



Programming in Java

Introduction



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Course structure



Introduction to the language

Covering most aspects of the language till last release

Many examples

Most concepts will be explained through examples

Emphasis on functional programming

One of the most exciting features of the language

Recommended online reference

Overview (Java SE 13 & JDK 13)

docs.oracle.com/en/java/javase/13/docs/api/index.html

Overview MODULE PACKAGE CLASS USE TREE DEPRECATED INDEX HELP

Java SE 13 & JDK 13

SEARCH: Search

Java® Platform, Standard Edition & Java Development Kit Version 13 API Specification

This document is divided into two sections:

Java SE

The Java Platform, Standard Edition (Java SE) APIs define the core Java platform for general-purpose computing. These APIs are in modules whose names start with `java`.

JDK

The Java Development Kit (JDK) APIs are specific to the JDK and will not necessarily be available in all implementations of the Java SE Platform. These APIs are in modules whose names start with `jdk`.

Window Snip

All Modules

Java SE

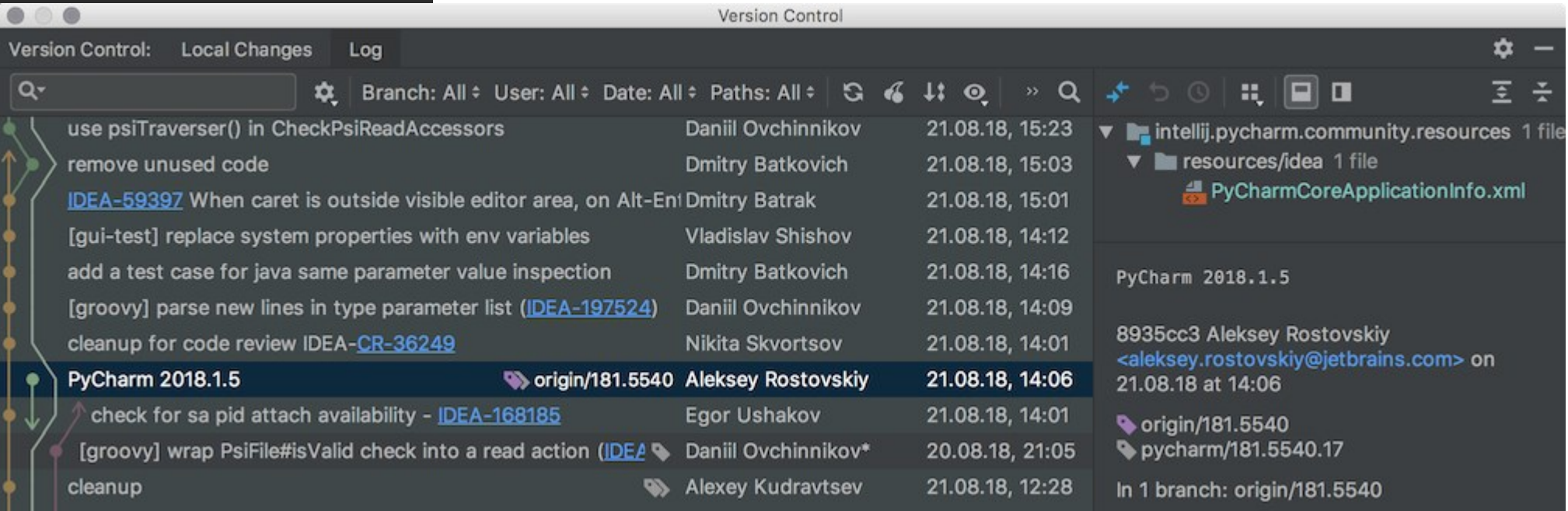
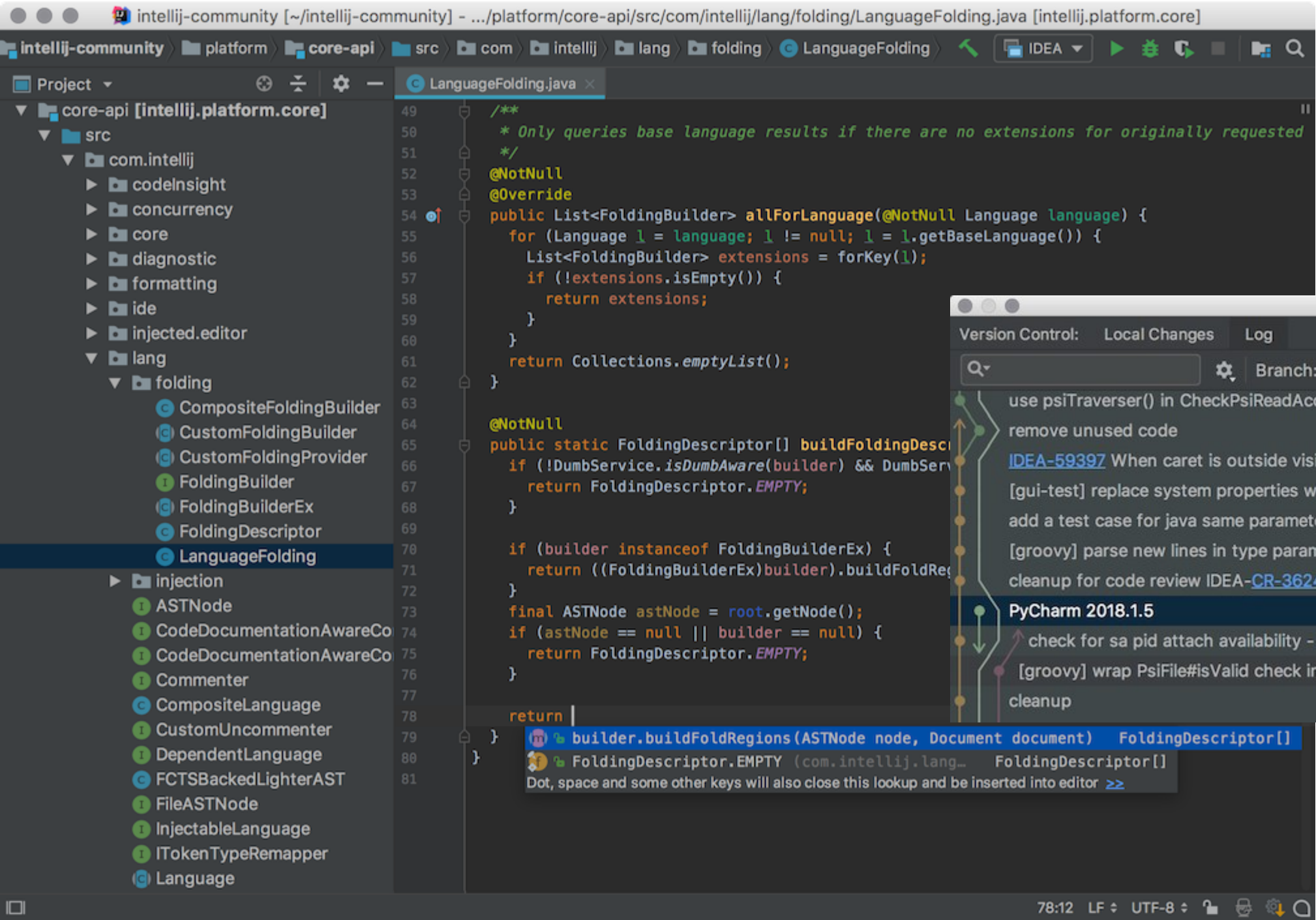
JDK

Other Modules

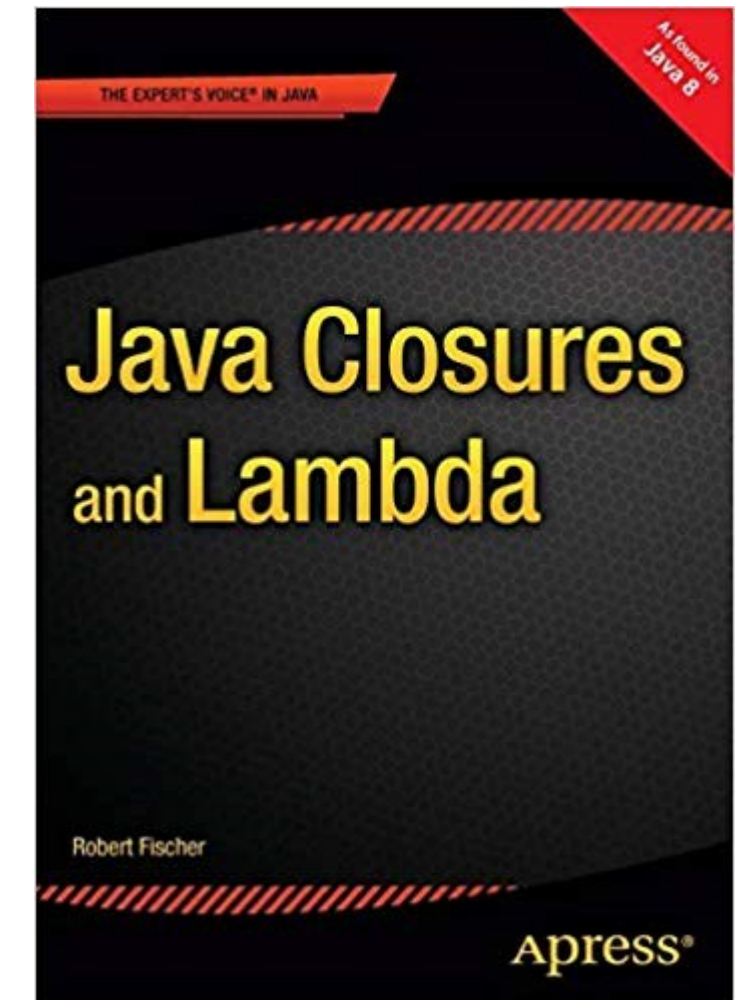
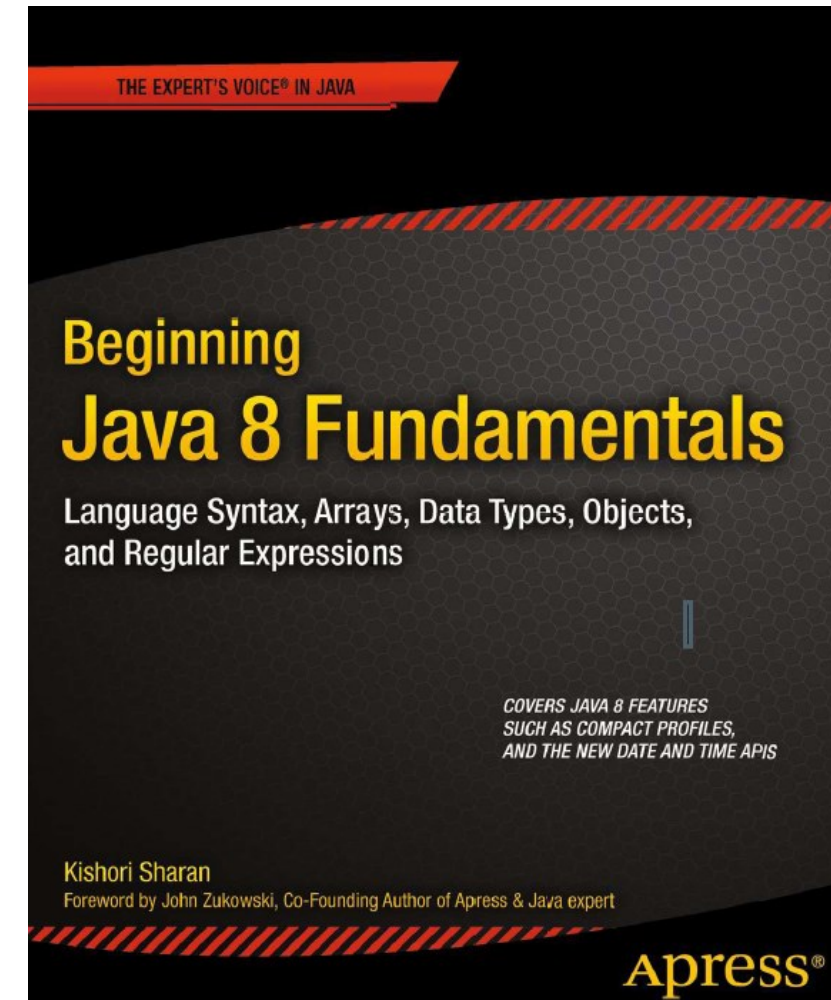
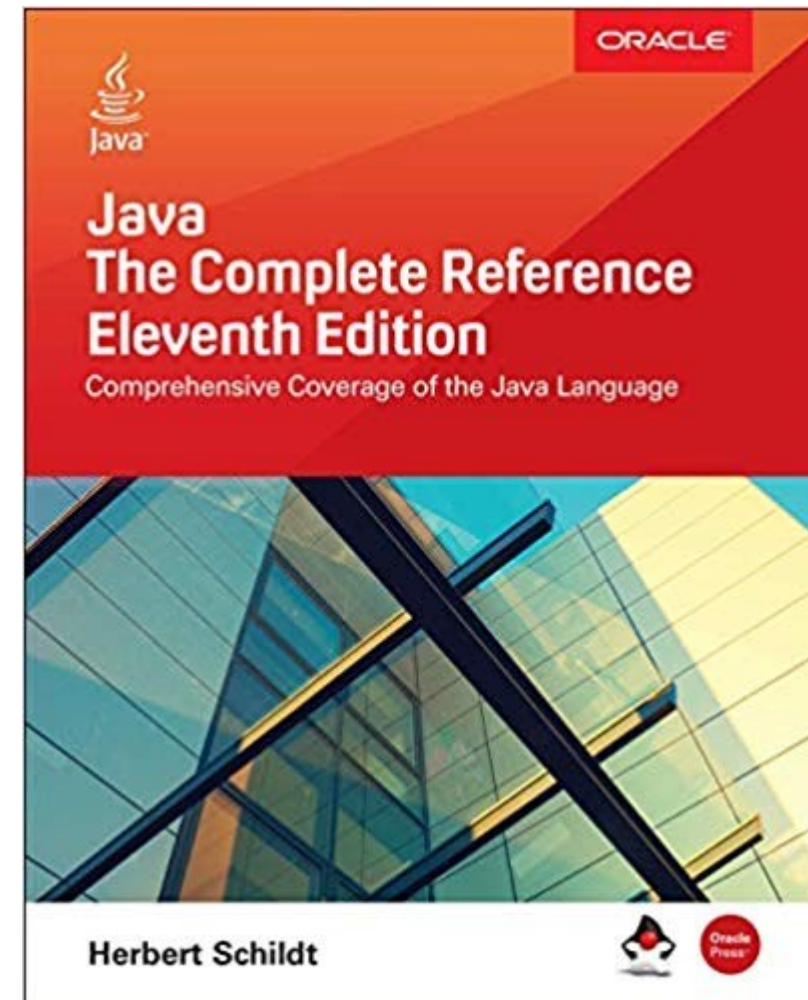
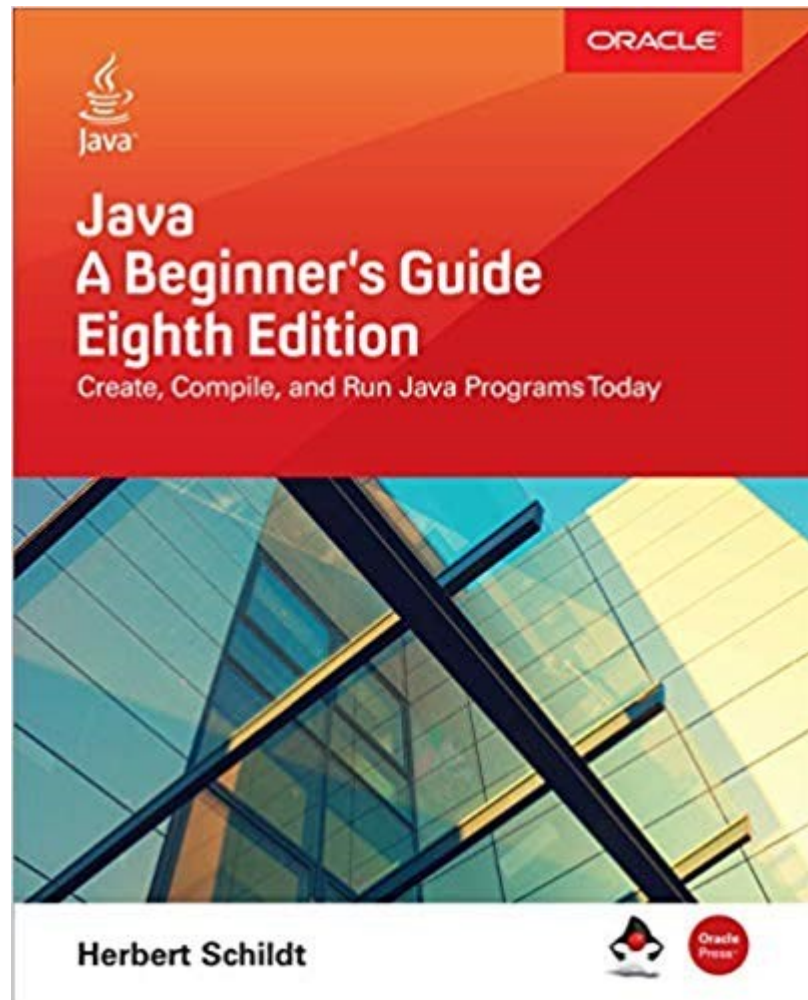
Module	Description
<code>java.base</code>	Defines the foundational APIs of the Java SE Platform.
<code>java.compiler</code>	Defines the Language Model, Annotation Processing, and Java Compiler APIs.
<code>java.datatransfer</code>	Defines the API for transferring data between and within applications.
<code>java.desktop</code>	Defines the AWT and Swing user interface toolkits, plus APIs for accessibility, audio, imaging, printing, and JavaBeans.
<code>java.instrument</code>	Defines services that allow agents to instrument programs running on the JVM.
<code>java.logging</code>	Defines the Java Logging API.
<code>java.management</code>	Defines the Java Management Extensions (JMX) API.
<code>java.management.rmi</code>	Defines the RMI connector for the Java Management Extensions (JMX) Remote API.
<code>java.naming</code>	Defines the Java Naming and Directory Interface (JNDI) API.
<code>java.net.http</code>	Defines the HTTP Client and WebSocket APIs.
<code>java.prefs</code>	Defines the Preferences API.



Recommended development tool



Recommended books



Many good books available!





Programming in Java

Part I - basic concepts



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Agenda



A bit of history

Basic types

Basic expressions

Control structures

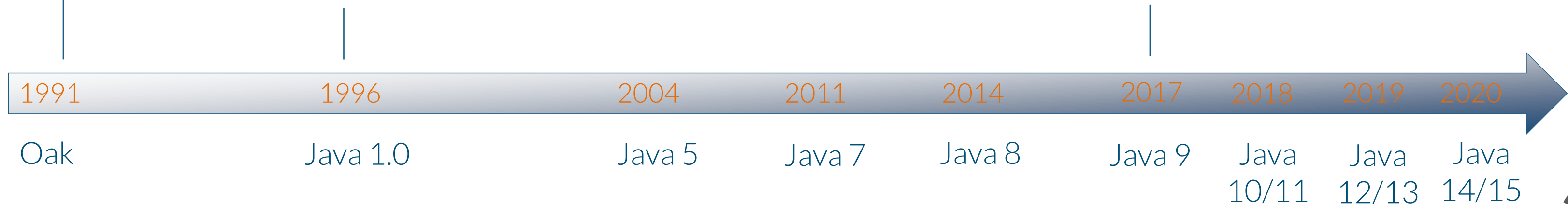
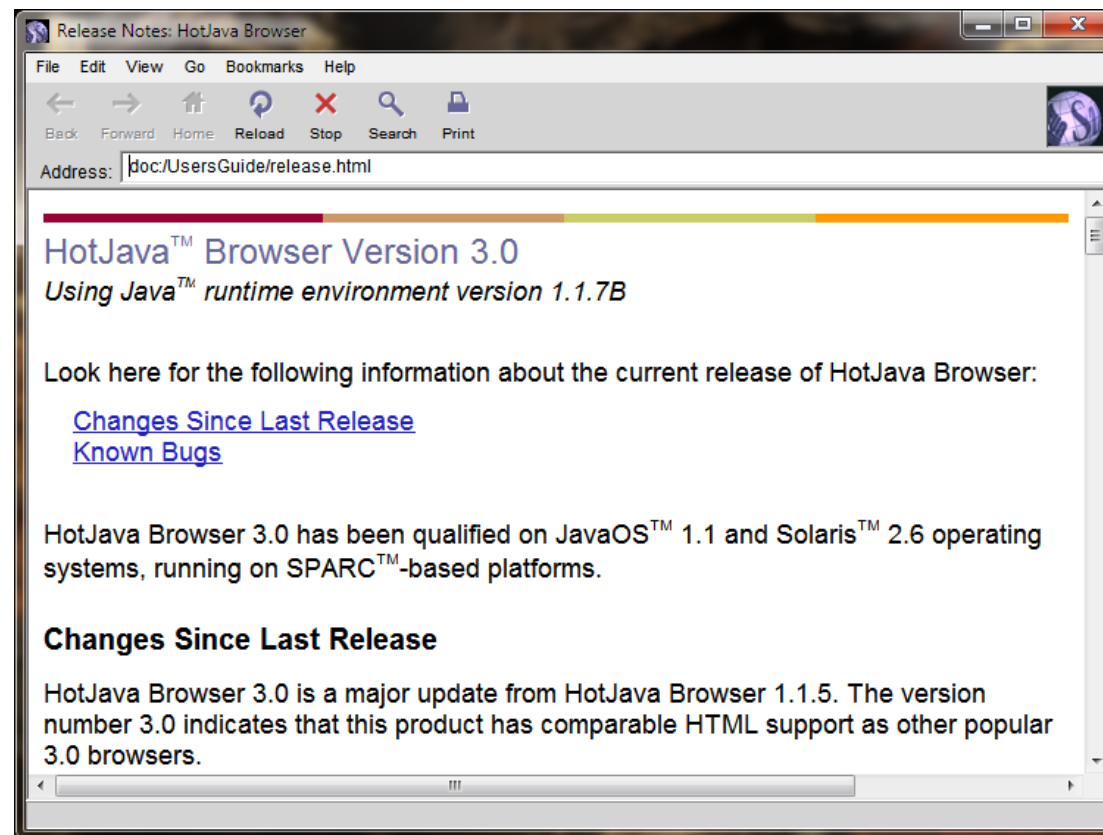
Arrays

A bit of history



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HotJava browser

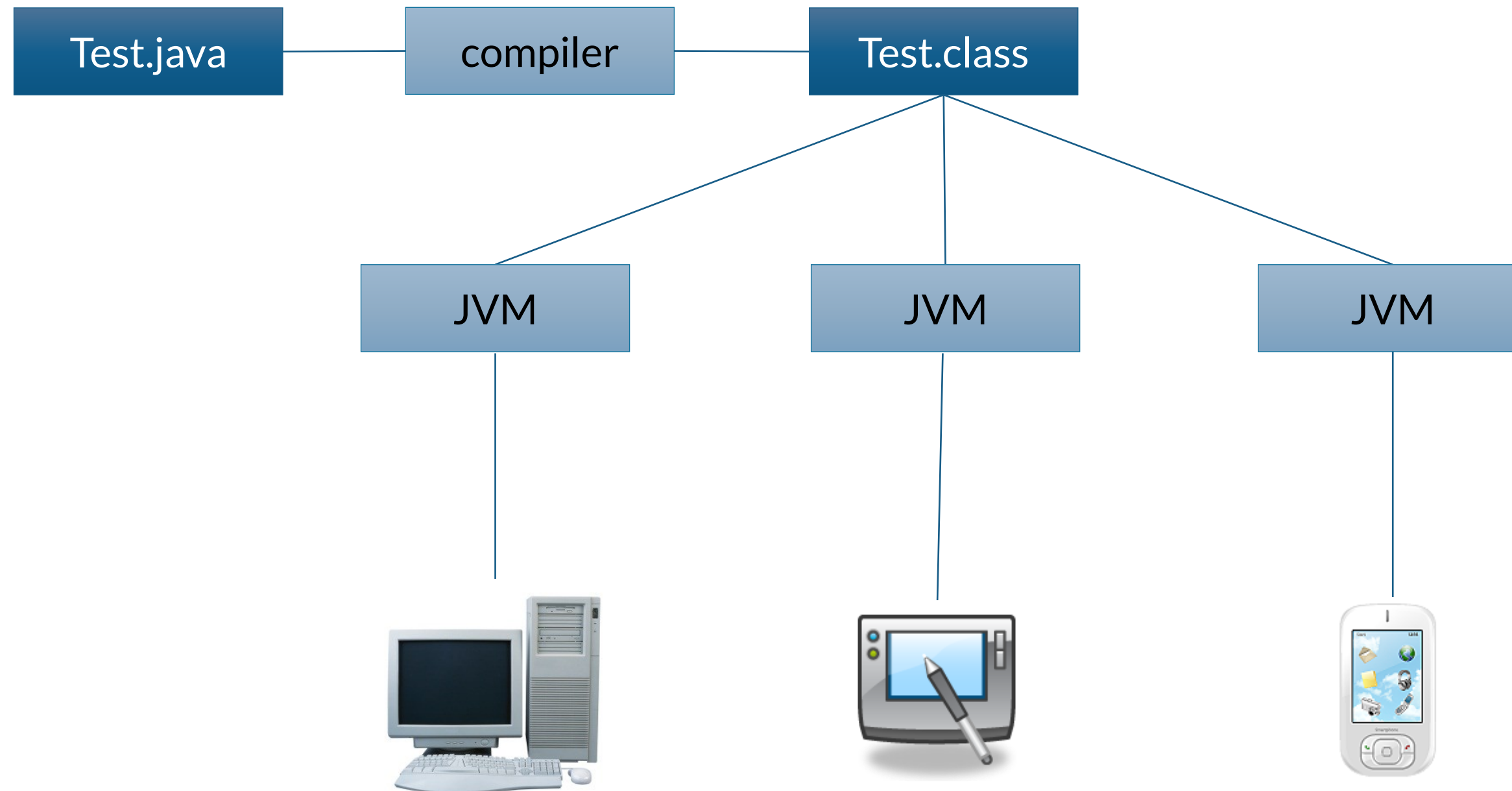


Carlos teaching his first course on Java

In the island
of Java!



The Java platform



The compiled code is **independent** of the architecture of the computer

A first example

HelloWorld application 

```
/**
 * * Hello World Application
 */
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello World!"); // display output
    }
}
```

```
$ javac HelloWorld.java
```

```
$ ls
HelloWorld.class
HelloWorld.java
```

```
$ java HelloWorld
Hello World
```

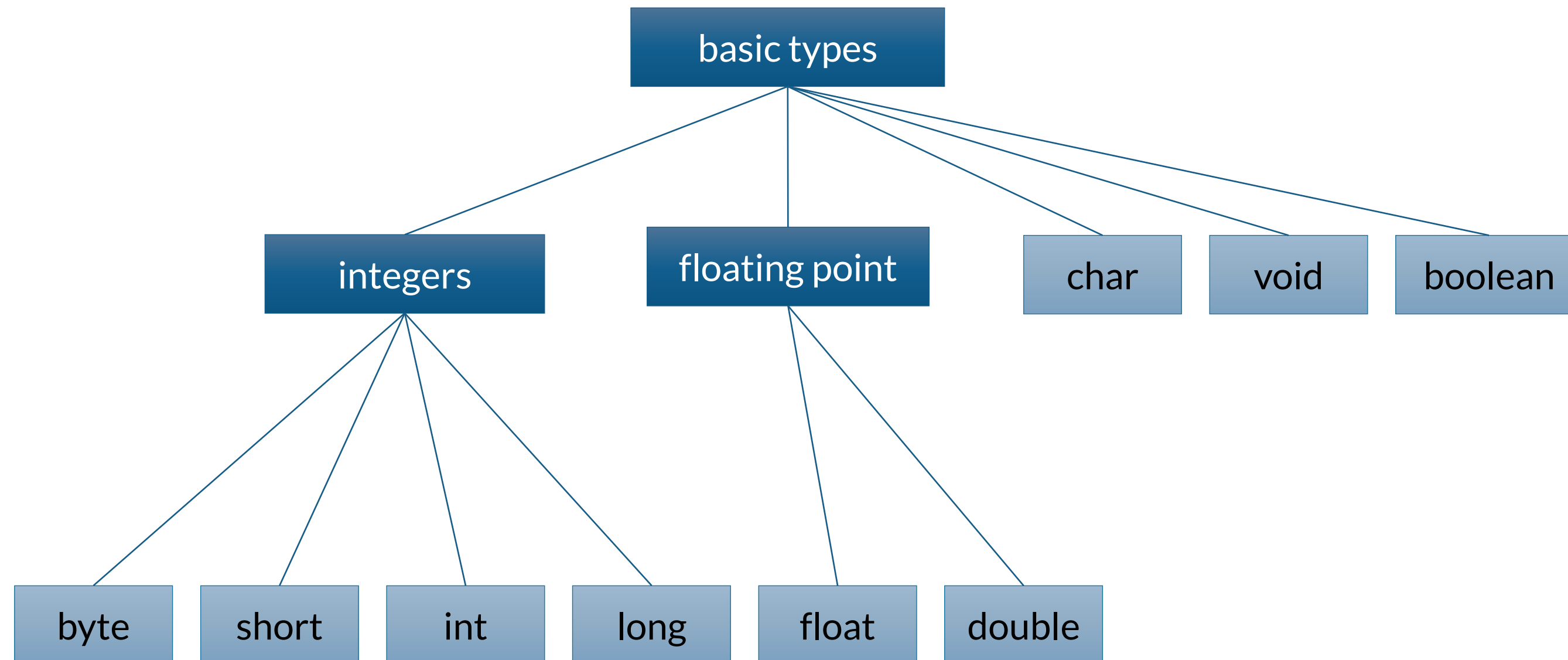
Only single source applications can be
executed directly:

```
$ java HelloWorld.java
Hello World
```



Basic types

Java provides the following primitive **types**



Variables and constants definition

```
int x;  
double d = 0.33;  
float f = 0.22F;  
char c = 'a';  
boolean ready = true;  
  
x = 15;
```

Variables are declared specifying its type and name, and initialized in the point of declaration, or later with the assignment expression

Constants are declared with the word final in front. The specification of the initial value is compulsory

```
final double pi = 3.1415;  
final int maxSize = 100_000;  
final char lastLetter = 'z';
```

```
var f = 10.0; // a double variable  
var i = 50;  // an int variable
```

Only **local variables** can be declared without an explicitly declared type by using the so-called **type inference**



Strings

Strings are not a basic type, but defined as a class, more details later!

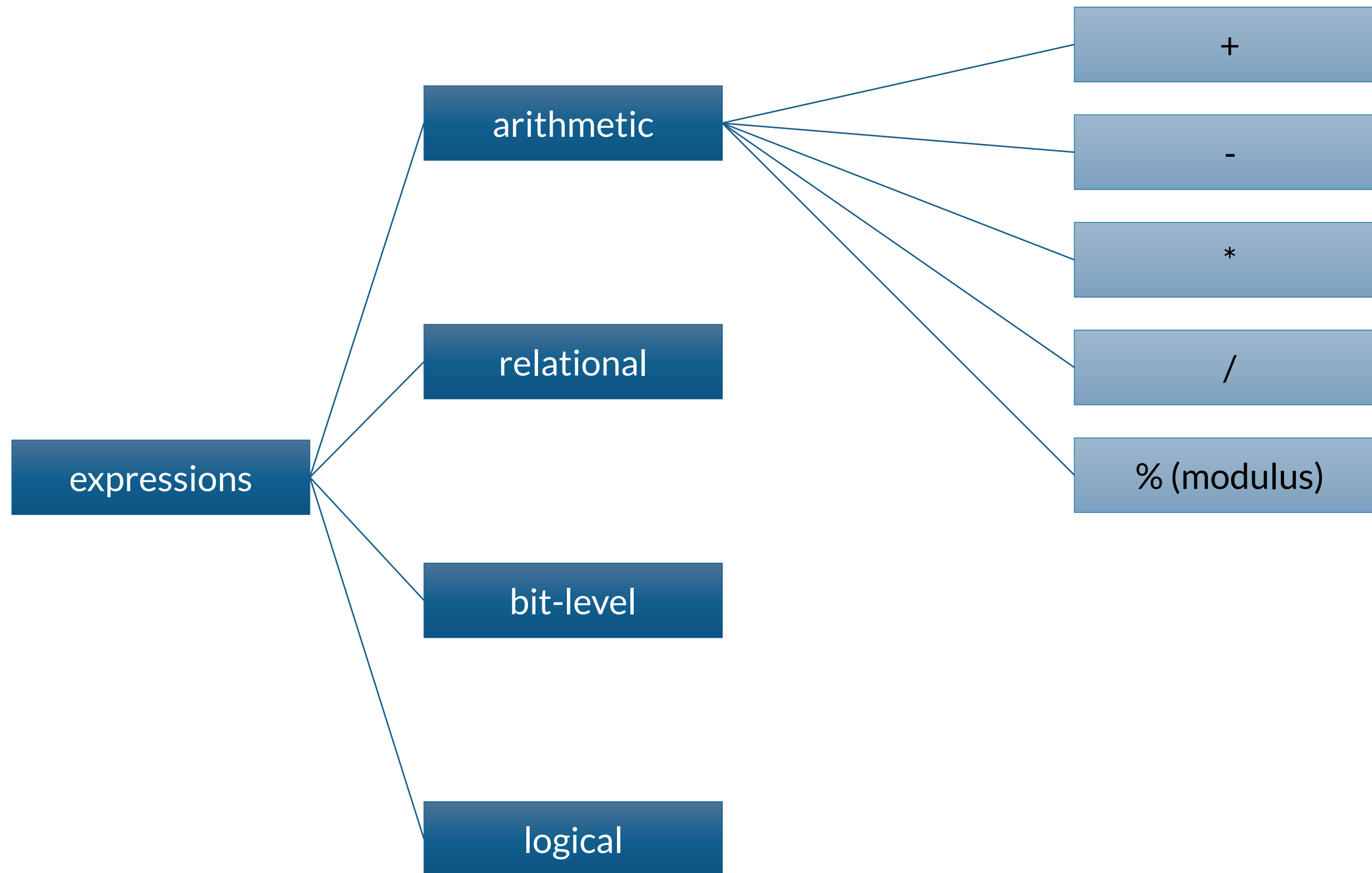
```
String a = "abc";
```

If the expression begins with a string and uses the + operator, then the next argument is converted to a string

```
int cost = 22;  
String b = "the cost is " + cost + " euro";
```



Arithmetic expressions



Example with arithmetic operators

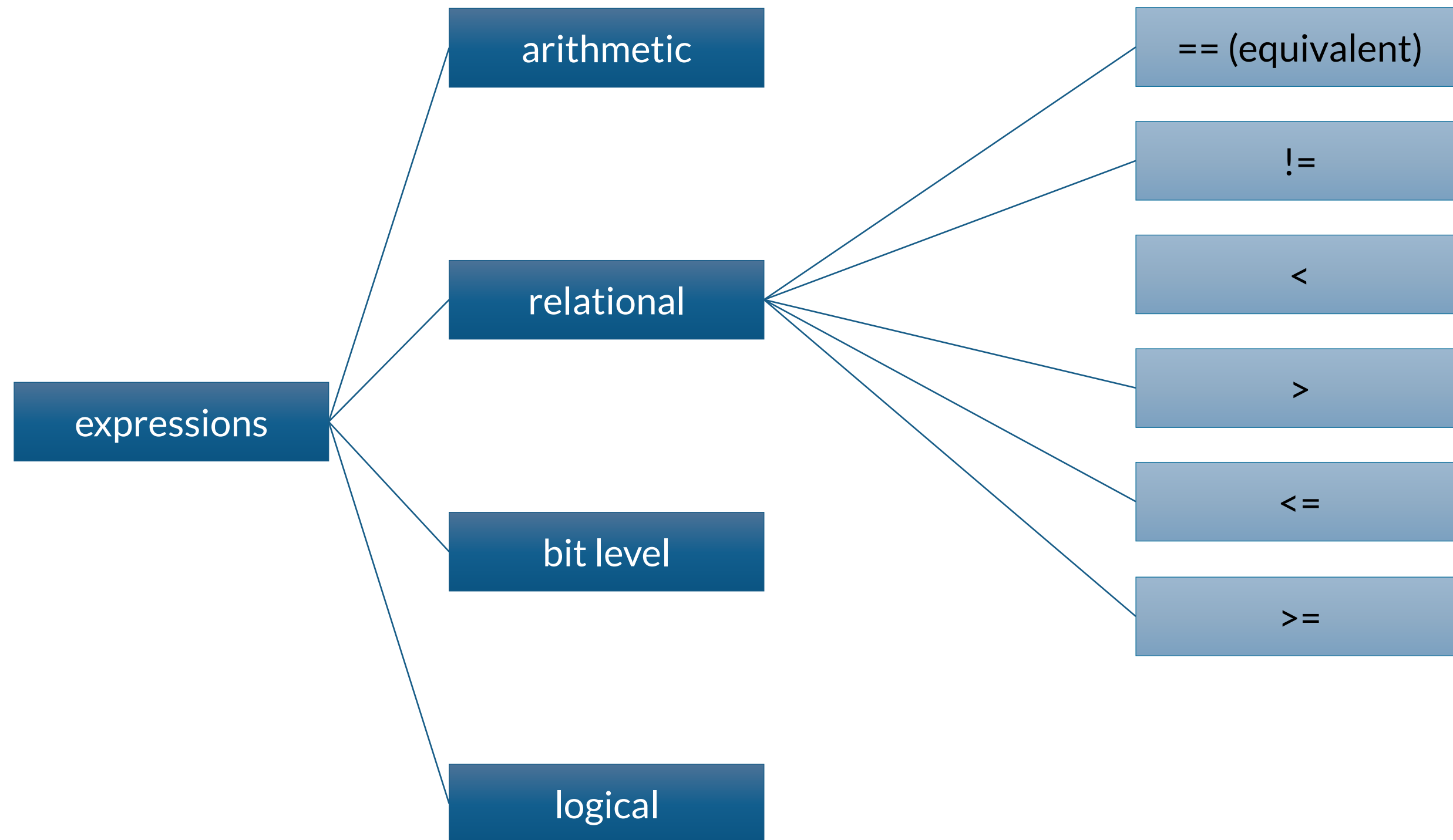
Arithmetic class 

```
public class Arithmetic{  
    public static void main(String[] args) {  
        int x = 12;  
        x += 5;                // x = x + 5  
        System.out.println(x);  
  
        int a = 12,b = 12;  
        System.out.print(a++); // printed and then incremented  
        System.out.print(a);  
  
        System.out.print(++b); // incremented and then printed  
        System.out.println(b);  
    }  
}
```

```
$ java Arithmetic  
17  
12 13 13 13
```



Relational expressions



Example with relational operators

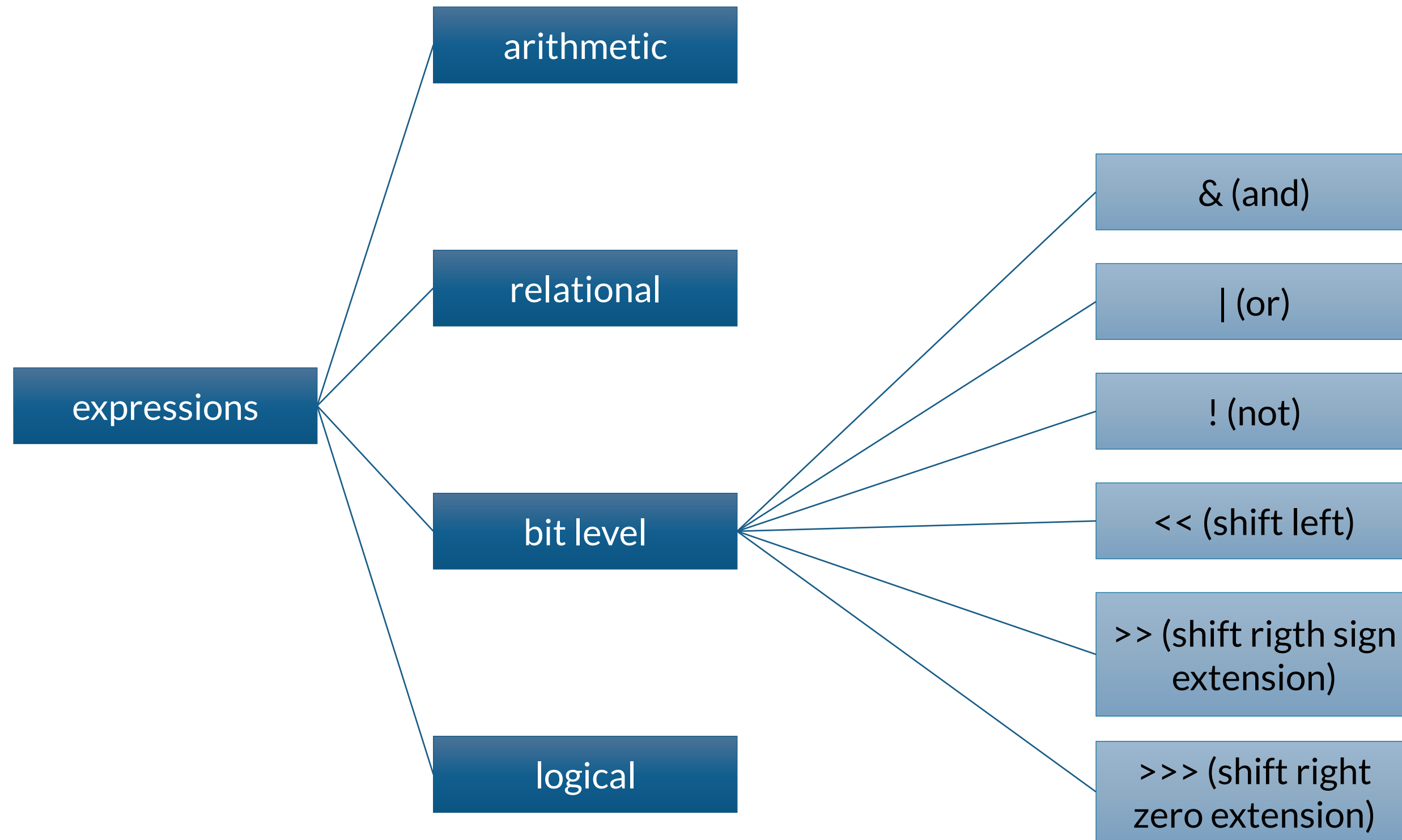
Boolean class 

```
public class Boolean {  
    public static void main(String[] args) {  
        int x = 12,y = 33;  
  
        System.out.println(x < y);  
        System.out.println(x != y - 21);  
  
        boolean test = x >= 10;  
        System.out.println(test);  
    }  
}
```

```
$ java Boolean  
true  
false  
true
```



Bit level expressions

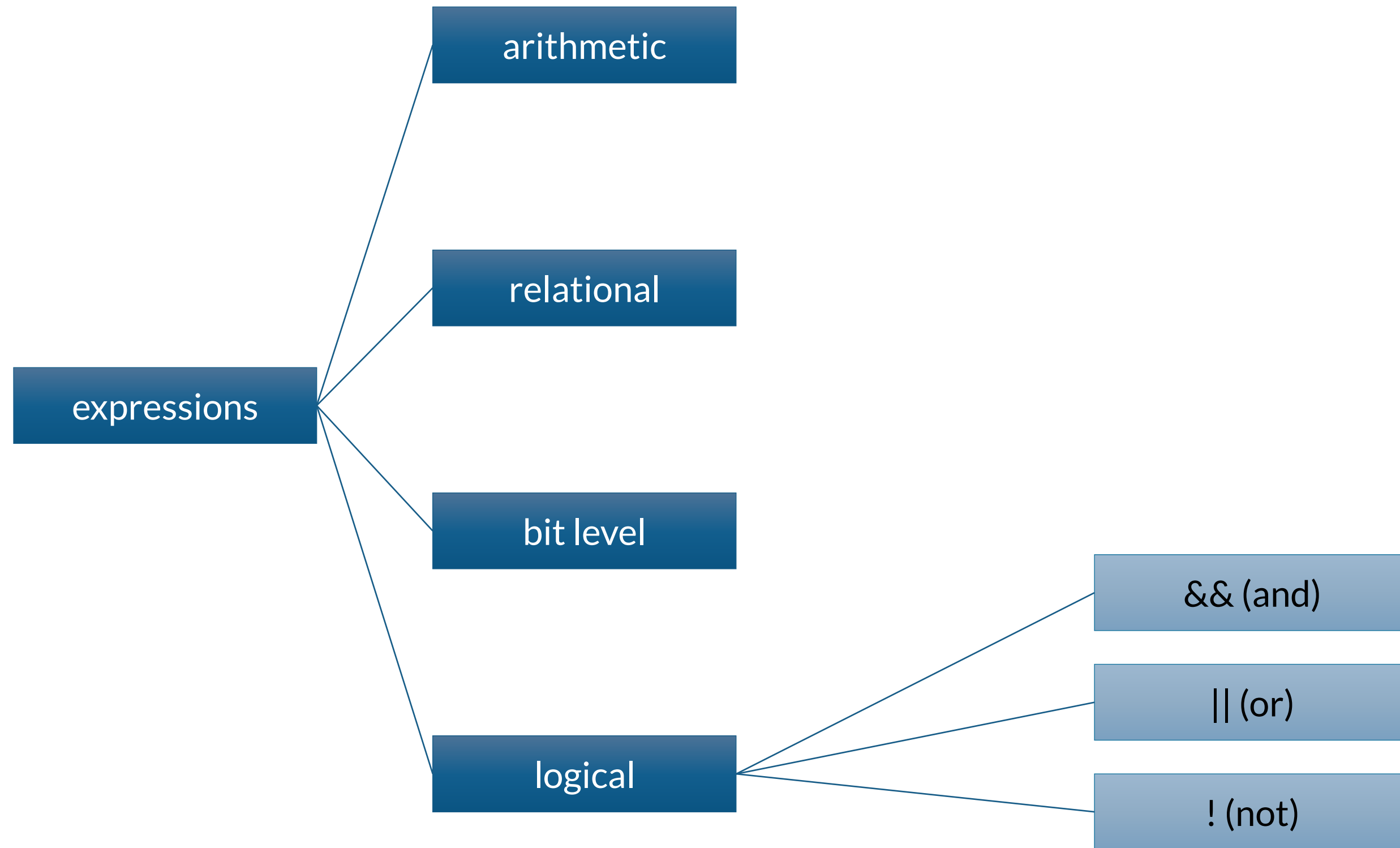


Example with bit-level operators

Boolean class

[illegible]

Logical expressions



Example with logical operators

Logical class 

```
public class Logical {  
    public static void main(String[] args) {  
        int x = 12,y = 33;  
        double d = 2.45,e = 4.54;  
  
        System.out.println(x < y && d < e);  
        System.out.println(!(x < y));  
  
        boolean test = 'a' > 'z';  
        System.out.println(test || d - 2.1 > 0);  
    }  
}
```

```
$ java Logical  
true  
false  
true
```

Please note that there are also logical non-short circuit operators. Investigate about them



Casting

Java performs a **automatic** type conversion when there is no risk for data to be lost.

TestCast class 

In order to specify conversions where data can be lost it is necessary to use the **cast** operator.

```
public class TestCast {  
    public static void main(String[] args) {  
  
        int a = 'x';    // 'x' is a character  
        long b = 34;    // 34 is an int  
        float c = 1002; // 1002 is an int  
        double d = 3.45F; // 3.45F is a float  
  
        long e = 34;  
        int f = (int)e;    // e is a long  
        double g = 3.45;  
        float h = (float)g; // g is a double  
    }  
}
```



Control structures: if

If class 

```
public class If {  
    public static void main(String[] args) {  
        char c = 'x';  
  
        if ((c >= 'a' && c <= 'z') || (c >= 'A' && c <= 'Z'))  
            System.out.println("letter: " + c);  
        else  
            if (c >= '0' && c <= '9')  
                System.out.println("digit: " + c);  
            else {  
                System.out.println("the character is: " + c);  
                System.out.println("it is not a letter nor a digit");  
            }  
        }  
    }  
}
```

```
$ java If  
letter: x
```



Control structures: while

While class 

```
public class While {  
    public static void main(String[] args) {  
        final float initialValue = 2.34F;  
        final float step = 0.11F;  
        final float limit = 4.69F;  
        float var = initialValue;  
  
        int counter = 0;  
        while (var < limit) {  
            var += step;  
            counter++;  
        }  
        System.out.println("Incremented " + counter + " times");  
    }  
}
```

```
$ java While  
Incremented 22 times
```



Control structures: for

For class 

```
public class For {  
    public static void main(String[] args) {  
        final float initialValue = 2.34F;  
        final float step = 0.11F;  
        final float limit = 4.69F;  
        int counter = 0;  
  
        for (float var = initialValue; var < limit; var += step)  
            counter++;  
        System.out.println("Incremented " + counter + " times");  
    }  
}
```

```
$ java For  
Incremented 22 times
```



Control structures: break and continue

BreakContinue class 

```
public class BreakContinue {  
    public static void main(String[] args) {  
  
        for (int counter = 0; counter < 10; counter++) {  
  
            if (counter % 2 == 1) continue; // start a new iteration if the counter is odd  
            if (counter == 8) break; // abandon the loop if the counter is equal to 8  
  
            System.out.println(counter);  
        }  
        System.out.println("done.");  
    }  
}
```

```
$ java BreakContinue  
0 2 4 6 done.
```



Control structures:switch

Switch class 

```
public class Switch {  
    public static void main(String[] args) {  
  
        boolean leapYear = true;  
        int days = 0;  
  
        for(int month = 1; month <= 12; month++) {  
            switch(month) {  
                case 1:// months with 31 days  
                case 3:  
                case 5:  
                case 7:  
                case 8:  
                case 10:  
                case 12: days += 31;  
                    break;
```

```
                case 2: // February is a special case  
                    if (leapYear)  
                        days += 29;  
                    else  
                        days += 28;  
                    break;  
                default: // a month with 30 days  
                    days += 30;  
                    break;  
            }  
        }  
        System.out.println(days);  
    }  
}
```

```
$ java Switch  
366
```

The switch-expression must evaluate to byte, short, char, int, enum, or String



Arrays

Arrays can be used to store a number of elements of the **same** type

```
int[] a;  
float[] b;  
String[] c;
```

```
int[] a = {13,56,2034,4,55};  
float[] b = {1.23F,2.1F};  
String[] c = {"Java","is","great"};
```

Important: The declaration does not specify a **size**. However, it can be inferred when initialized

Other possibility to allocate space for arrays consists in the use of the operator **new**

```
int i = 3,j = 5;  
double[] d;  
  
d = new double[i+j];
```



Arrays

Components can be accessed with an integer **index** with values from 0 to length minus 1.

```
a[2] = 1000;
```

```
int len = a.length;
```

Every array has a member called **length** that can be used to get the length of the array

Components of the arrays are initialized with **default** values

```
int []a = new int[3];  
for(int i = 0; i < a.length; i++)  
    System.out.println(a[i]);  
}
```

0
0
0



Arrays

Arrays class 

```
public class Arrays {  
    public static void main(String[] args) {  
        int[] a = {2,4,3,1};  
  
        // compute the summation of the elements of a  
        int sum = 0;  
        for(int i = 0; i < a.length; i++) sum += a[i];  
  
        // create an array of the size computed before  
        float[] d = new float[sum];  
        for(int i = 0; i < d.length; i++) d[i] = 1.0F / (i+1);  
  
        // print values in odd positions  
        for(int i = 1; i < d.length; i += 2)  
            System.out.println("d[" + i + "]=" + d[i]);  
    }  
}
```

```
$ java Arrays  
d[1]=0.5  
d[3]=0.25  
d[5]=0.16666667  
d[7]=0.125  
d[9]=0.1
```



The for-each iteration

ForEach class 

```
public class ForEach {  
    public static void main(String[] args) {  
        int[] a = {2,4,3,1};  
  
        // compute the summation of the elements of a  
        int sum = 0;  
        for(int x : a) sum += x;  
  
        // create an array of the size computed before  
        float[] d = new float[sum];  
        for(int i = 0; i < d.length; i++) d[i] = 1.0F / (i+1);  
  
        // print all values (note the use of type inference!!)  
        for(var f : d)  
            System.out.println(f);  
    }  
}
```



Methods with variable number of arguments

A variable length argument list is specified with three periods:

```
int add(int ... values) {  
    int summation = 0;  
    for(int i = 0; i < values.length; i++) {  
        summation += values[i];  
    }  
    return summation;  
}
```

```
int sum = add(1, 2, 3, 4, 5);
```

The argument is implicitly declared as an **array**, however, the function can be called with a variable number of arguments





Thank you!

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