introduction to Java Basics (page 9 of 162)

Java as a Programming Language

```
int horst;  
int heiner;  
horst = 101;  
heiner = 2;  
heiner = doSelfSumSquare(horst);  
heiner = doSelfSumSquare(117);  
horst = horst + 2;  
  
⋮  
  
int doSelfSumSquare(int someNumber){  
    int a;  
    a = someNumber + someNumber;  
    a = a * a;  
    return a;  
}
```

- In the example: **Control flow** is transferred to procedure, back to main program, back to procedure and back to main program

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:33 Introduction to Java Basics (page 10 of 162)

Java as a Programming Language

```
int horst;  
int heiner;  
horst = 101;  
heiner = 2;  
heiner = doSelfSumSquare(horst);  
heiner = doSelfSumSquare(117);  
horst = horst + 2;  
  
⋮  
  
int doSelfSumSquare(int someNumber){  
    int a;  
    a = someNumber + someNumber;  
    a = a * a;  
    return a;  
}
```

- In the example: **Control flow** is transferred to procedure, back to main program, back to procedure and back to main program

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:33 Introduction to Java Basics (page 11 of 162)

Java as a Programming Language

```
int horst;  
int heiner;  
horst = 101;  
heiner = 2;  
heiner = doSelfSumSquare(horst);  
heiner = doSelfSumSquare(117);  
horst = horst + 2;  
  
⋮  
  
int doSelfSumSquare(int someNumber){  
    int a;  
    a = someNumber + someNumber;  
    a = a * a;  
    return a;  
}
```

- In the example: **Control flow** is transferred to procedure, back to main program, back to procedure and back to main program

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:33 Introduction to Java Basics (page 12 of 162)

Java as a Programming Language

```
int horst;
int heiner;
horst = 101;
heiner = 2;
heiner = doSelfSumSquare(horst);
heiner = doSelfSumSquare(117);
horst = horst + 2;

⋮

int doSelfSumSquare(int someNumber){
    int a;
    a = someNumber + someNumber;
    a = a * a;
    return a;
}
```

- In the example: **Control flow** is transferred to procedure, back to main program, back to procedure and back to main program

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:34 Introduction to Java Basics (page 14 of 162)

Java as a Programming Language

```
int horst;
int heiner;
horst = 101;
heiner = 2;
heiner = doSelfSumSquare(horst);
heiner = doSelfSumSquare(117);
horst = horst + 2;

⋮

int doSelfSumSquare(int someNumber){
    int a;
    a = someNumber + someNumber;
    a = a * a;
    return a;
}
```

- In the example: **Control flow** is transferred to procedure, back to main program, back to procedure and back to main program

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:34 Introduction to Java Basics (page 17 of 162)

Java as a Programming Language

```
int horst;
int heiner;
horst = 101;
heiner = 2;
heiner = doSelfSumSquare(horst);
heiner = doSelfSumSquare(117);
horst = horst + 2;

⋮

int doSelfSumSquare(int someNumber){
    int a;
    a = someNumber + someNumber;
    a = a * a;
    return a;
}
```

- In the example: **Control flow** is transferred to procedure, back to main program, back to procedure and back to main program

Eclipse File Edit Source Refactor Navigate Search Project Run Window Help Fr. 7. Jun 09:35

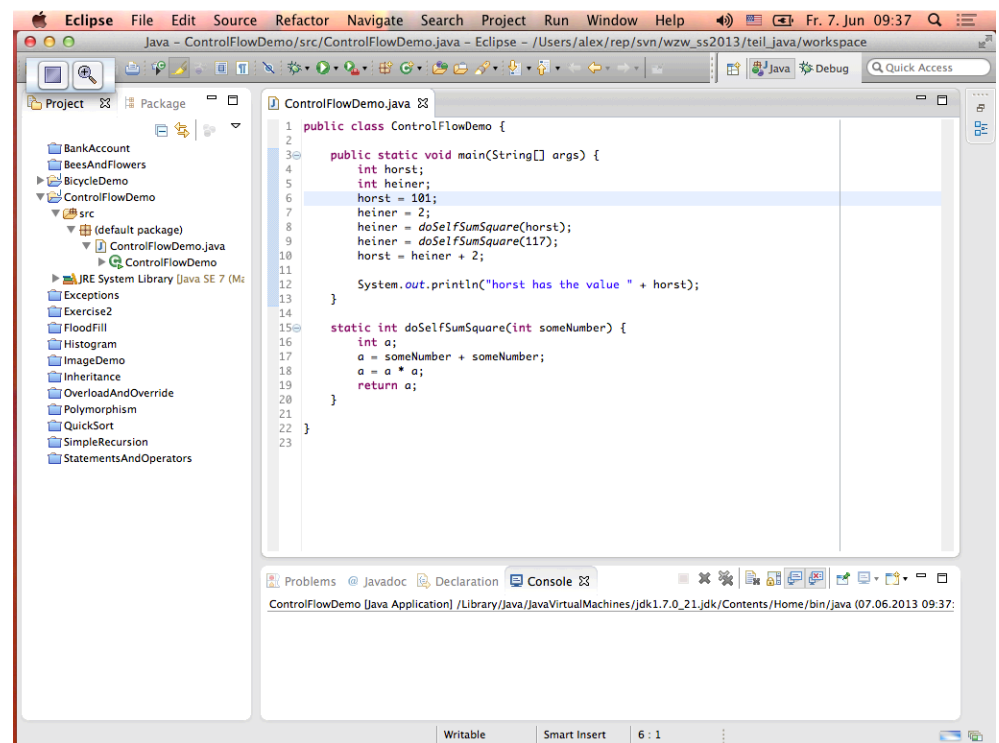
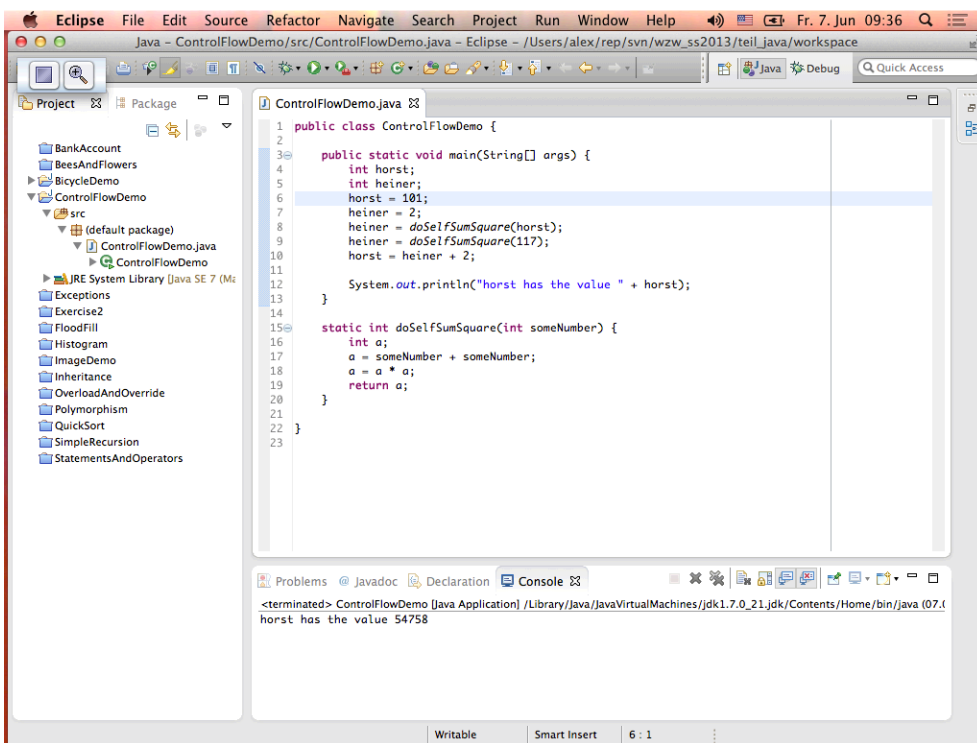
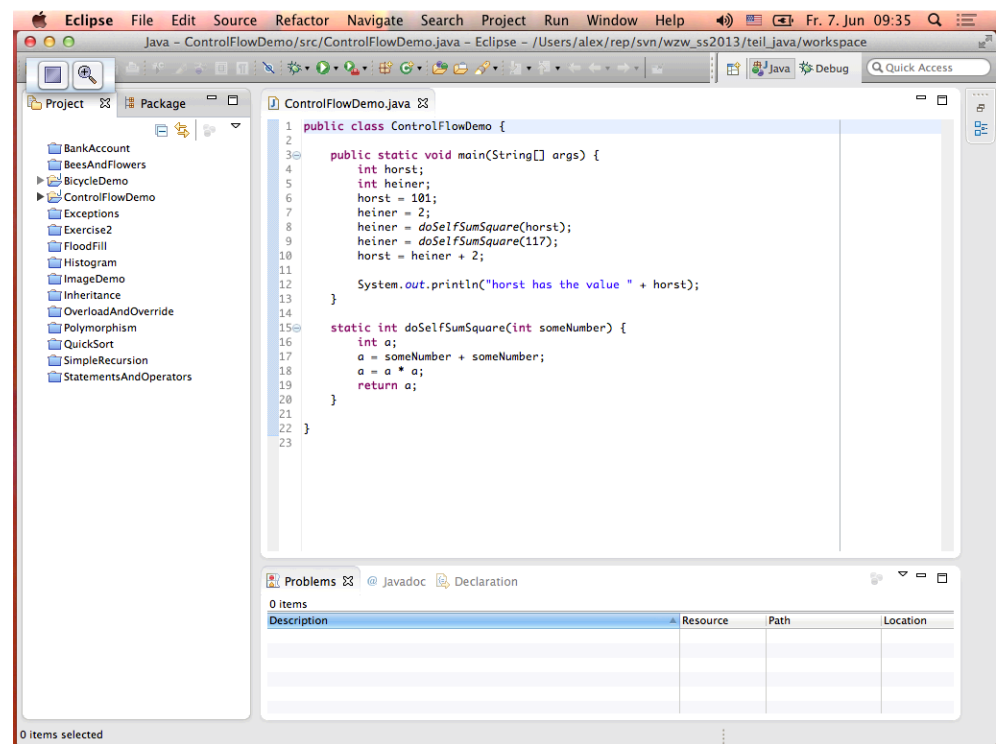
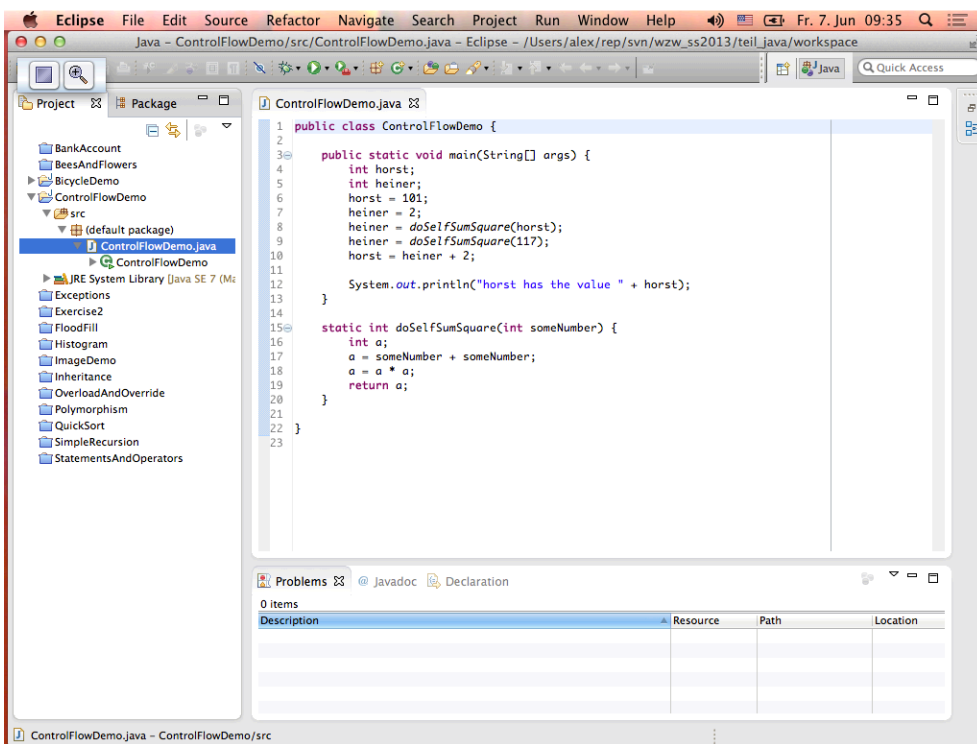
Java - ControlFlowDemo/src/ControlFlowDemo.java - Eclipse - /Users/alex/rep/svn/wzw_ss2013/teil_java/workspace

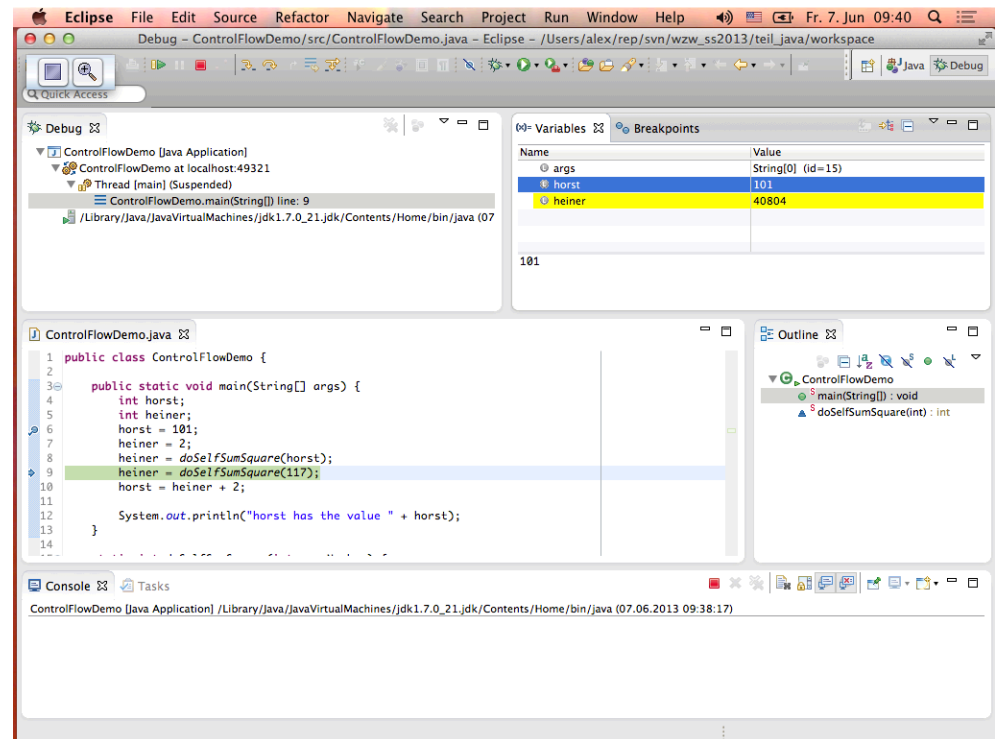
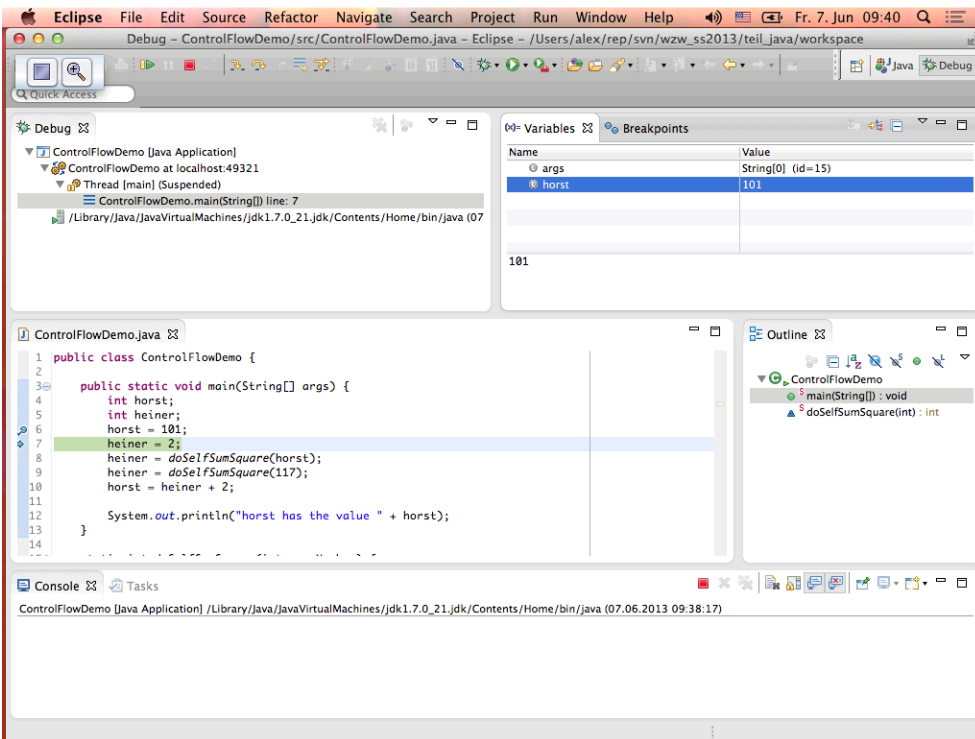
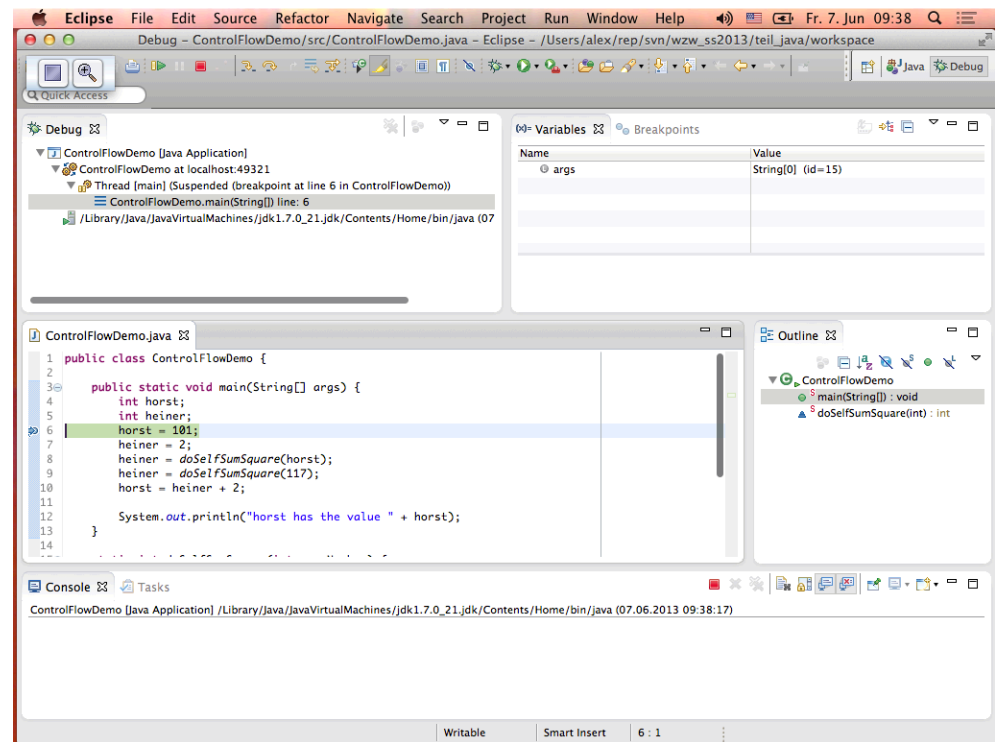
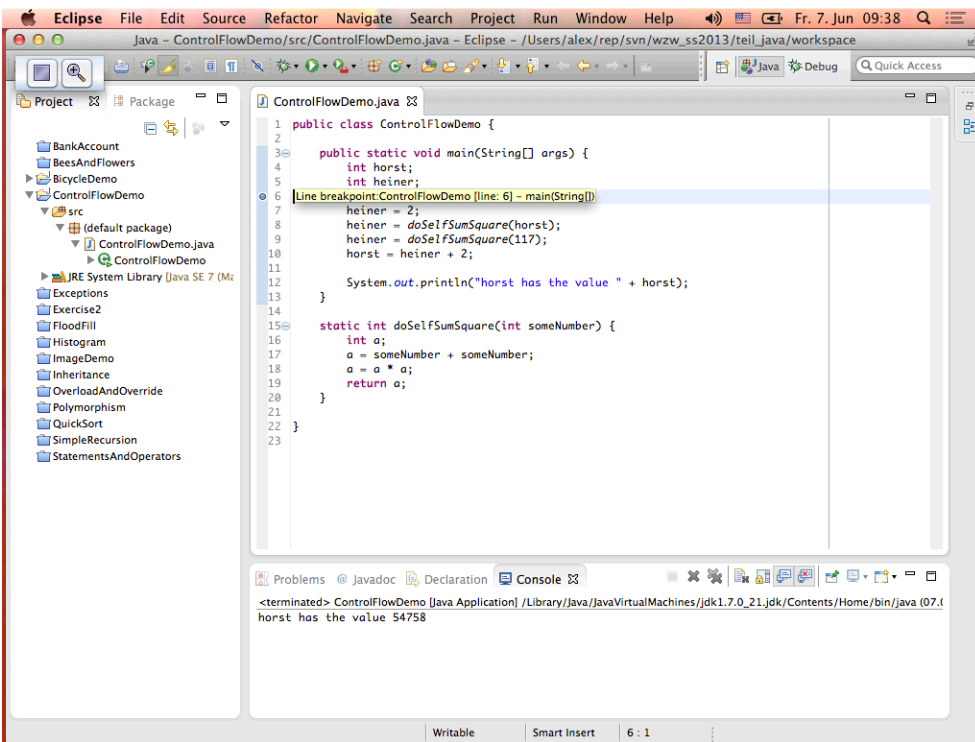
ControlFlowDemo.java

```
1 public class ControlFlowDemo {
2
3     public static void main(String[] args) {
4         int horst;
5         int heiner;
6         horst = 101;
7         heiner = 2;
8         heiner = doSelfSumSquare(horst);
9         heiner = doSelfSumSquare(117);
10        horst = horst + 2;
11
12        System.out.println("horst has the value " + horst);
13    }
14
15    static int doSelfSumSquare(int someNumber) {
16        int a;
17        a = someNumber + someNumber;
18        a = a * a;
19        return a;
20    }
21 }
22
23
```

Description	Resource	Path	Location

ControlFlowDemo.java - ControlFlowDemo/src





Eclipse IDE screenshot showing the debug state of `ControlFlowDemo.java` at 09:41. The application is paused at line 17 of the `doSelfSumSquare` method. The variable `someNumber` has a value of 117.

```

10     horst = heiner + 2;
11     System.out.println("horst has the value " + horst);
12 }
13
14
15 static int doSelfSumSquare(int someNumber) {
16     int a;
17     a = someNumber + someNumber;
18     a = a * a;
19     return a;
20 }
21
22
23

```

Console output: `ControlFlowDemo [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (07.06.2013 09:38:17)`

Eclipse IDE screenshot showing the debug state of `ControlFlowDemo.java` at 09:41. The application is paused at line 9 of the `main` method. The variable `horst` has a value of 101.

```

2
3 public static void main(String[] args) {
4     int horst;
5     int heiner;
6     horst = 101;
7     heiner = 2;
8     heiner = doSelfSumSquare(horst);
9     heiner = doSelfSumSquare(117);
10    horst = heiner + 2;
11
12    System.out.println("horst has the value " + horst);
13
14
15 static int doSelfSumSquare(int someNumber) {

```

Console output: `ControlFlowDemo [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (07.06.2013 09:38:17)`

Eclipse IDE screenshot showing the debug state of `ControlFlowDemo.java` at 09:42. The application is paused at line 13 of the `main` method. The variable `horst` has a value of 54758.

```

2
3 public static void main(String[] args) {
4     int horst;
5     int heiner;
6     horst = 101;
7     heiner = 2;
8     heiner = doSelfSumSquare(horst);
9     heiner = doSelfSumSquare(117);
10    horst = heiner + 2;
11
12    System.out.println("horst has the value " + horst);
13 }
14
15 static int doSelfSumSquare(int someNumber) {

```

Console output: `ControlFlowDemo [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (07.06.2013 09:38:17)`
horst has the value 54758

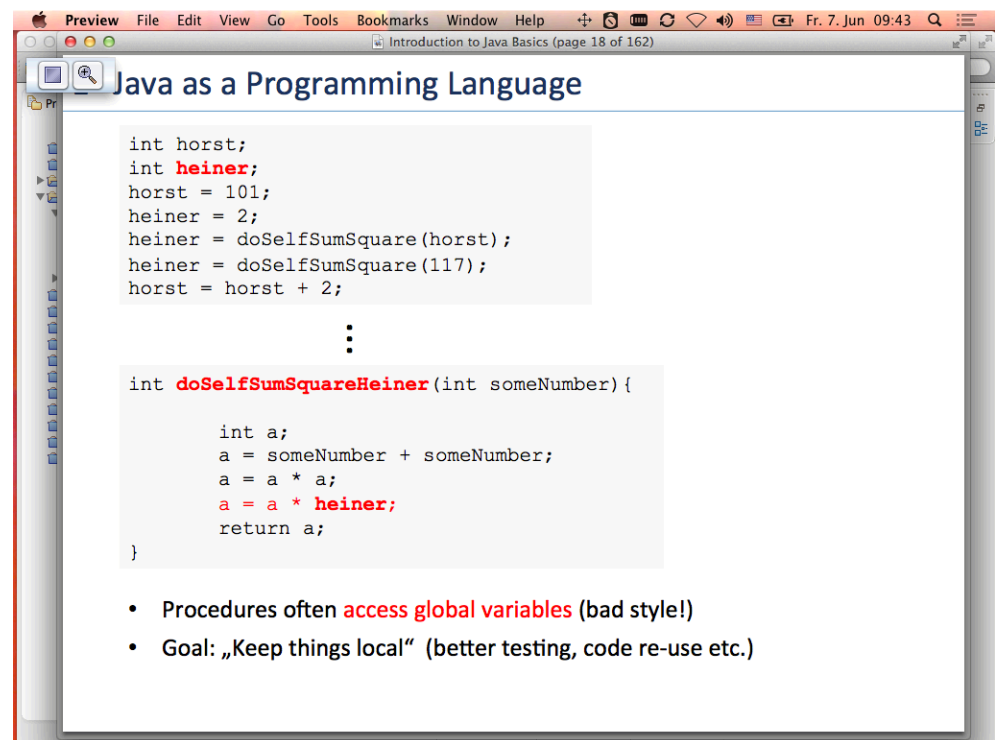
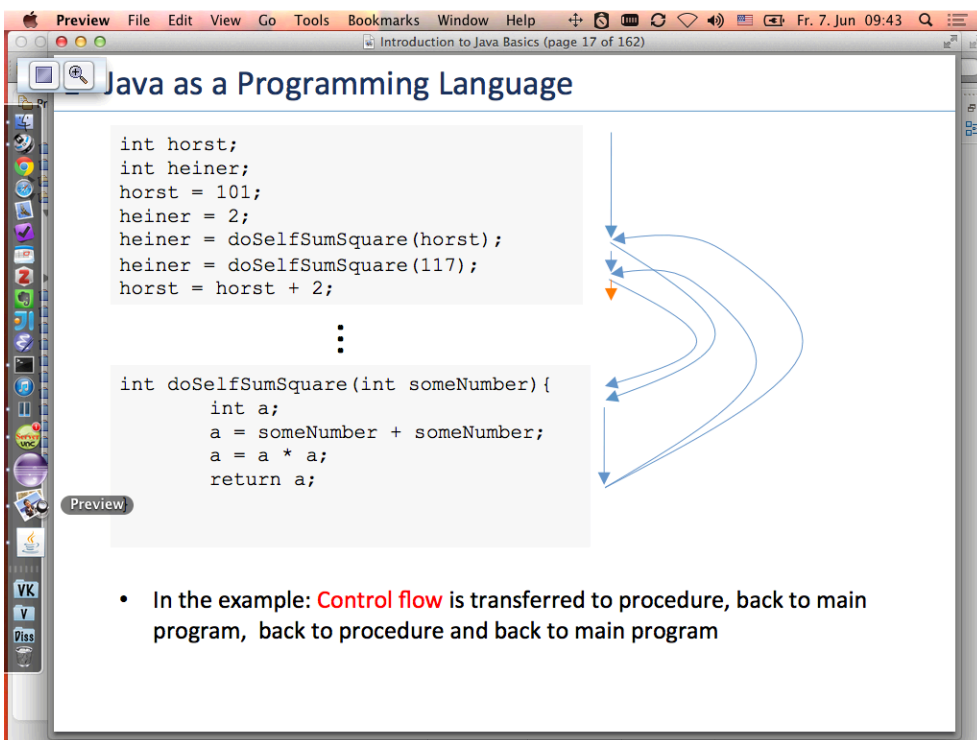
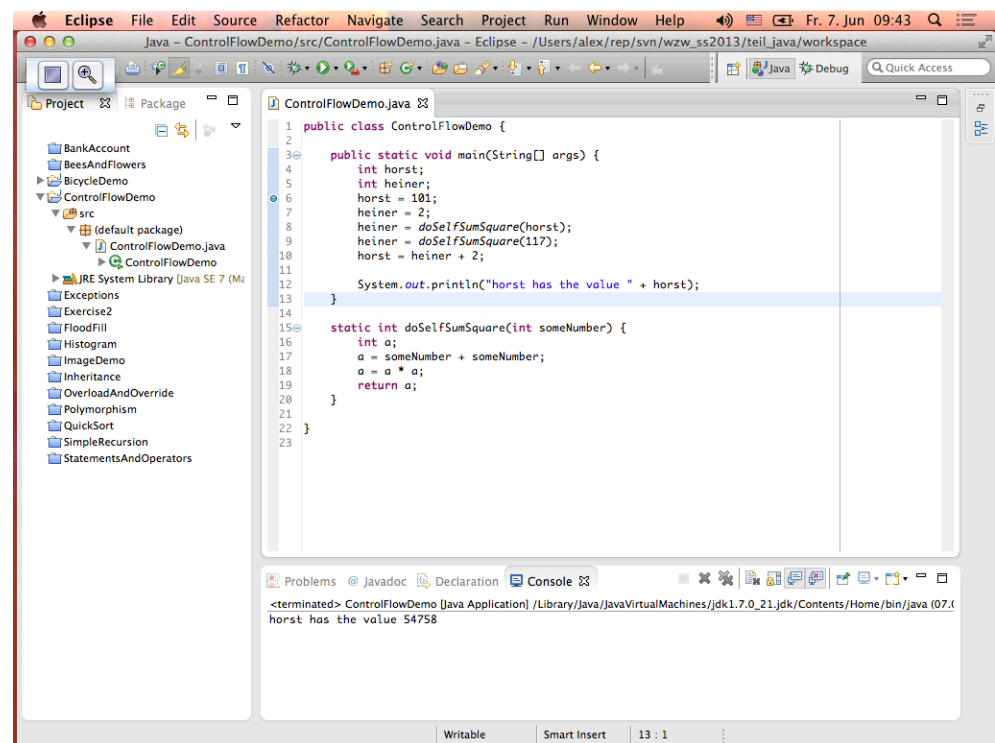
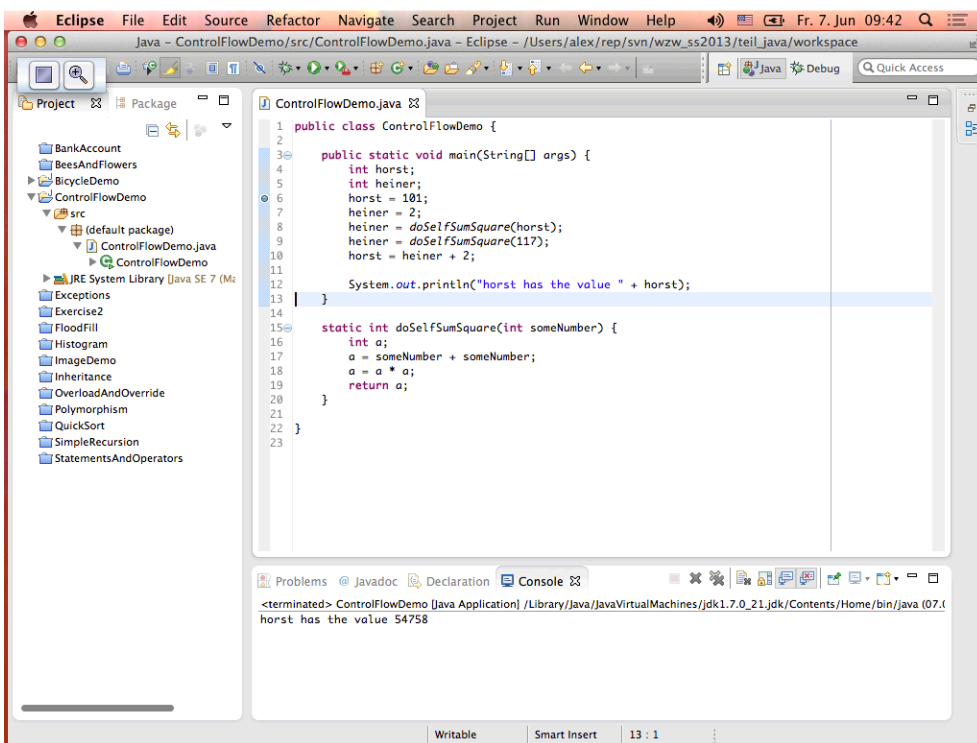
Eclipse IDE screenshot showing the debug state of `ControlFlowDemo.java` at 09:42. The application has terminated. The console output shows the final result.

```

2
3 public static void main(String[] args) {
4     int horst;
5     int heiner;
6     horst = 101;
7     heiner = 2;
8     heiner = doSelfSumSquare(horst);
9     heiner = doSelfSumSquare(117);
10    horst = heiner + 2;
11
12    System.out.println("horst has the value " + horst);
13 }
14
15 static int doSelfSumSquare(int someNumber) {

```

Console output: `<terminated> ControlFlowDemo [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (07.06.2013 09:38:17)`
horst has the value 54758



Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:46

Introduction to Java Basics (page 19 of 162)

Java as a Programming Language

Object-oriented Programming

- Object-oriented programming:

Group **data and procedures** into **objects** ↔
 Models of **state and behaviour** of **real world objects**
 state „fields“ ; behaviour „methods“
- Methods should mainly act on an object's fields
- Classes:** Blueprints for objects → **Objects:** Instances of classes
- Advantages**
 - Intuitive models
 - Information hiding
 - Increased modularity, locality etc.
 - Increased code re-use
 - etc.

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:52

Introduction to Java Basics (page 20 of 162)

Java as a Programming Language

```

class Bicycle {
    int cadence = 0;
    int speed = 0;
    int gear = 1;

    void changeCadence(int newValue) {
        cadence = newValue;
    }

    void changeGear(int newValue) {
        gear = newValue;
    }

    void speedUp(int increment) {
        speed = speed + increment;
    }

    void applyBrakes(int decrement) {
        speed = speed - decrement;
    }
}

```

fields (state)

methods (behaviour)

class

Source: [Tutorial]

Preview File Edit View Go Tools Bookmarks Window Help Fr. 7. Jun 09:54

Introduction to Java Basics (page 21 of 162)

Java as a Programming Language

```

class BicycleDemo {
    public static void main(String[] args) {
        // Create two different Bicycle objects
        Bicycle bike1 = new Bicycle();
        Bicycle bike2 = new Bicycle();

        // Invoke methods on these objects
        bike1.changeCadence(50);
        bike1.speedUp(10);
        bike1.changeGear(2);

        bike2.changeCadence(50);
        bike2.speedUp(10);
        bike2.changeGear(2);
        bike2.changeCadence(40);
        bike2.speedUp(10);
        bike2.changeGear(3);
    }
}

```

```

class Bicycle {
    int cadence = 0;
    int speed = 0;
    int gear = 1;

    void changeCadence(int newValue) {
        cadence = newValue;
    }

    void changeGear(int newValue) {
        gear = newValue;
    }

    void speedUp(int increment) {
        speed = speed + increment;
    }

    void applyBrakes(int decrement) {
        speed = speed - decrement;
    }
}

```

Source: [Tutorial]

Eclipse File Edit Navigate Search Project Run Window Help Fr. 7. Jun 09:57

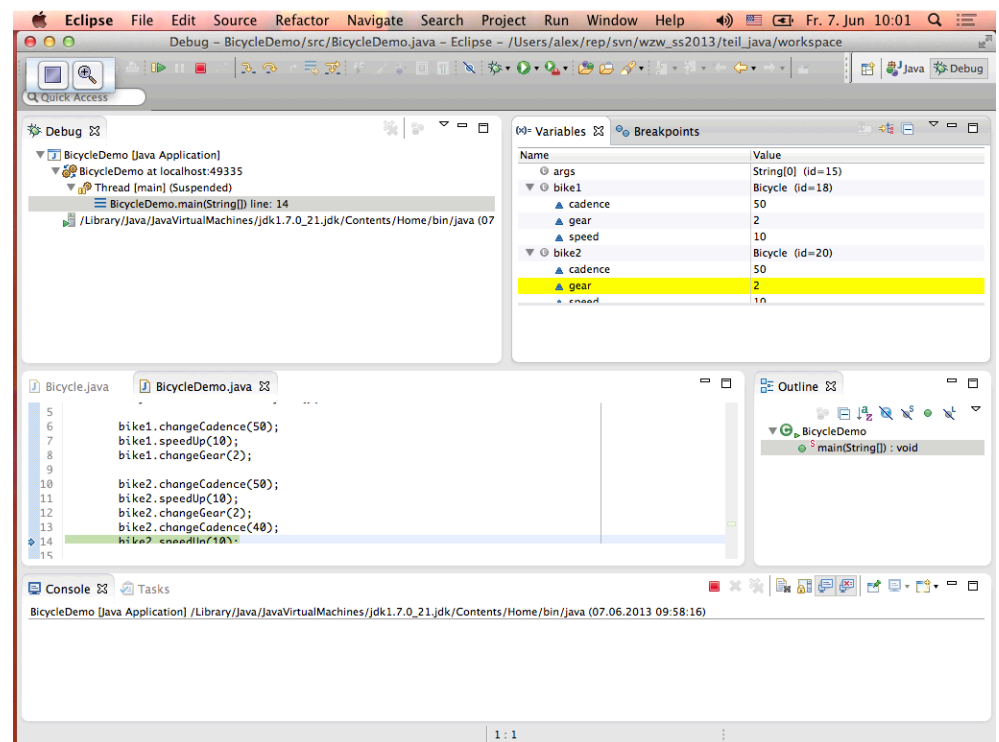
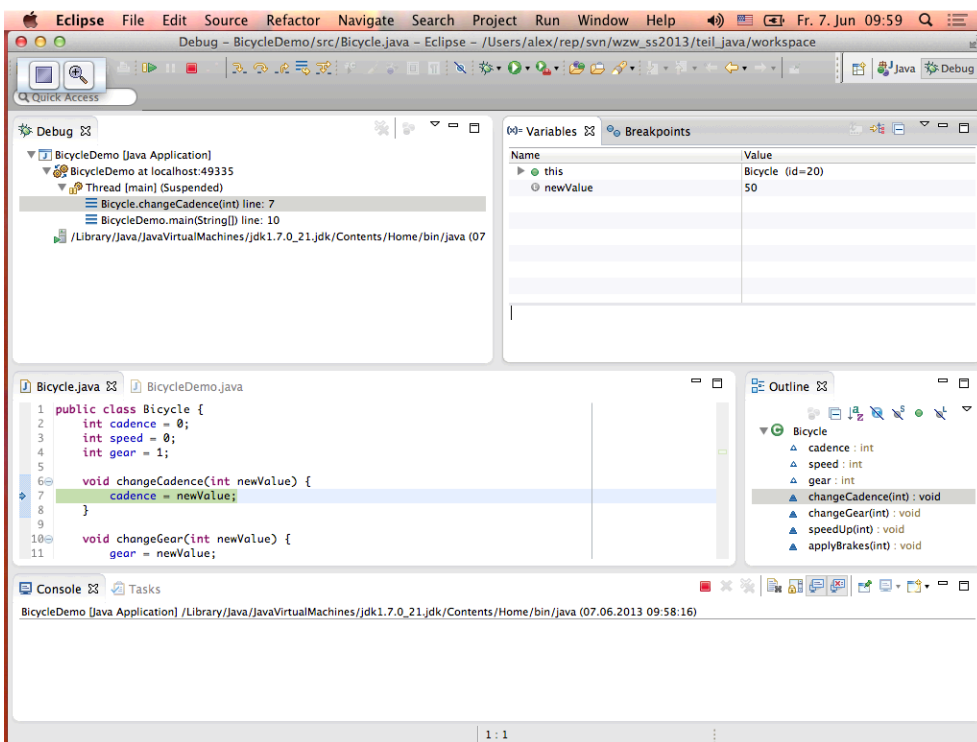
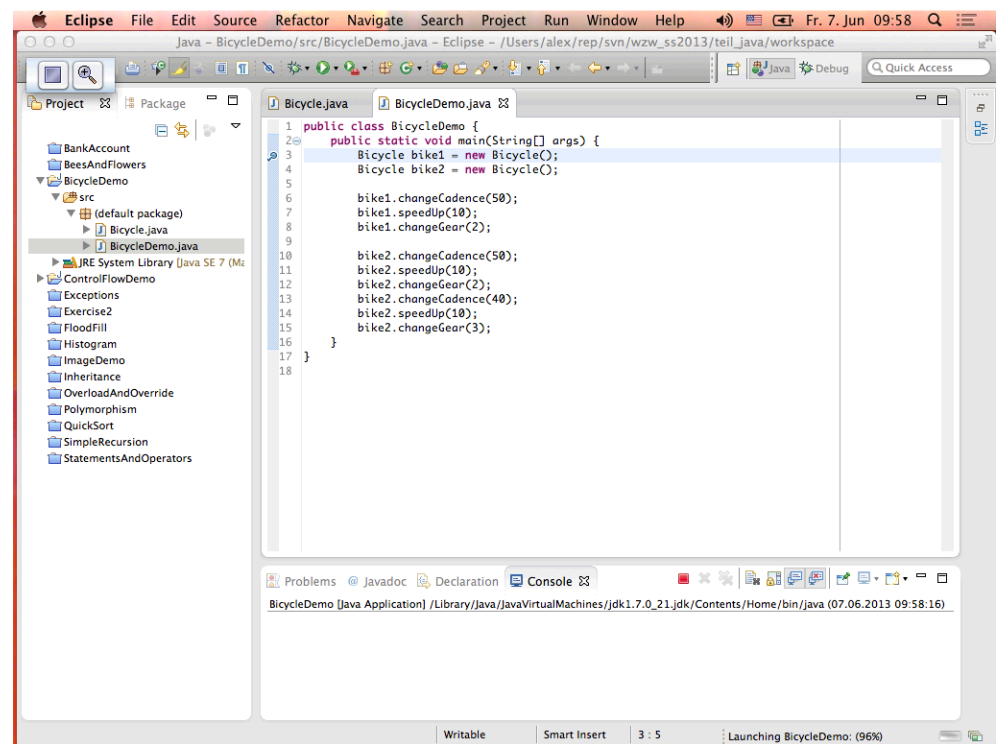
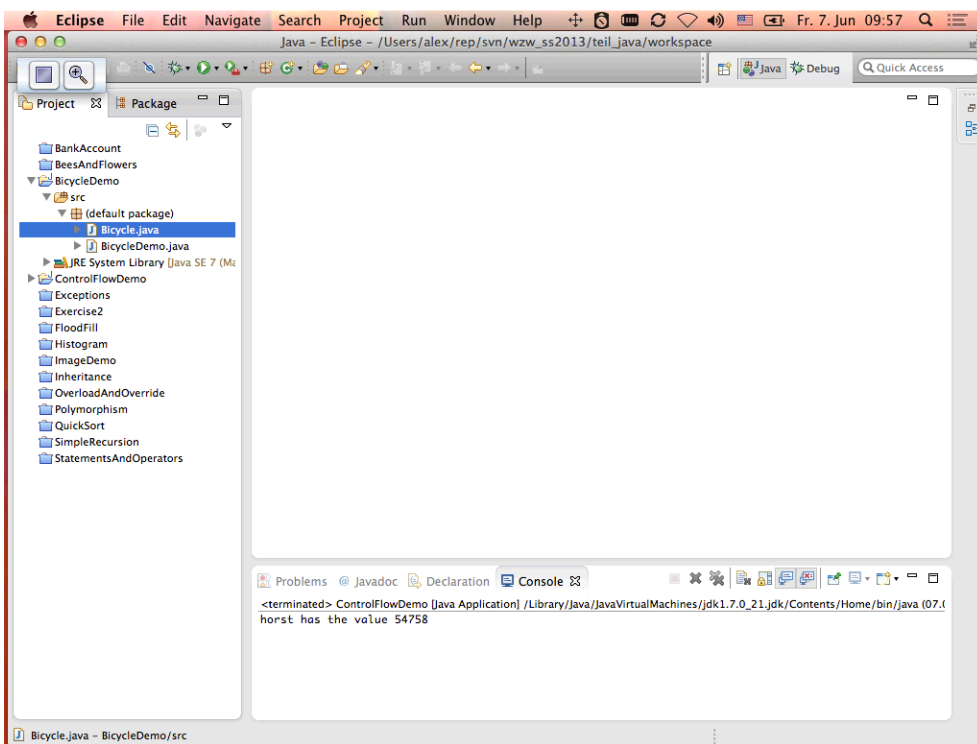
Java - Eclipse - /Users/alex/rep/svn/wzw_ss2013/teil_java/workspace

Project Package

- BankAccount
- BeesAndFlowers
- BicycleDemo
- ControlFlowDemo
- Exceptions
- Exercise2
- FloodFill
- Histogram
- ImageDemo
- Inheritance
- OverloadAndOverride
- Polymorphism
- QuickSort
- SimpleRecursion
- StatementsAndOperators

Problems @ Javadoc Declaration Console

<terminated> ControlFlowDemo [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21_jdk/Contents/Home/bin/java (07.1.horst has the value 54758



Eclipse IDE showing the source code of `BicycleDemo.java`. The code defines a `Bicycle` class and a `BicycleDemo` class with a `main` method that creates two `Bicycle` objects and manipulates their properties.

```

1 public class BicycleDemo {
2     public static void main(String[] args) {
3         Bicycle bike1 = new Bicycle();
4         Bicycle bike2 = new Bicycle();
5
6         bike1.changeCadence(50);
7         bike1.speedUp(10);
8         bike1.changeGear(2);
9
10        bike2.changeCadence(50);
11        bike2.speedUp(10);
12        bike2.changeGear(2);
13        bike2.changeCadence(40);
14        bike2.speedUp(10);
15        bike2.changeGear(3);
16    }
17 }
18

```

Preview window showing the source code of `BicycleDemo` with annotations. The code is the same as in the Eclipse IDE, but with red text annotations: `// Create two different Bicycle objects` and `// Invoke methods on these objects`.

```

class BicycleDemo {
    public static void main(String[] args) {
        // Create two different Bicycle objects
        Bicycle bike1 = new Bicycle();
        Bicycle bike2 = new Bicycle();

        // Invoke methods on these objects
        bike1.changeCadence(50);
        bike1.speedUp(10);
        bike1.changeGear(2);

        bike2.changeCadence(50);
        bike2.speedUp(10);
        bike2.changeGear(2);
        bike2.changeCadence(40);
        bike2.speedUp(10);
        bike2.changeGear(3);
    }
}

```

The `Bicycle` class definition is shown in a dashed box:

```

class Bicycle {
    int cadence = 0;
    int speed = 0;
    int gear = 1;

    void changeCadence(int newValue) {
        cadence = newValue;
    }

    void changeGear(int newValue) {
        gear = newValue;
    }

    void speedUp(int increment) {
        speed = speed + increment;
    }

    void applyBrakes(int decrement) {
        speed = speed - decrement;
    }
}

```

Source: [Tutorial]

Preview window showing a slide titled "Datenbanken Java". The slide contains a table of professors, a code snippet for `SomeCode`, a `Professor` class definition, and a database schema for professors.

Professoren			
PersNr	Name	Rang	Raum
2125	Sokrates	C4	226
2126	Russel	C4	232
2127	Kopernikus	C3	310
2133	Popper	C3	52
2134	Augustinus	C3	309
2136	Curie	C4	36
2137	Kant	C4	7

```

public class SomeCode {
    public static void main(String[] args) {
        Professor prof2125 = new Professor("Sokrates", "C4", 226);
        Professor russelTheOldLad = new Professor("Russel", "C4", 232);
        Professor kopiWopi = new Professor("Kopernikus", "C3", 310);
        Professor gtuwegghf678 = new Professor("Popper", "C3", 52);
        Professor gustl = new Professor("Augustinus", "C3", 309);
        Professor oldMary = new Professor("Curie", "C4", 36);
        Professor prof_2144 = new Professor("Kant", "C4", 7);
        ...
    }
}

```

```

public class Professor {
    public String name;
    public String rang;
    public int raum;

    public Professor(String name, String rang, int raum){
        this.name = name;
        this.rang = rang;
        this.raum = raum;
    }

    public void teach(){
        System.out.println("... now teaching something :-");
    }
}

```

Professoren: {[PersNr: integer, Name: varchar(40), Rang: char(3), Raum: integer]}

Preview window showing a slide titled "Datenbanken Java" with red annotations. The slide content is identical to the previous one, but with red circles around the professor IDs in the table and code, and red lines connecting them.

Professoren			
PersNr	Name	Rang	Raum
2125	Sokrates	C4	226
2126	Russel	C4	232
2127	Kopernikus	C3	310
2133	Popper	C3	52
2134	Augustinus	C3	309
2136	Curie	C4	36
2137	Kant	C4	7

```

public class SomeCode {
    public static void main(String[] args) {
        Professor prof2125 = new Professor("Sokrates", "C4", 226);
        Professor russelTheOldLad = new Professor("Russel", "C4", 232);
        Professor kopiWopi = new Professor("Kopernikus", "C3", 310);
        Professor gtuwegghf678 = new Professor("Popper", "C3", 52);
        Professor gustl = new Professor("Augustinus", "C3", 309);
        Professor oldMary = new Professor("Curie", "C4", 36);
        Professor prof_2144 = new Professor("Kant", "C4", 7);
        ...
    }
}

```

```

public class Professor {
    public String name;
    public String rang;
    public int raum;

    public Professor(String name, String rang, int raum){
        this.name = name;
        this.rang = rang;
        this.raum = raum;
    }

    public void teach(){
        System.out.println("... now teaching something :-");
    }
}

```

Professoren: {[PersNr: integer, Name: varchar(40), Rang: char(3), Raum: integer]}

Introduction to Java Basics (page 24 of 162)

Datenbanken Java

```

public class SomeCode {
    public static void main(String[] args) {
        Professor prof2125 = new Professor("Sokrates", "C4", 226);
        Professor russelTheOldLad = new Professor("Russel", "C4", 232);
        Professor kopiWopi = new Professor("Kopernikus", "C3", 310);
        Professor gtuwegghf678 = new Professor("Popper", "C3", 52);
        Professor gustl = new Professor("Augustinus", "C3", 309);
        Professor oldMary = new Professor("Curie", "C4", 36);
        Professor prof_2144 = new Professor("Kant", "C4", 7);
        ...
    }
}

public class Professor {
    public String name;
    public String rang;
    public int raum;

    public Professor(String name, String rang, int raum){
        this.name = name;
        this.rang = rang;
        this.raum = raum;
    }

    public void teach(){
        System.out.println("... now teaching something :-");
    }
}

```

PersNr	Name	Rang	Raum
2125	Sokrates	C4	226
2126	Russel	C4	232
2127	Kopernikus	C3	310
2133	Popper	C3	52
2134	Augustinus	C3	309
2136	Curie	C4	36
2137	Kant	C4	7

Professoren: {[PersNr: integer, Name: varchar(40), Rang: char(3), Raum: integer]}

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Datenbanken Java

```

public class SomeCode {
    public static void main(String[] args) {
        Professor prof2125 = new Professor("Sokrates", "C4", 226);
        Professor russelTheOldLad = new Professor("Russel", "C4", 232);
        Professor kopiWopi = new Professor("Kopernikus", "C3", 310);
        Professor gtuwegghf678 = new Professor("Popper", "C3", 52);
        Professor gustl = new Professor("Augustinus", "C3", 309);
        Professor oldMary = new Professor("Curie", "C4", 36);
        Professor prof_2144 = new Professor("Kant", "C4", 7);
        ...
    }
}

public class Professor {
    public String name;
    public String rang;
    public int raum;

    public Professor(String name, String rang, int raum){
        this.name = name;
        this.rang = rang;
        this.raum = raum;
    }

    public void teach(){
        System.out.println("... now teaching something :-");
    }
}

```

PersNr	Name	Rang	Raum
2125	Sokrates	C4	226
2126	Russel	C4	232
2127	Kopernikus	C3	310
2133	Popper	C3	52
2134	Augustinus	C3	309
2136	Curie	C4	36
2137	Kant	C4	7

Professoren: {[PersNr: integer, Name: varchar(40), Rang: char(3), Raum: integer]}

???

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Java as a Programming Language

Inheritance

Inheritance:
Define new, more *specialized* classes from existing classes

```

class Bicycle {
    cadence: int
    speed: int
    gear: int

    changeGear(int)
    speedUp(int)
    applyBrakes(int)
}

class MountainBike {
    seatHeight: int
    setHeight (int)
}

class RoadBike {
    drag: boolean
    raceTires: boolean
    putOnRaceTires()
}

class TandemBike {
    numberOfDrivers: int
}

class RoadBike extends Bicycle {
    // additional fields and methods
    // that define a road bike
    // go here
}

```

Introduction to Java Basics (page 27 of 162)

Java as a Programming Language

Interfaces

Interface:
Specify in an abstract way what a class implementing that interface should exhibit as behaviours (create blueprint for blueprints)

```

interface IBicycle {
    void changeCadence(int newValue);

    void changeGear(int newValue);

    void speedUp(int increment);

    void applyBrakes(int decrement);
}

class Bicycle implements IBicycle {
    // remainder of this class implemented as before
    // except that above methods must be public
}

```

see: [JTutorial]

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Java as a Programming Language

Interfaces

Example:

```

classDiagram
    class Mammal {
        height: int
        weight: int
        eatSomething()
    }
    class Whale {
        height: int
        weight: int
        eatSomething()
        dive()
        scareSharks()
    }
    class ICanDive {
        <<interface>>
        dive()
    }
    class Vehicle {
        height: int
        weight: int
        speed: int
        accelerate()
        decelerate()
        crash()
    }
    class Submarine {
        height: int
        weight: int
        speed: int
        accelerate()
        decelerate()
        crash()
        dive()
    }
    Mammal <|-- Whale
    ICanDive <|.. Whale
    ICanDive <|.. Submarine
    Vehicle <|-- Submarine
  
```

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Introduction to Java Basics (page 29 of 162)

2 Language Basics

Deepening readings:

- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/variables.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/datatypes.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/arrays.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/opsummary.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/expressions.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/if.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/while.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/for.html>
- <http://java.sun.com/docs/books/tutorial/java/nutsandbolts/branch.html>

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Java as a Programming Language

Interfaces

Example:

```

classDiagram
    class Mammal {
        height: int
        weight: int
        eatSomething()
    }
    class Whale {
        height: int
        weight: int
        eatSomething()
        dive()
        scareSharks()
    }
    class ICanDive {
        <<interface>>
        dive()
    }
    class Vehicle {
        height: int
        weight: int
        speed: int
        accelerate()
        decelerate()
        crash()
    }
    class Submarine {
        height: int
        weight: int
        speed: int
        accelerate()
        decelerate()
        crash()
        dive()
    }
    Mammal <|-- Whale
    ICanDive <|.. Whale
    ICanDive <|.. Submarine
    Vehicle <|-- Submarine
  
```

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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
1124	heiner	235638465
1125		837465845
...
1150	bikel.cadence	0
1151	bikel.speed	0
1152	bikel.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;

data

instructions

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
1124	heiner	235638465
1125		837465845
...
1150	bikel.cadence	0
1151	bikel.speed	0
1152	bikel.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;

data

instructions

Language Basics – Variables

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;
double sss = 3245343455.555E67;
```

Language Basics – Variables

- 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]	[+/- ~1.4*10 ⁻⁴⁵ , +/- ~3.4*10 ³⁸]	[+/- ~4.9*10 ⁻³²⁴ , +/- ~1.8 10 ³⁰⁸]	{ true, false }	{ ... !, ,, \$, %, &, ..., a, b, c, ..., 刀, 千, 干, ..., 機, 機, 機, ..., 機, 機, ... }

Language Basics – Variables

- 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"

Language Basics – Variables

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