

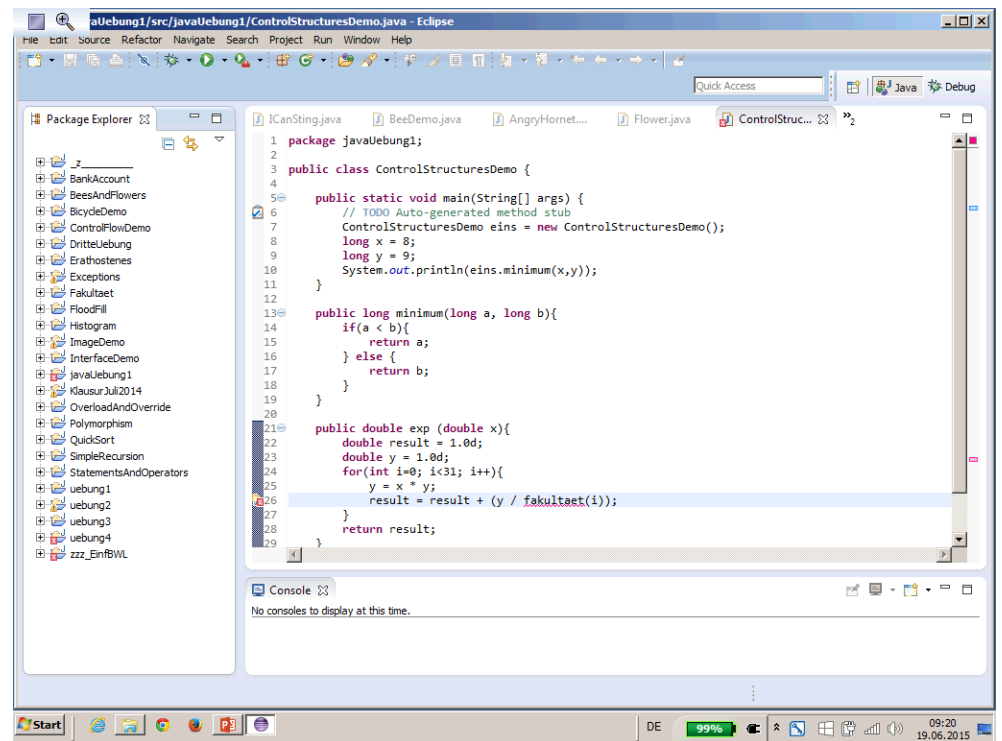
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Pages: 79



Darstellung / Approximation von reellen Zahlen

```
float ggg = -345545.34534E-12f; = -345545.34534 * 10-12
double sss = 3245343455.555E67; = 3245343455.555 * 1067
```

$\in \mathbb{Q} \approx \mathbb{R}$

- mit **beschränkter Anzahl Bits**: Nur **Approximation** von reellen Zahlen (bspw. π) bzw. rationalen Zahlen mit nicht abbrechender Dezimalbruchentwicklung (bspw. $1/3$) möglich. (Standard: IEEE 754).
- Folgen: **Numerische Fehler** möglich. Bsp:

```
21000 double e = Math.pow(2.0d,1000.0d); //1.0715086071862673E301
25000 double f = Math.pow(2.0d,5000.0d); //Infinity (Zahlbereichsüberschreitung)
double g = 0.1d + 0.1d + 0.1d; //0.30000000000000004 (Rundungsfehler)
siehe auch: http://introcs.cs.princeton.edu/java/91float/
```

- → **Test auf Gleichheit** zweier float oder double Werte x, y nicht mit $x == y$ sondern mit $|x - y| < \epsilon$;
viele weitere **Konsequenzen** → numerische Mathematik
- Es gibt in Java auch Möglichkeiten mit **beliebiger Genauigkeit** zu rechnen (bspw. mit Klasse BigDecimal)

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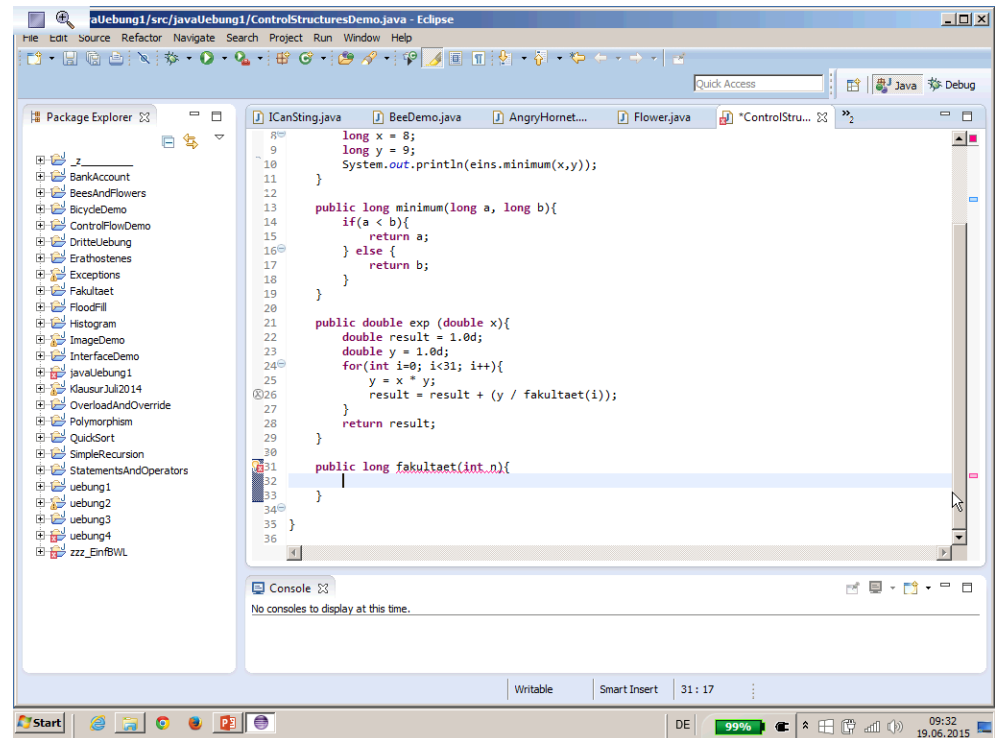
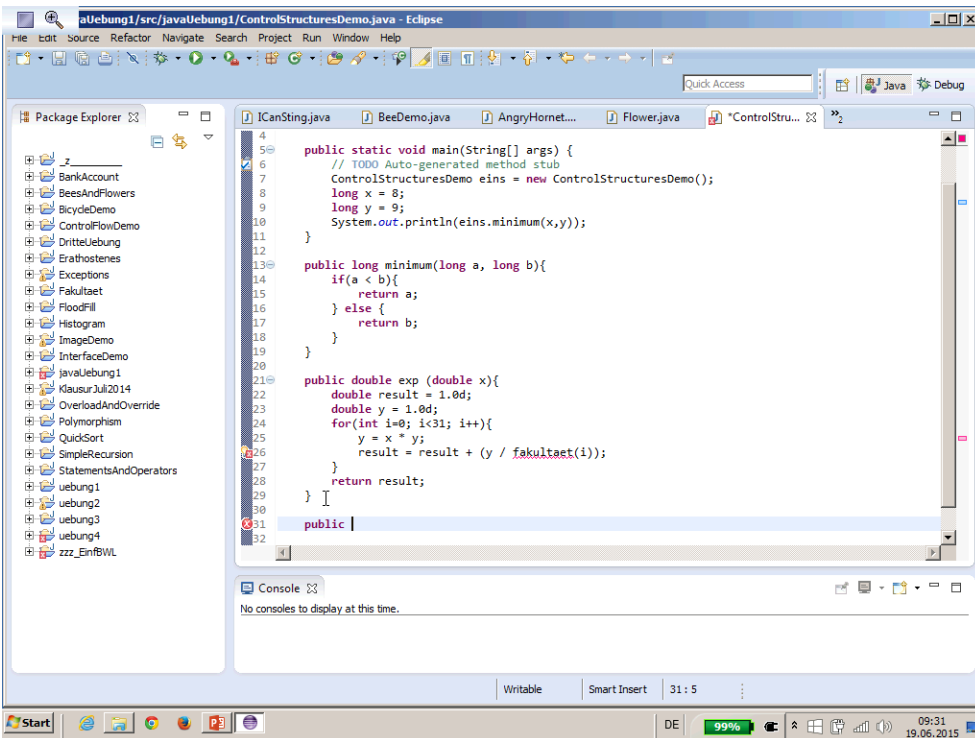
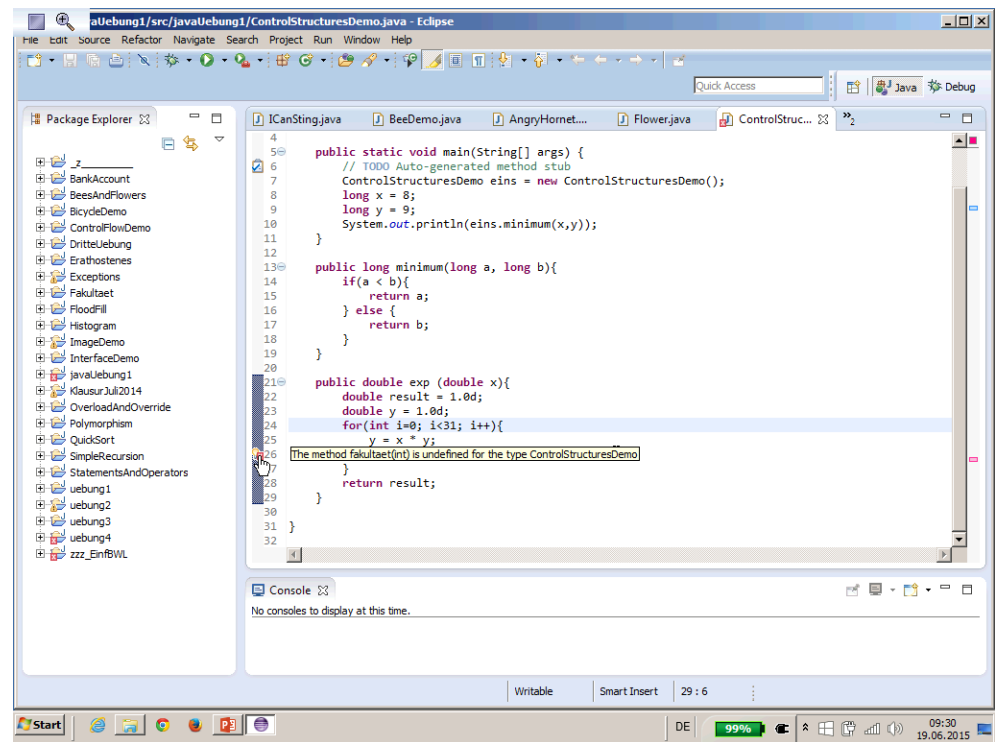
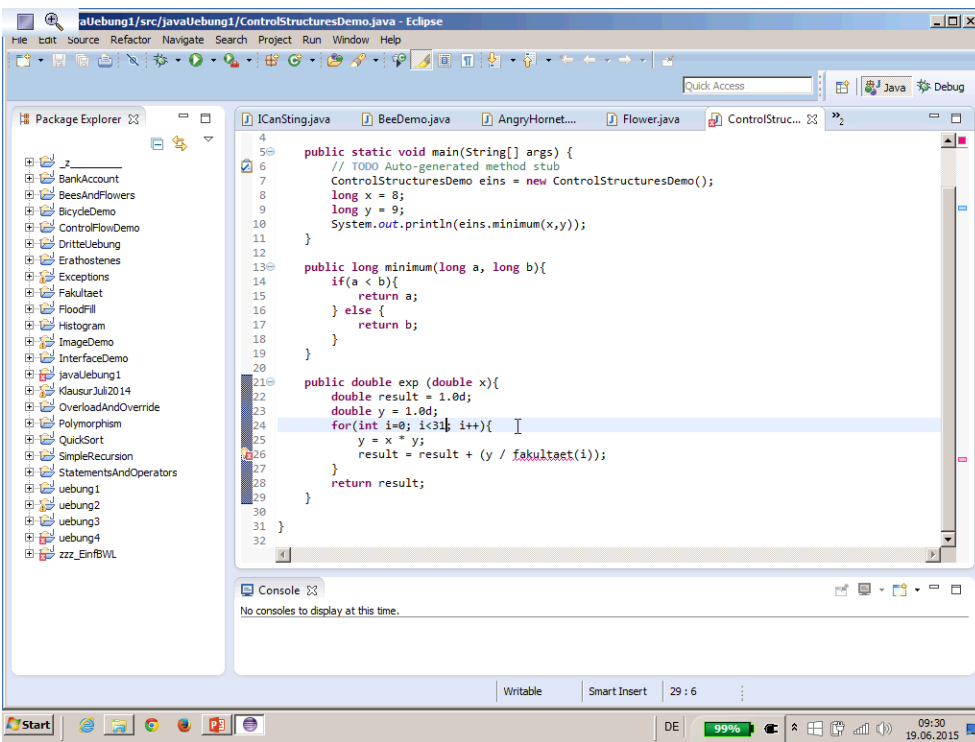
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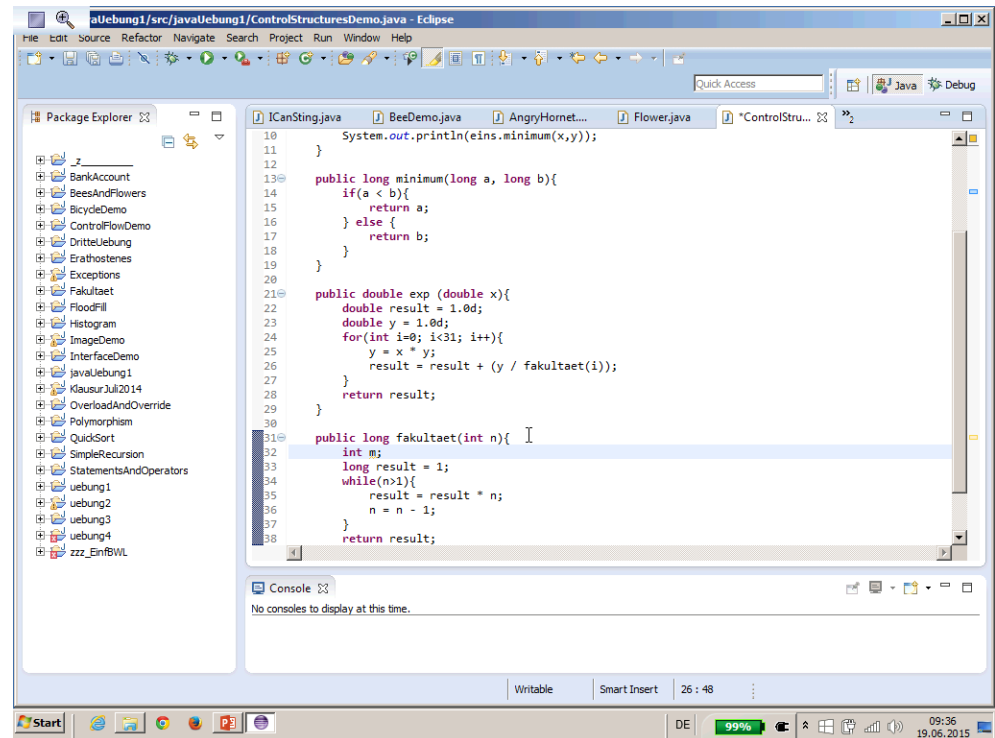
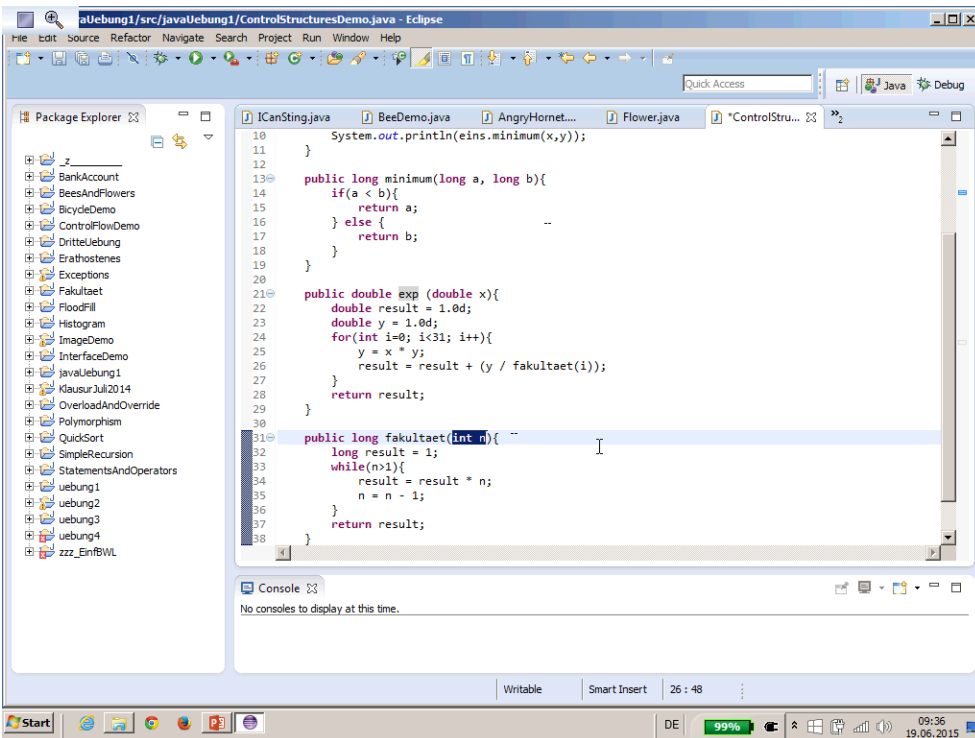
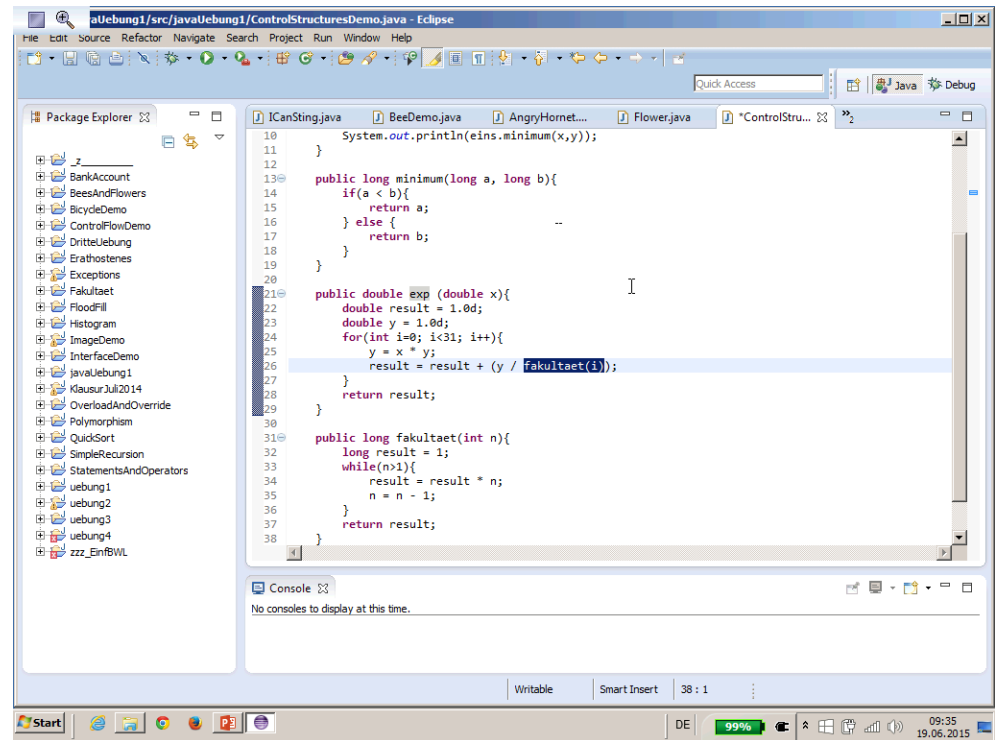
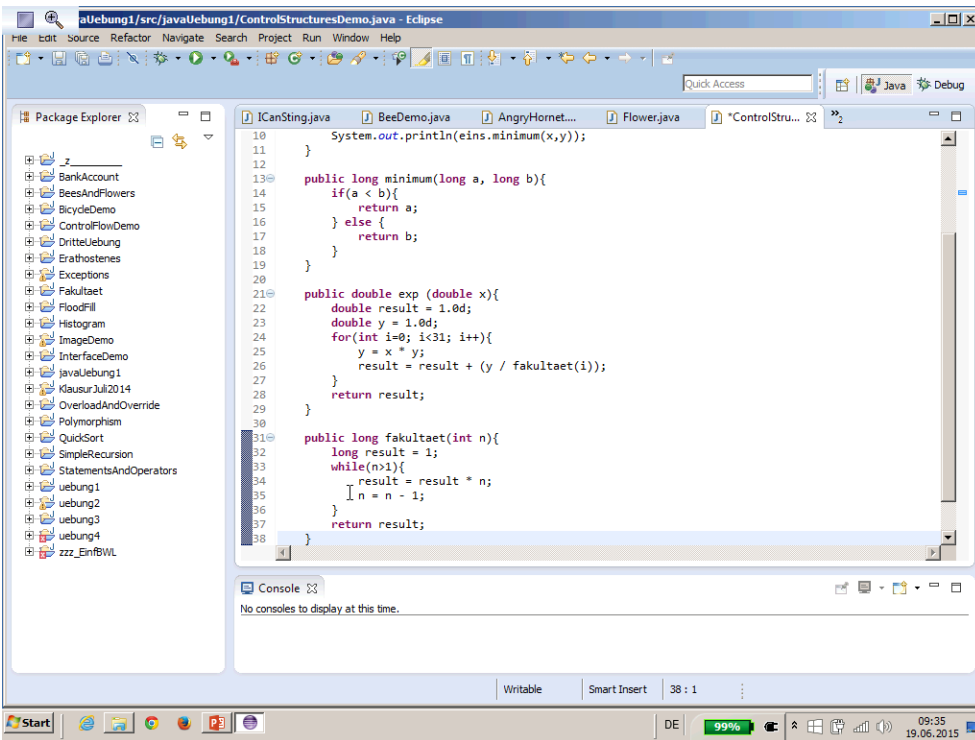
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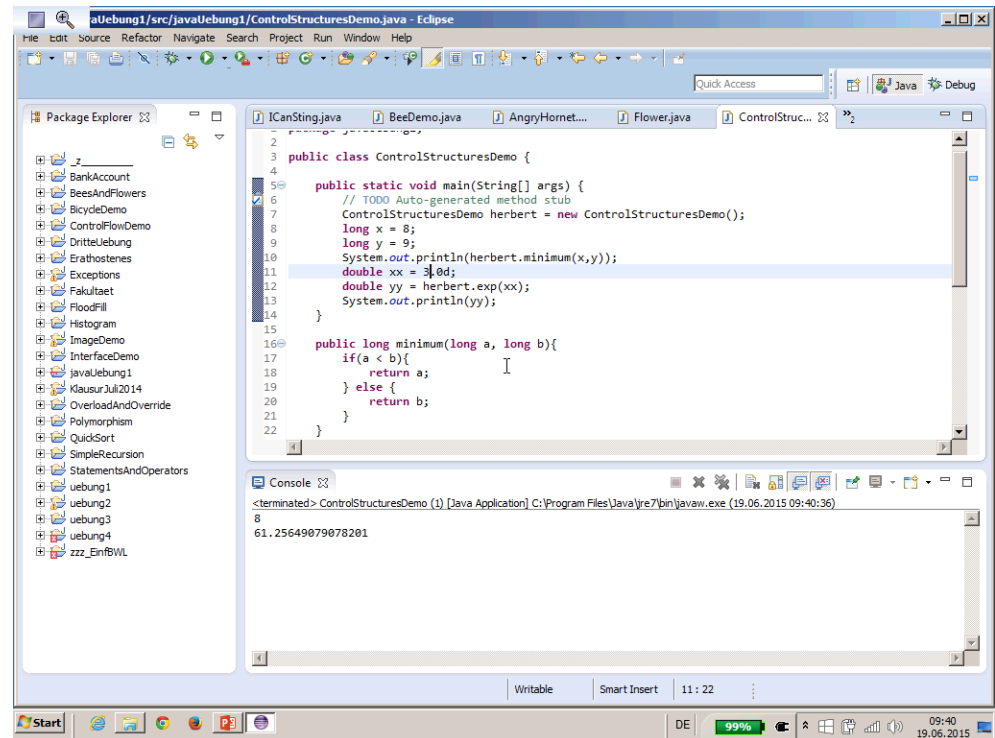
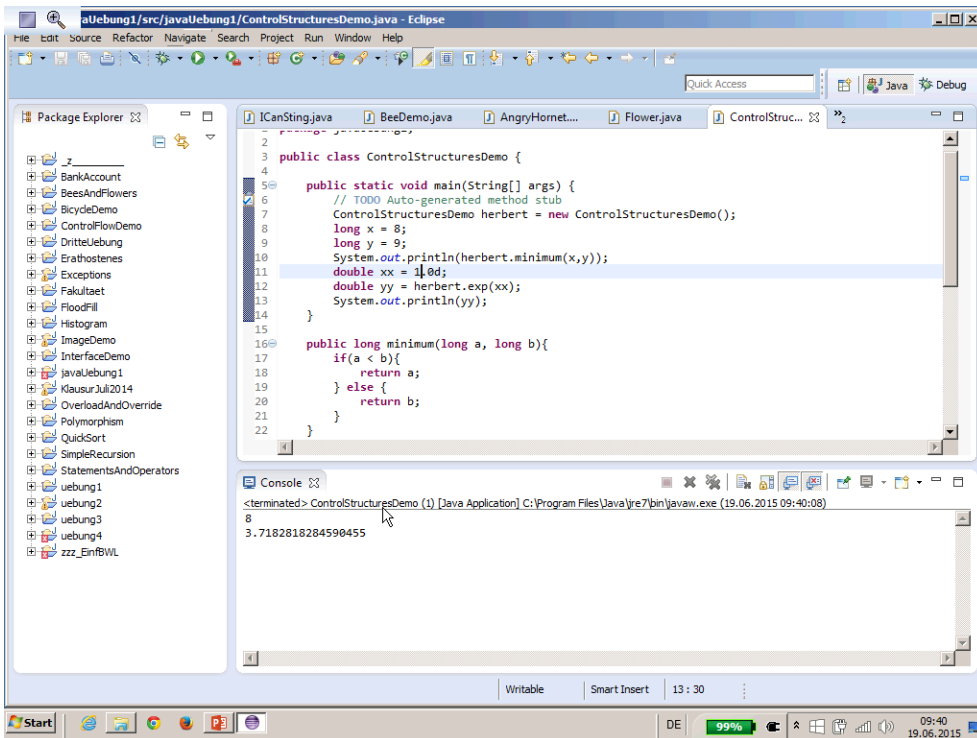
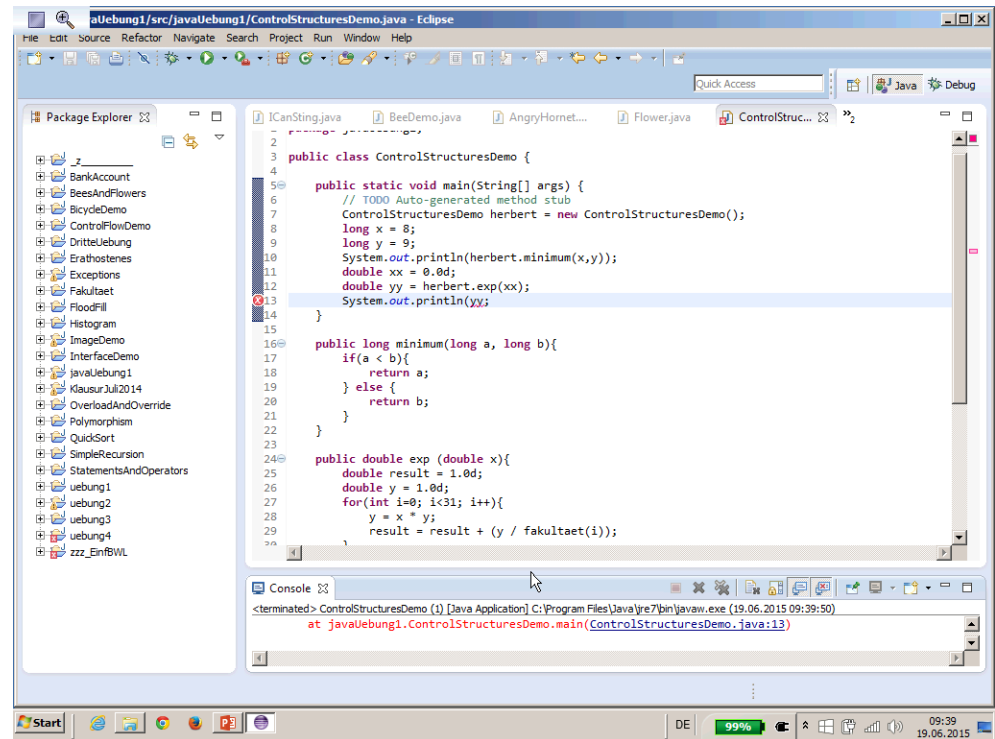
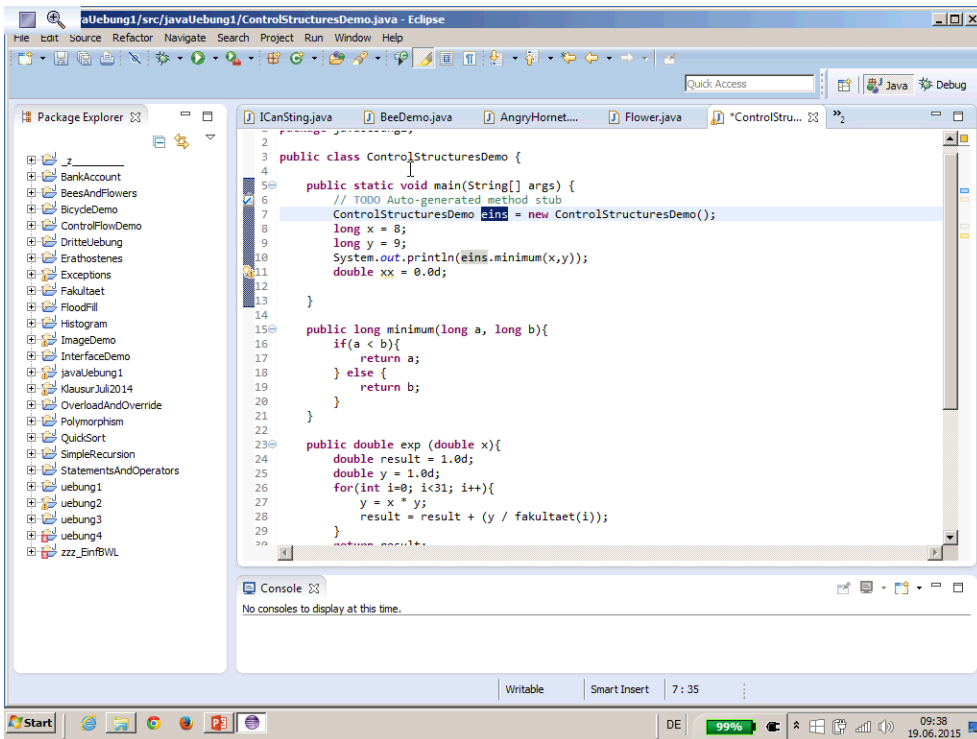
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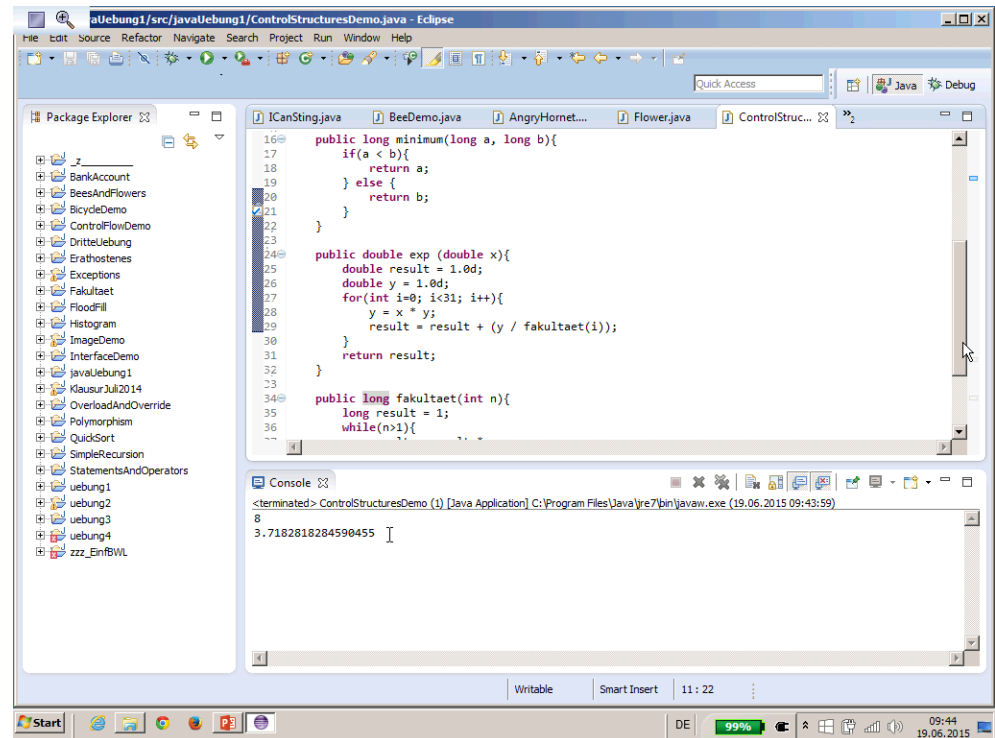
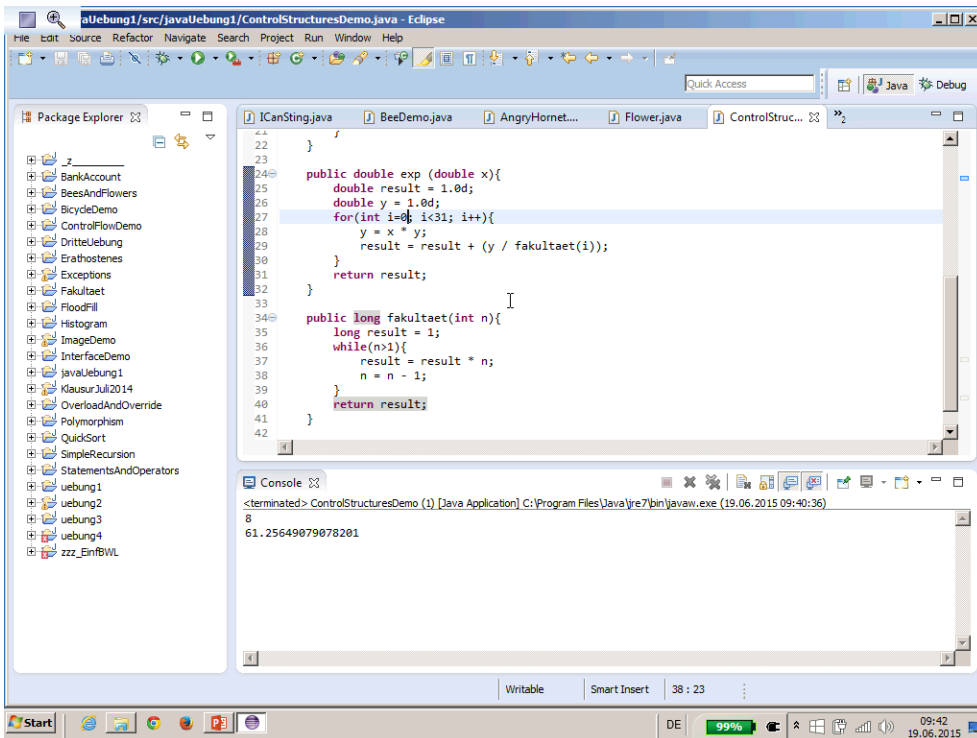
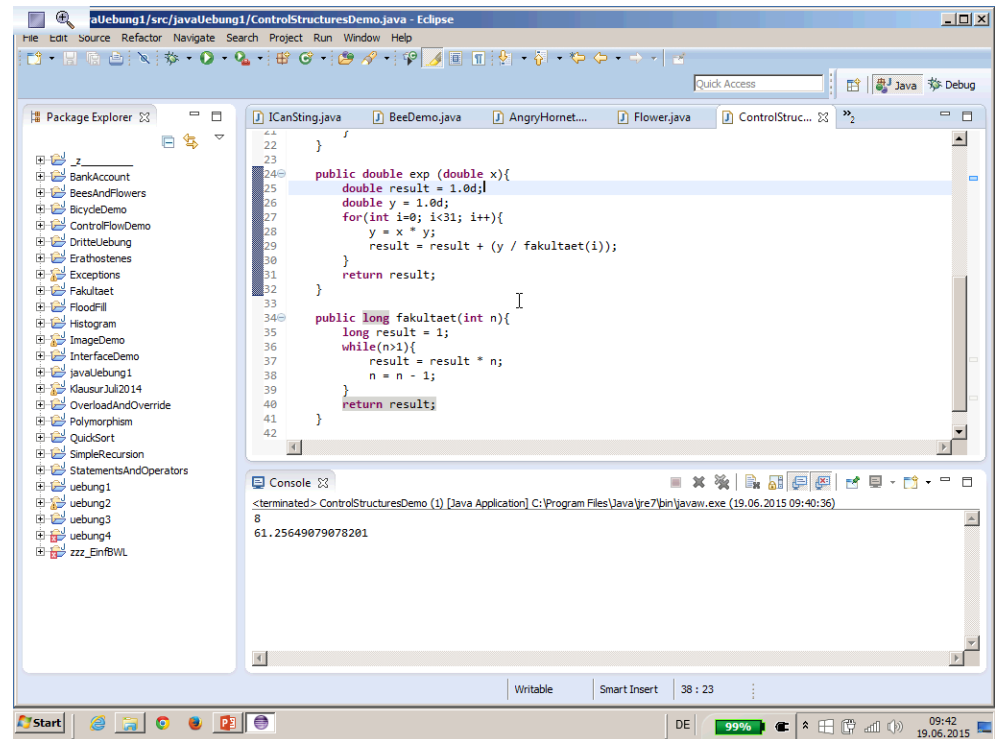
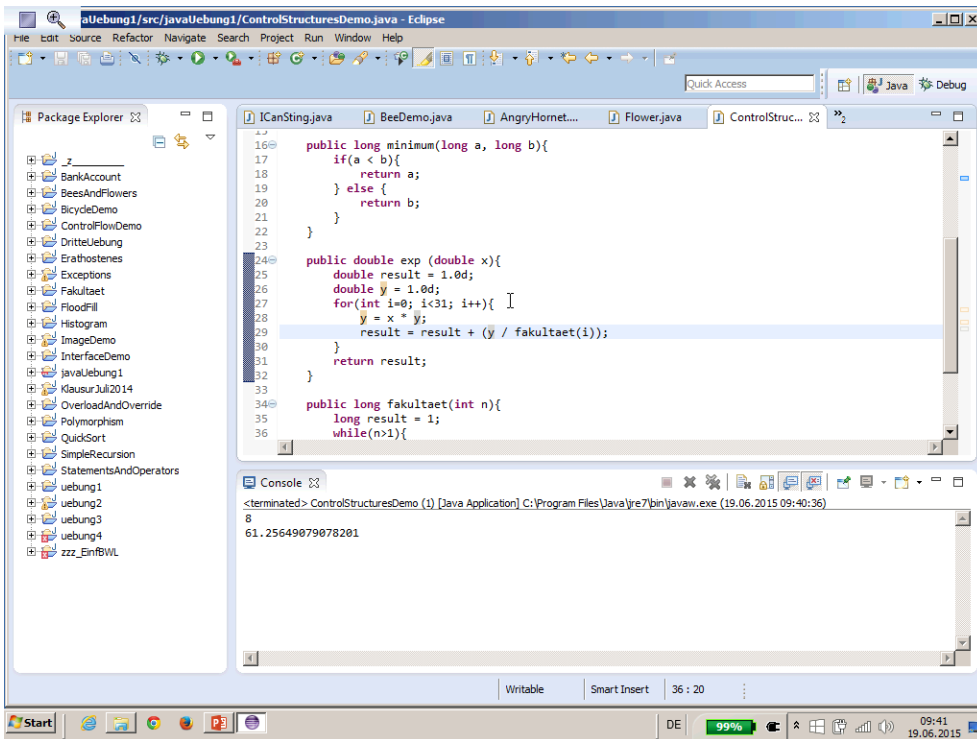
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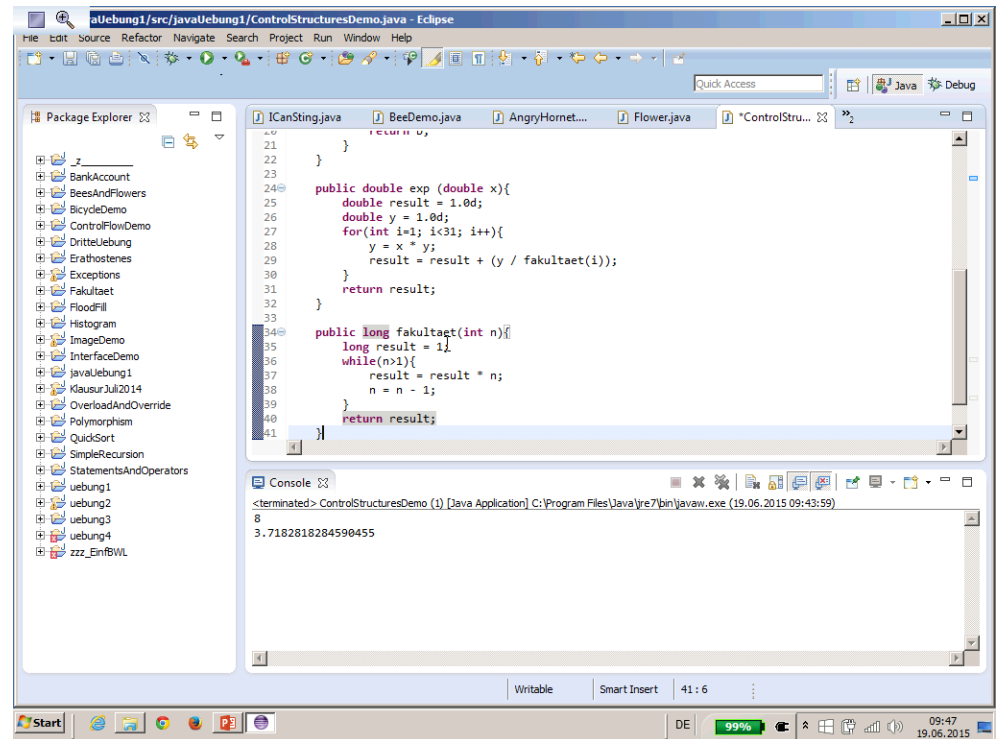
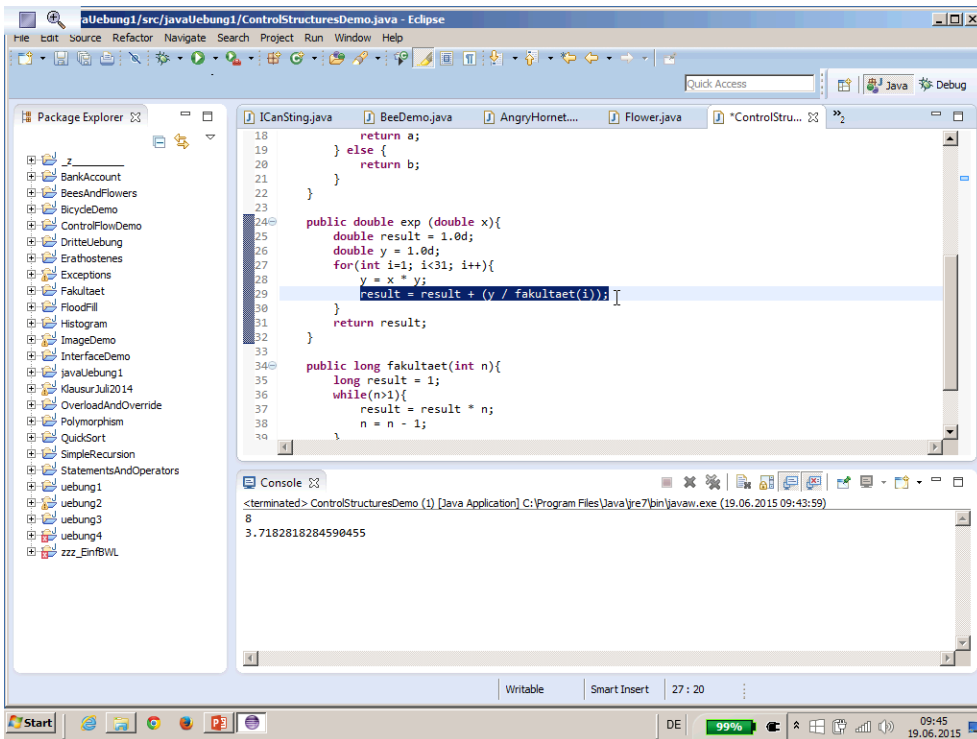
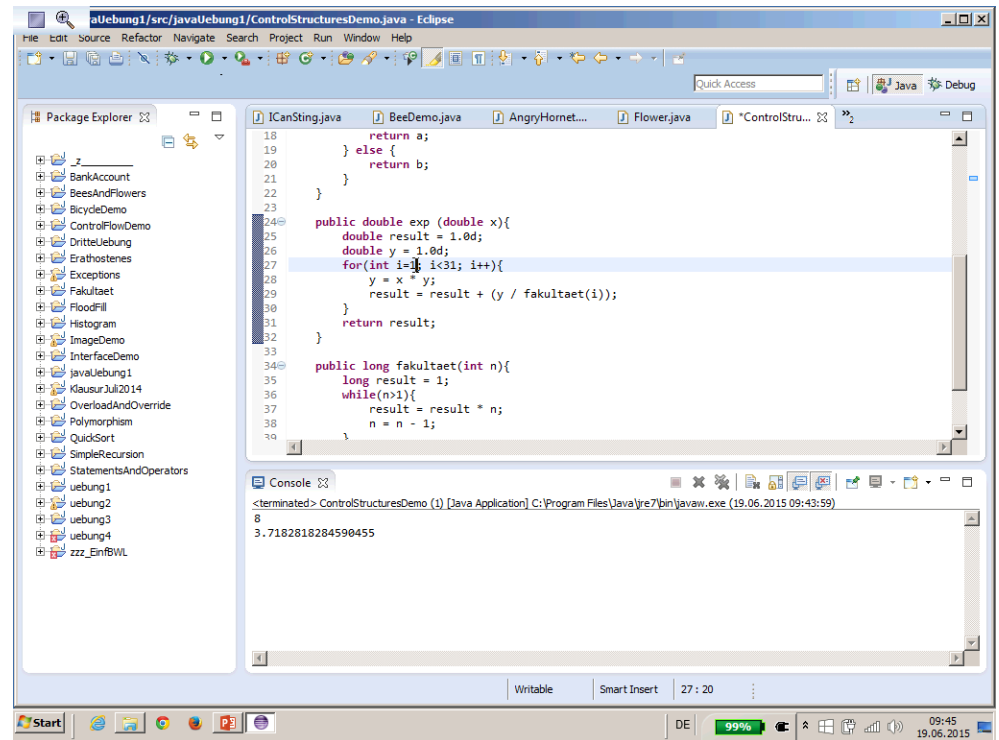
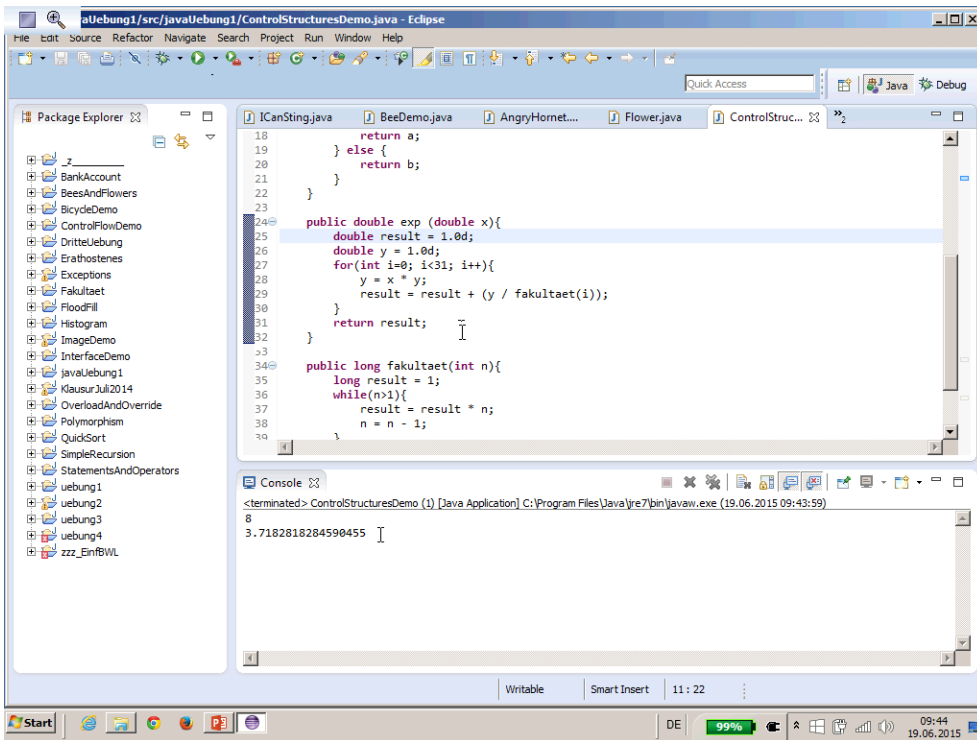
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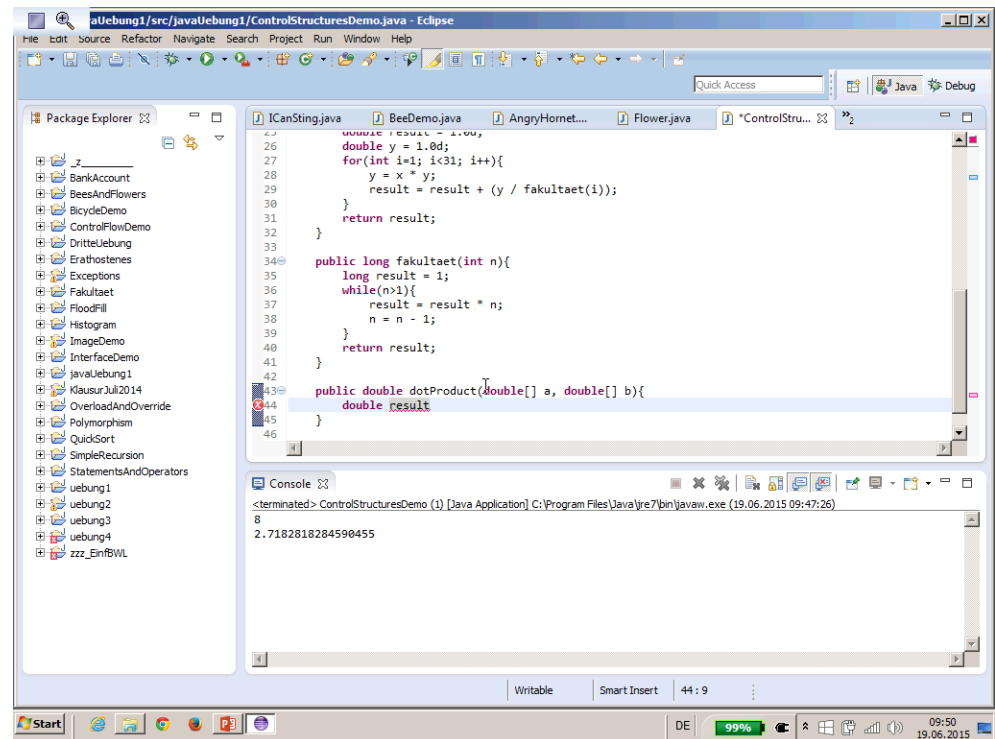
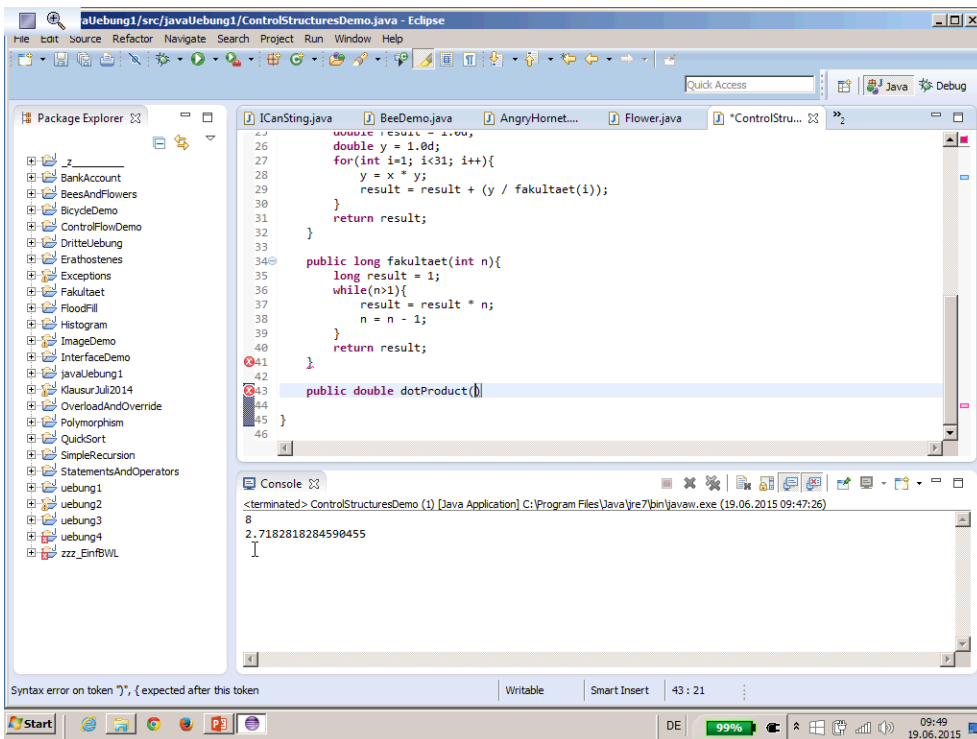
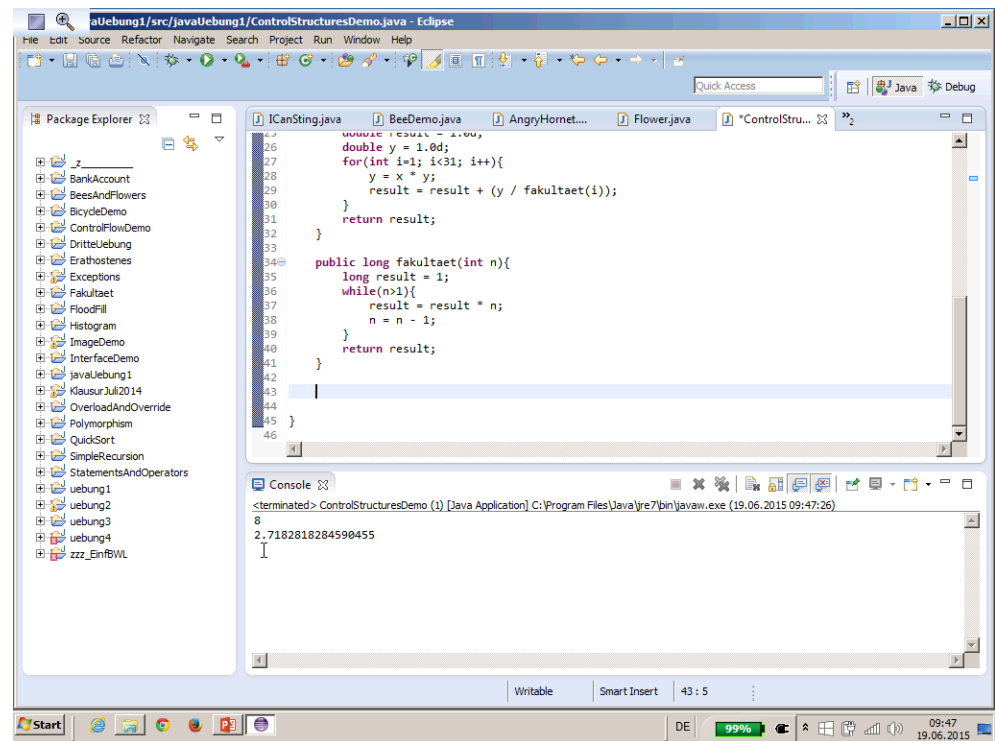
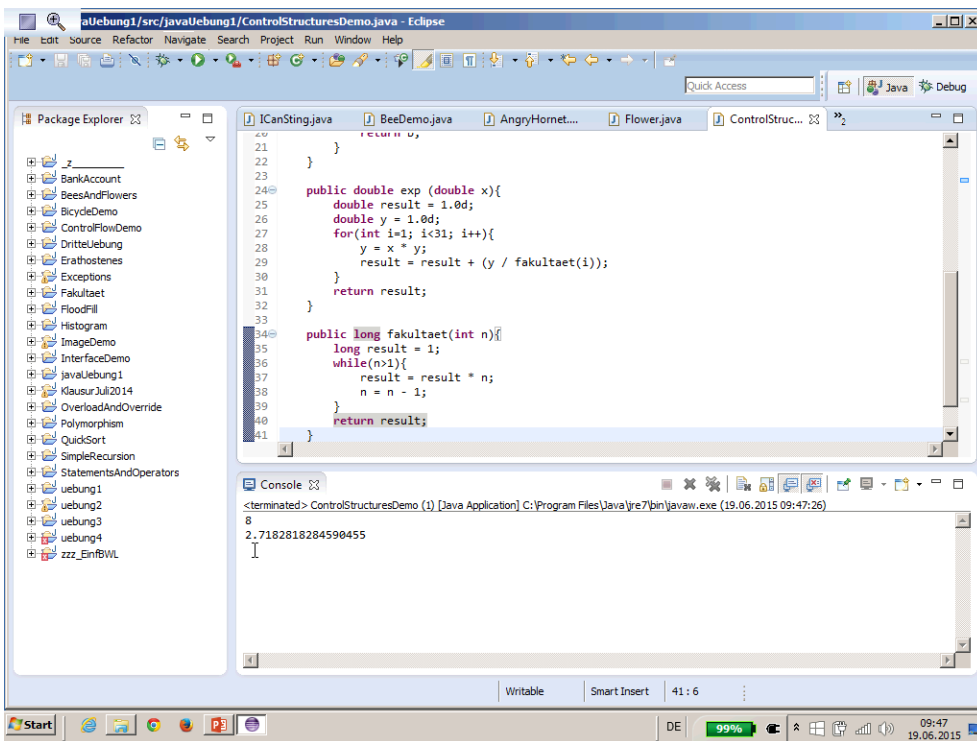


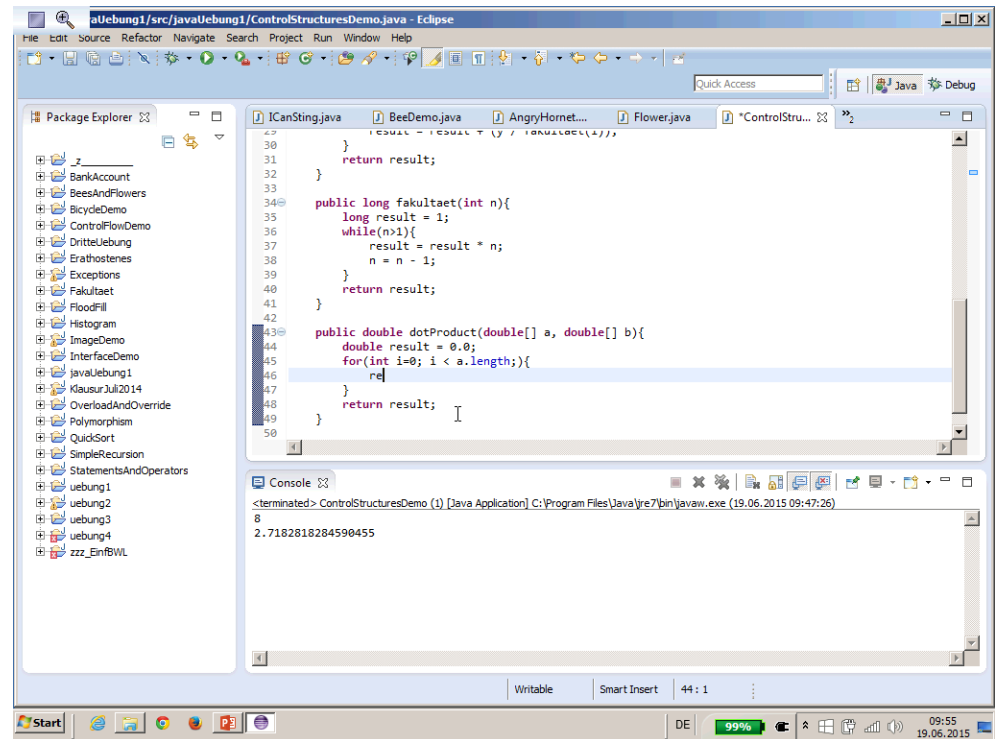
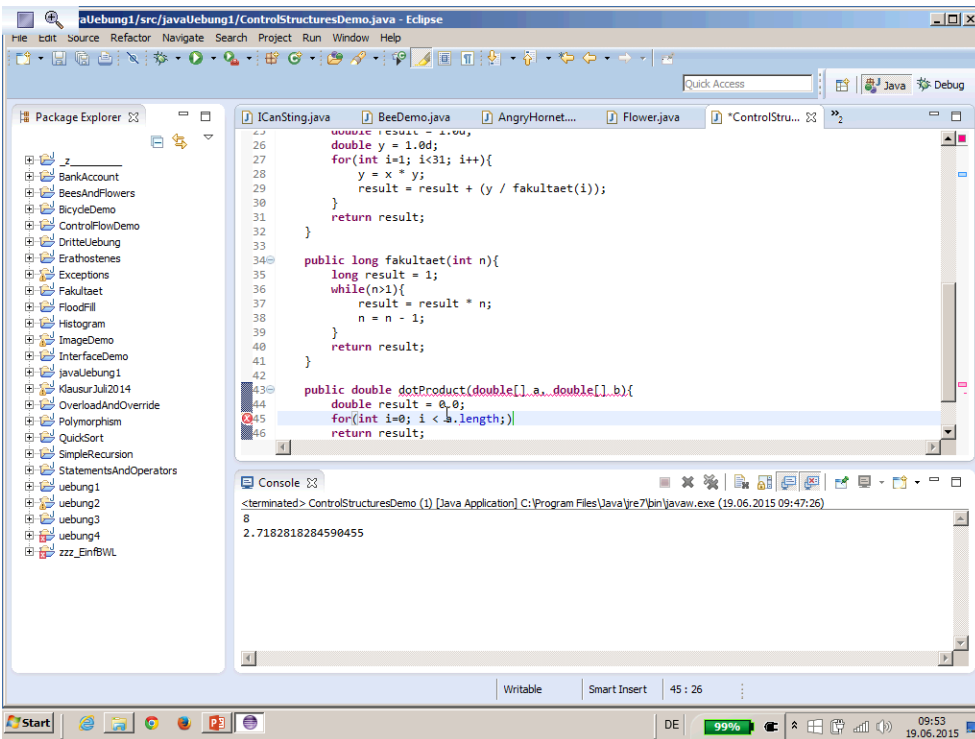
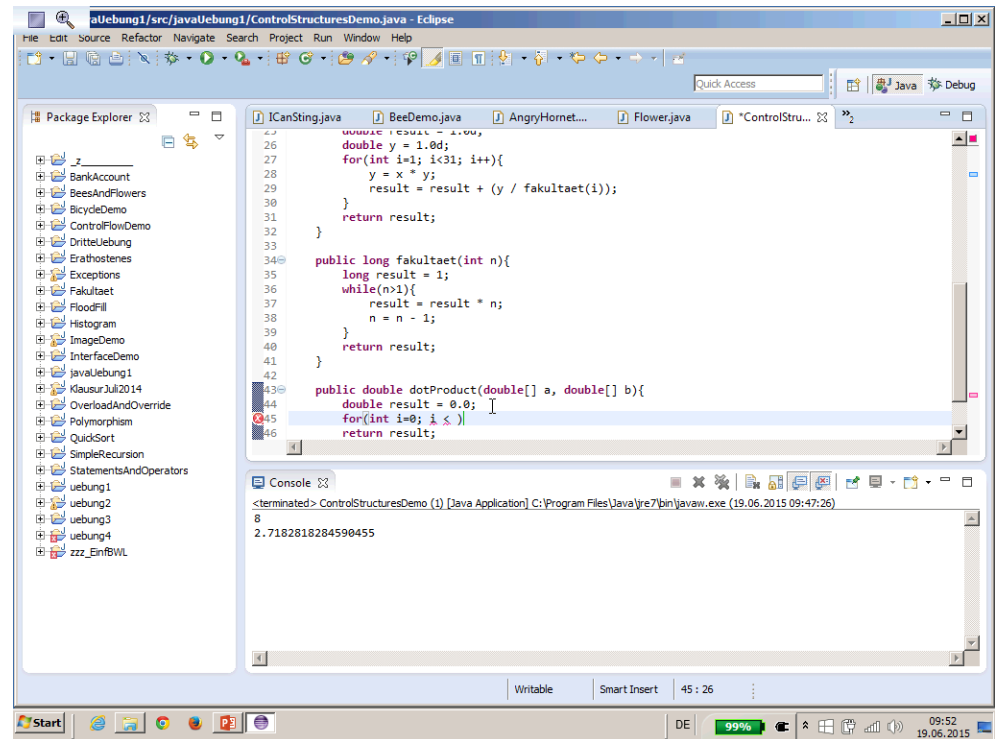
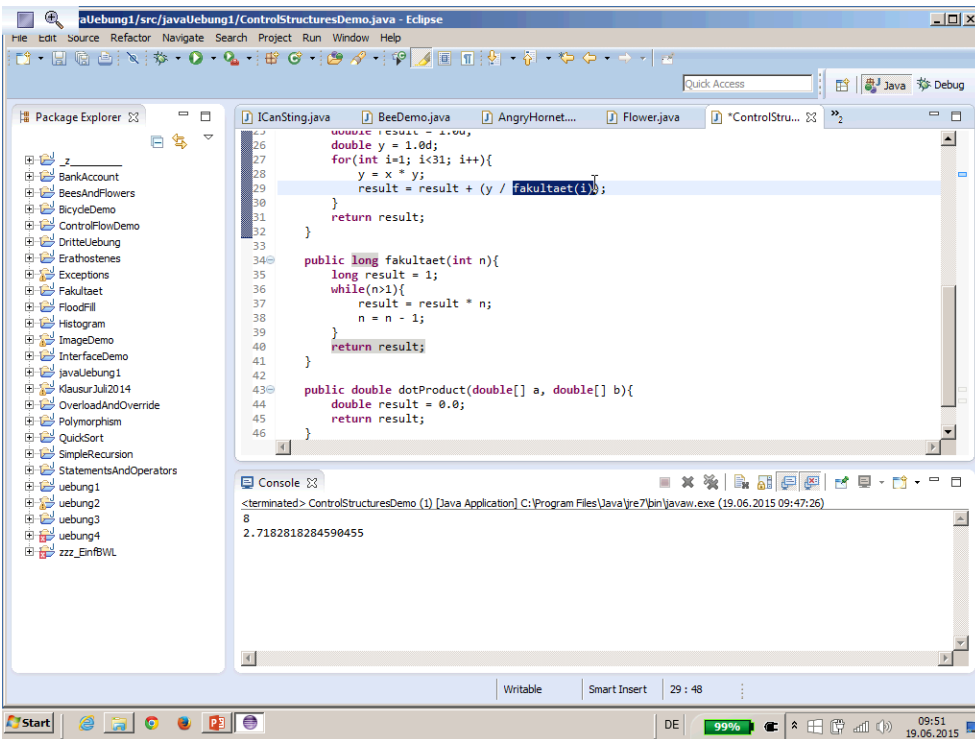


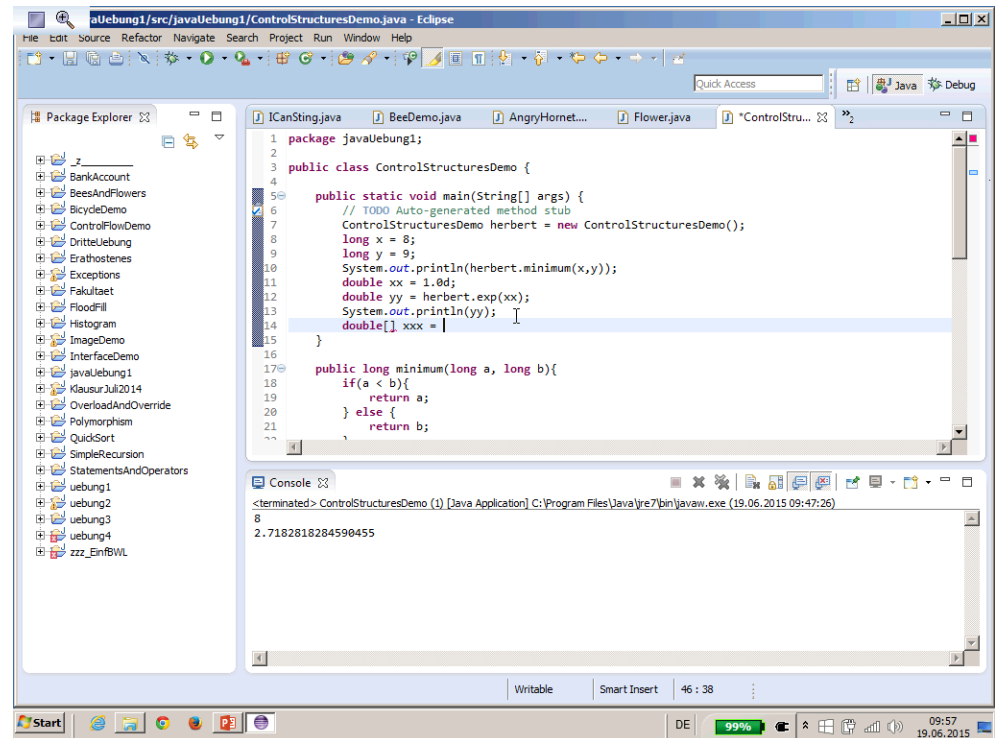
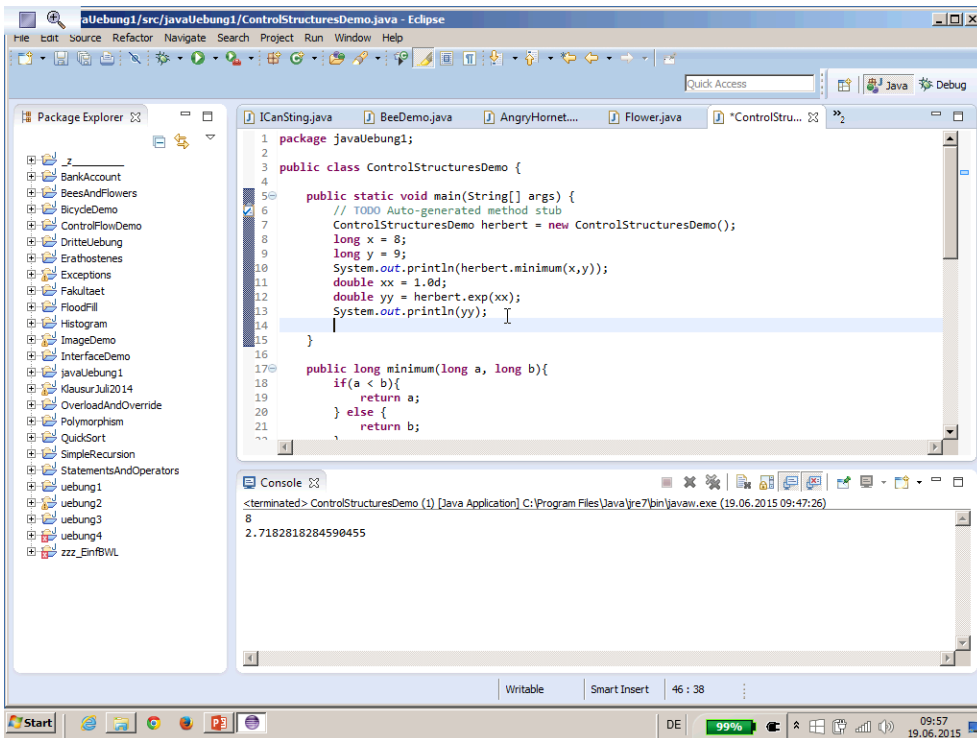
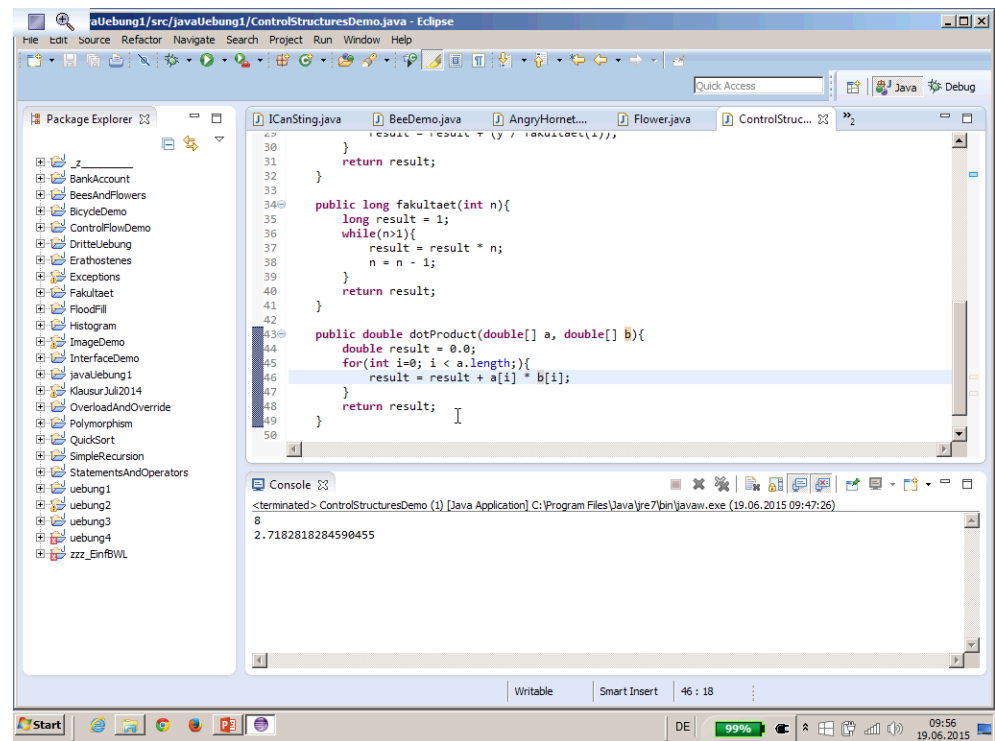
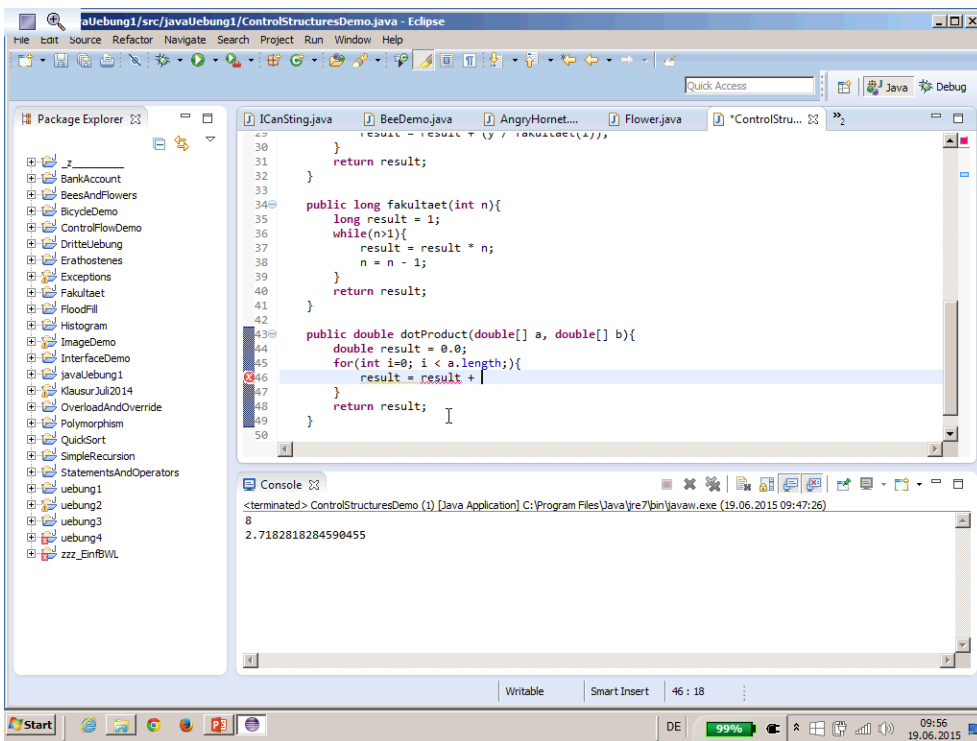


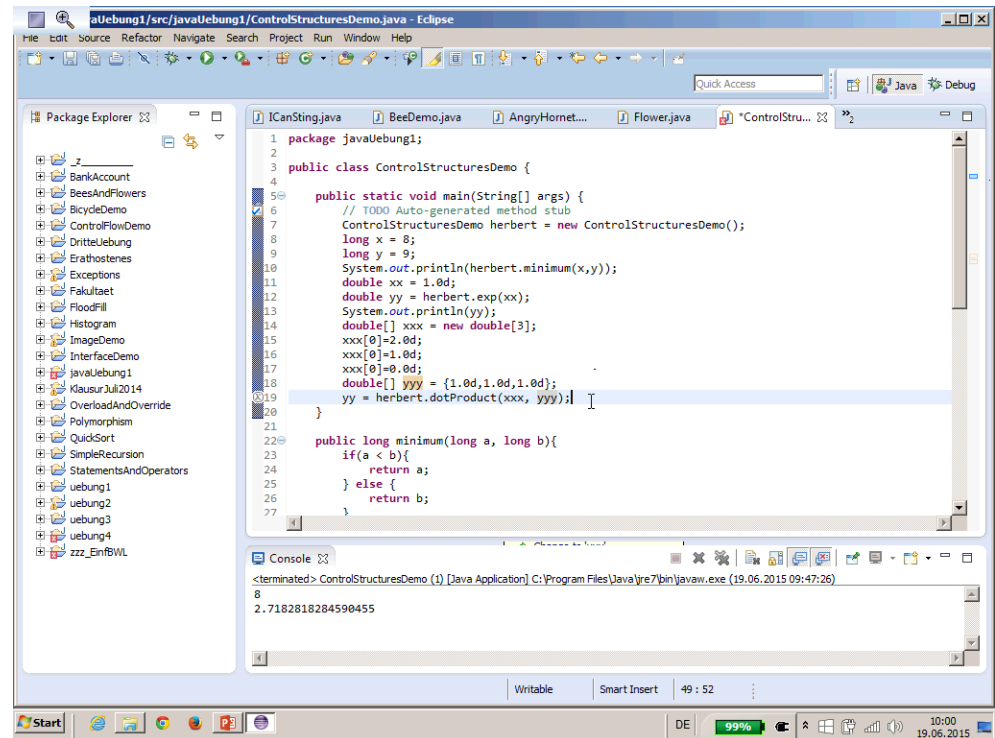
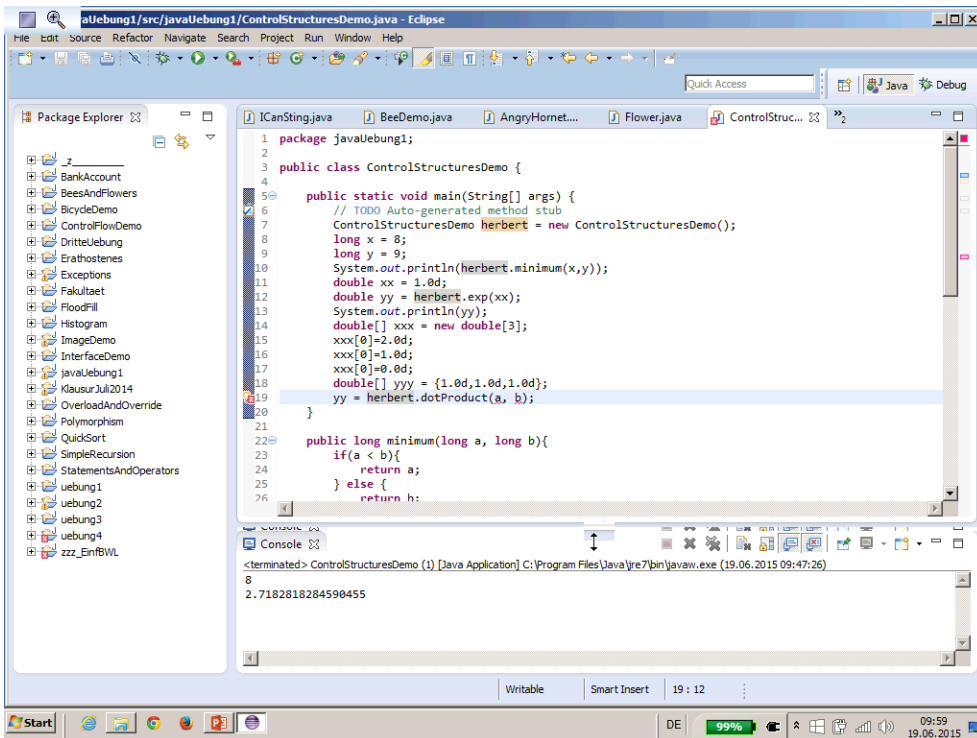
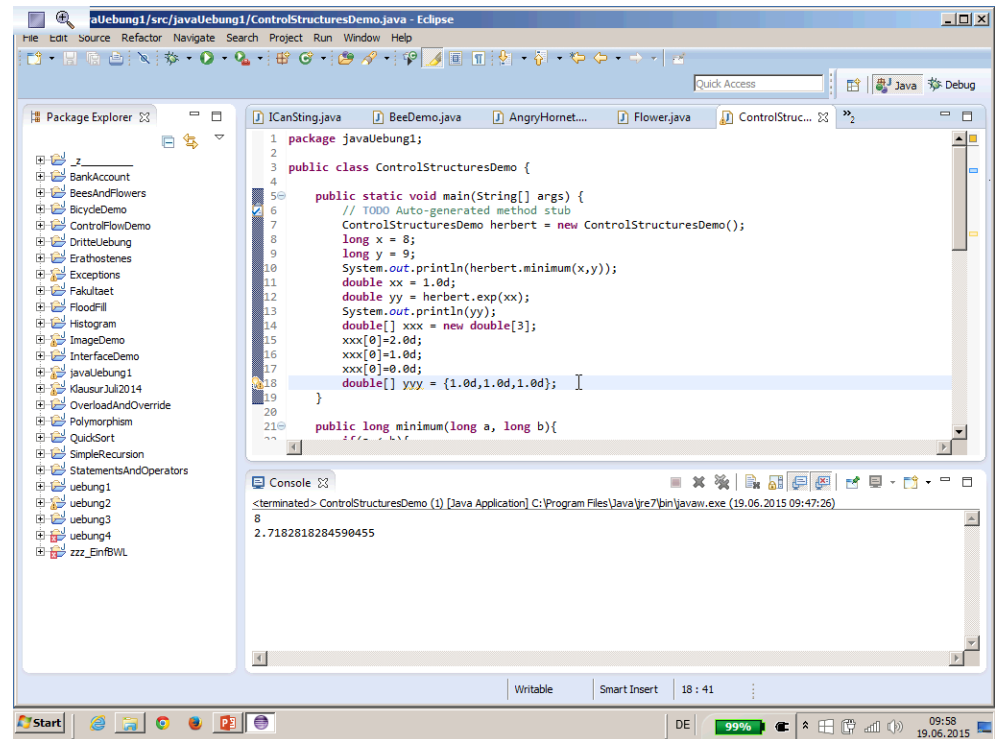
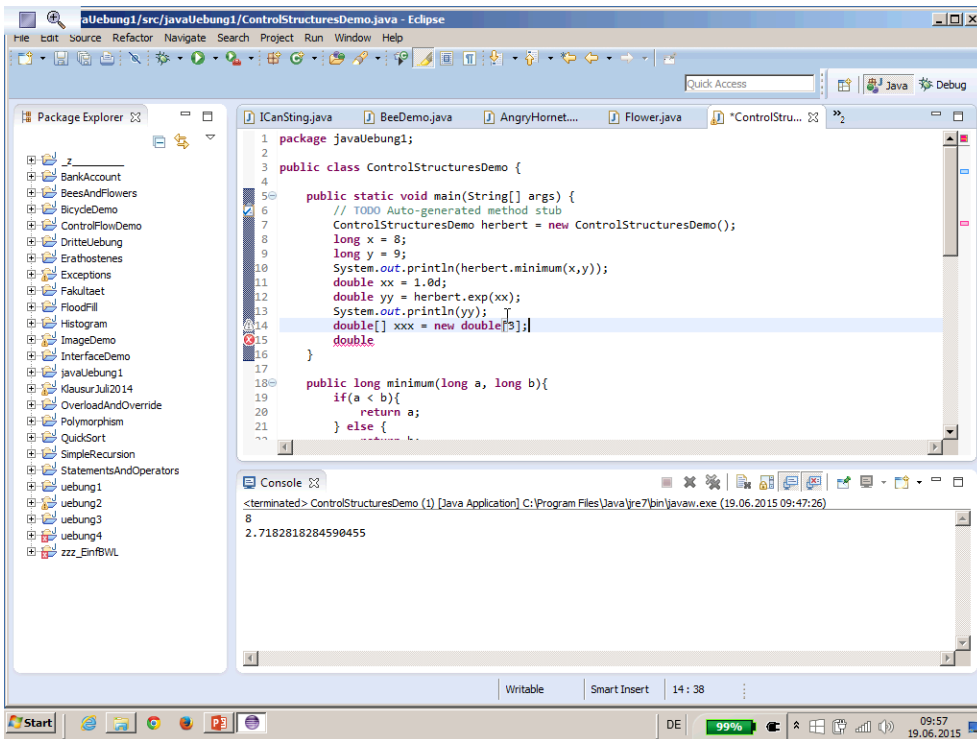


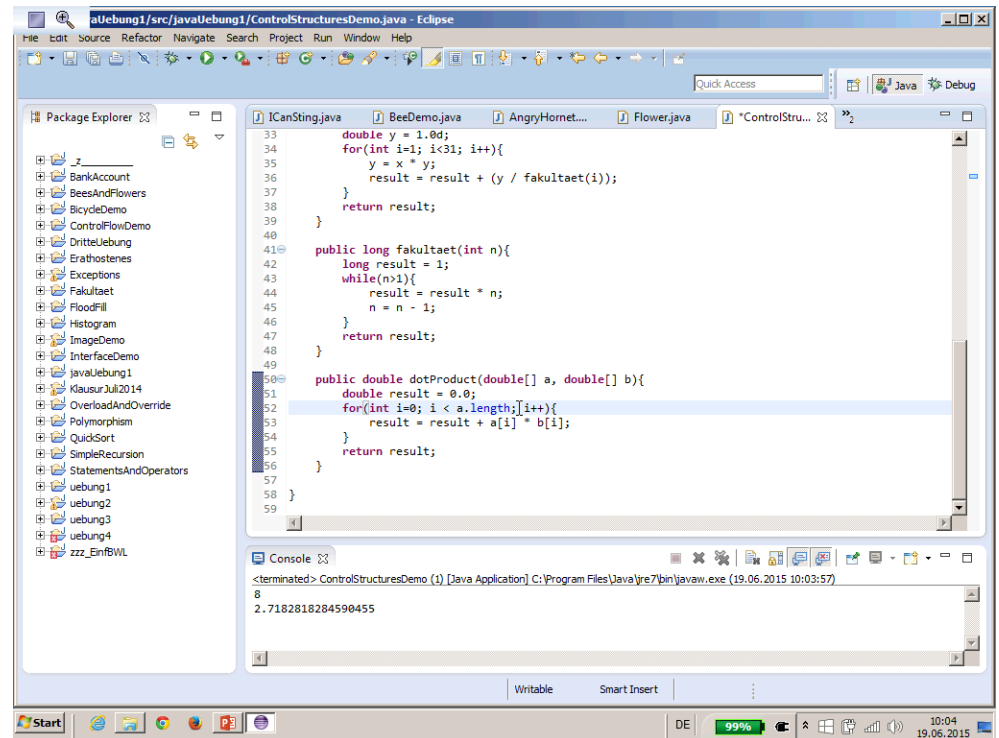
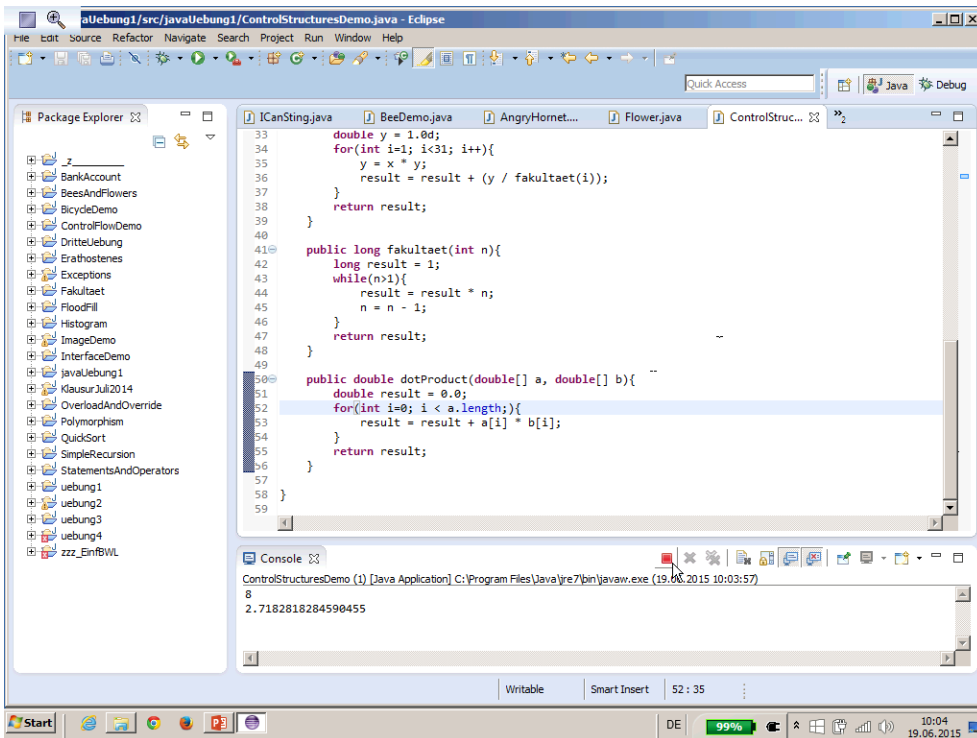
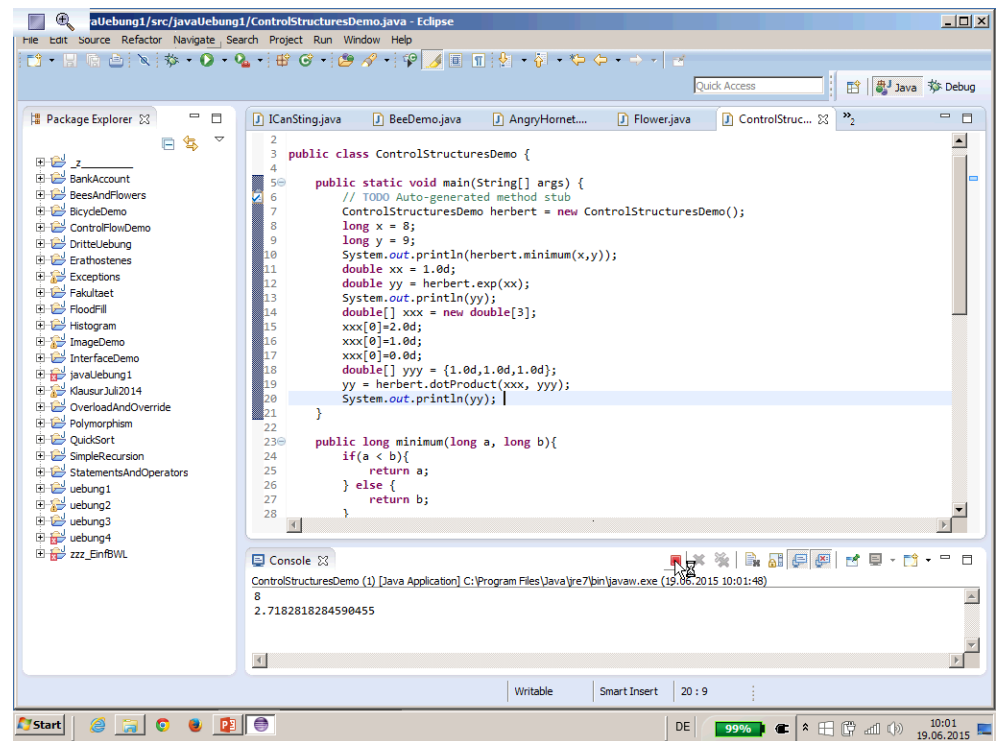
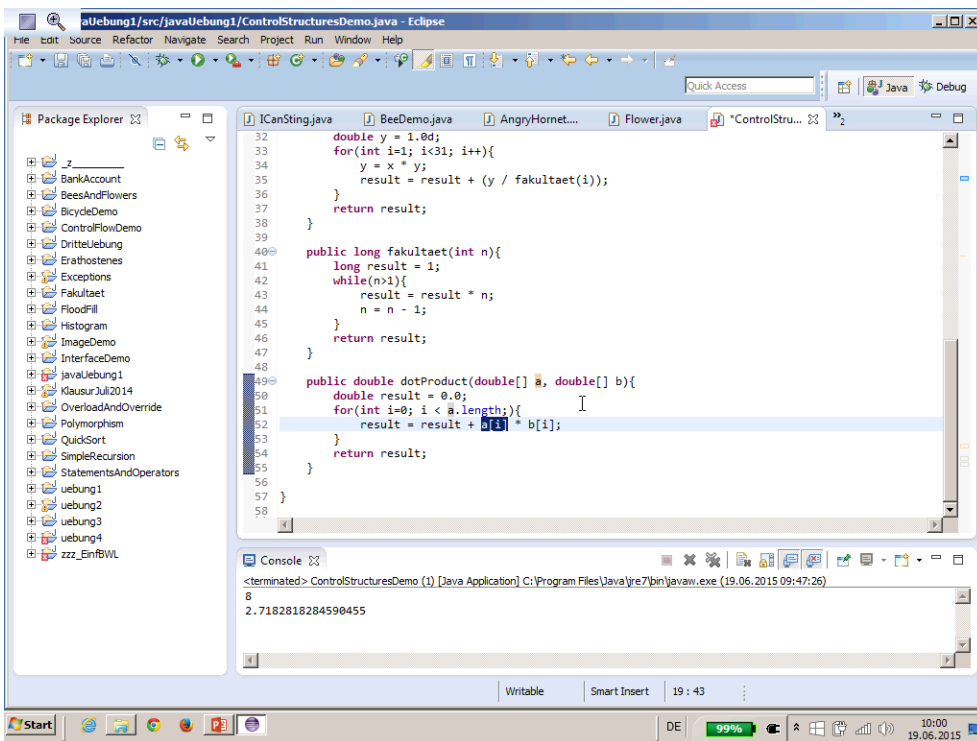


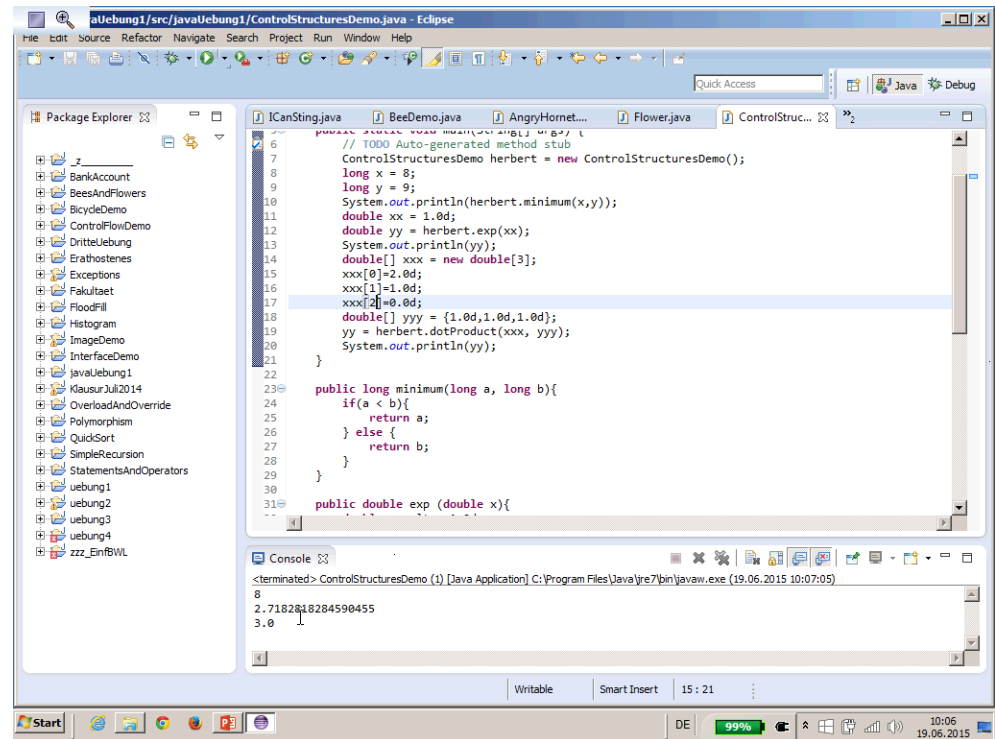
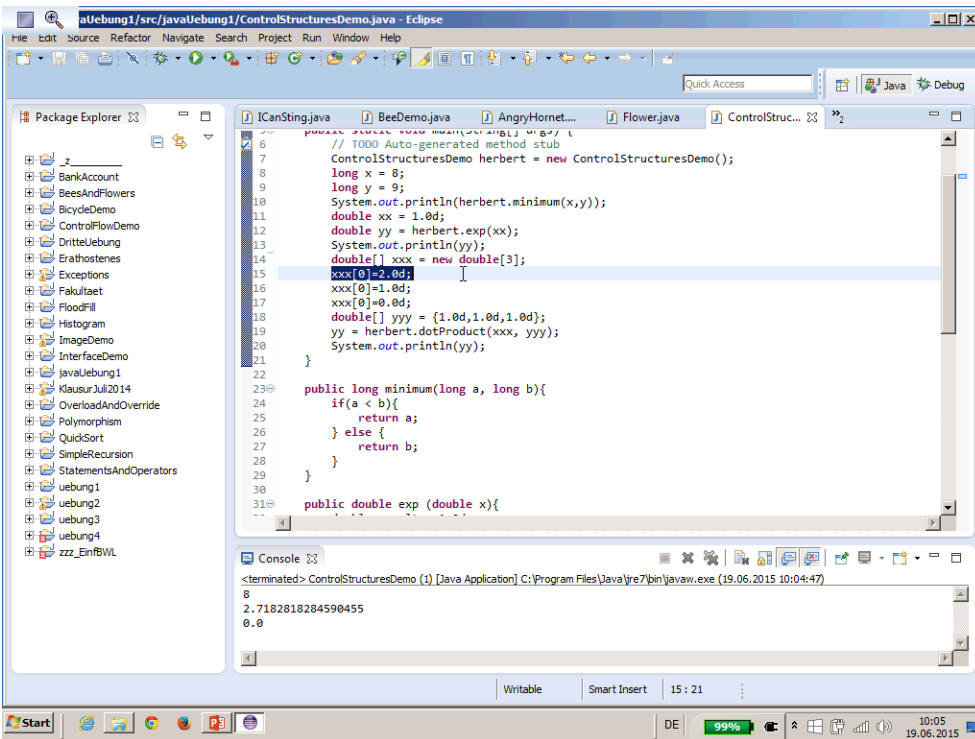
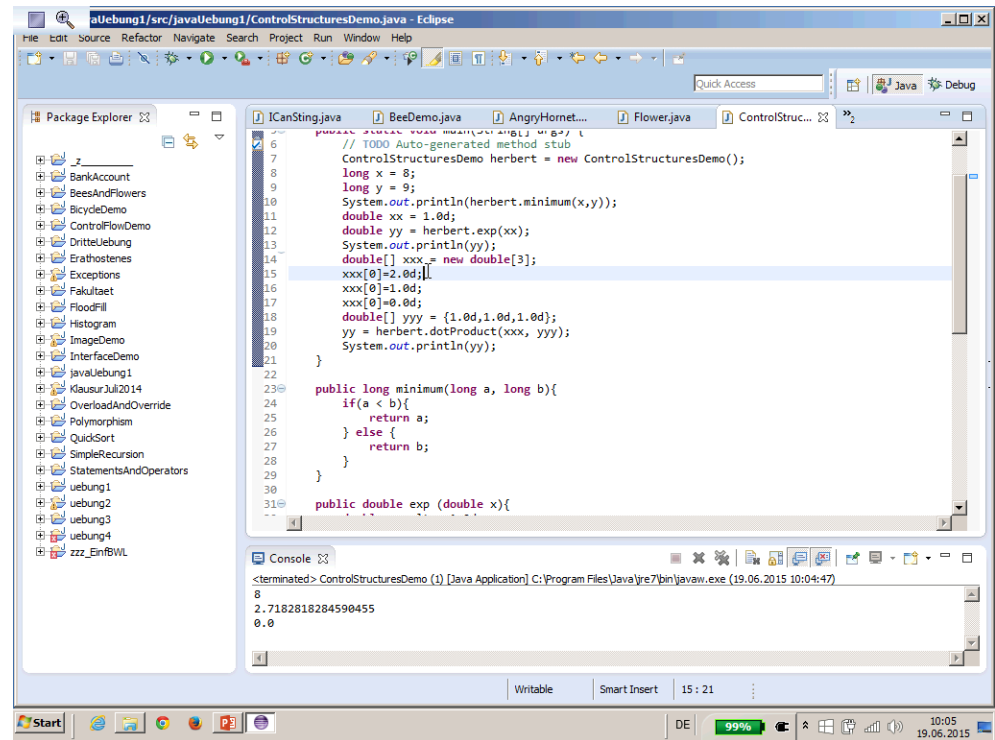
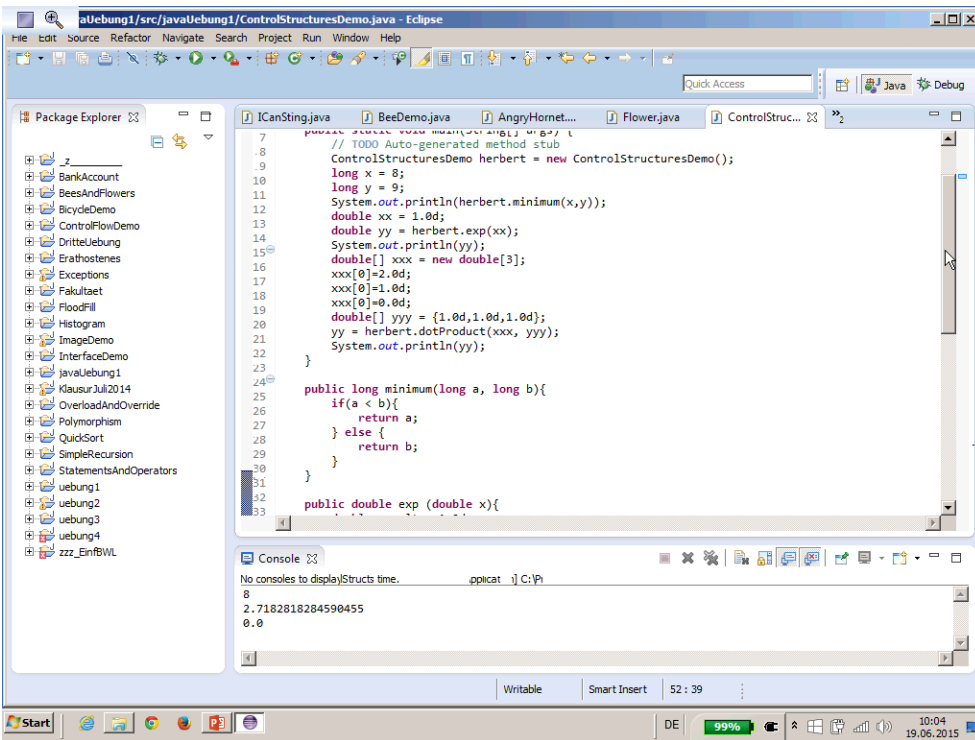


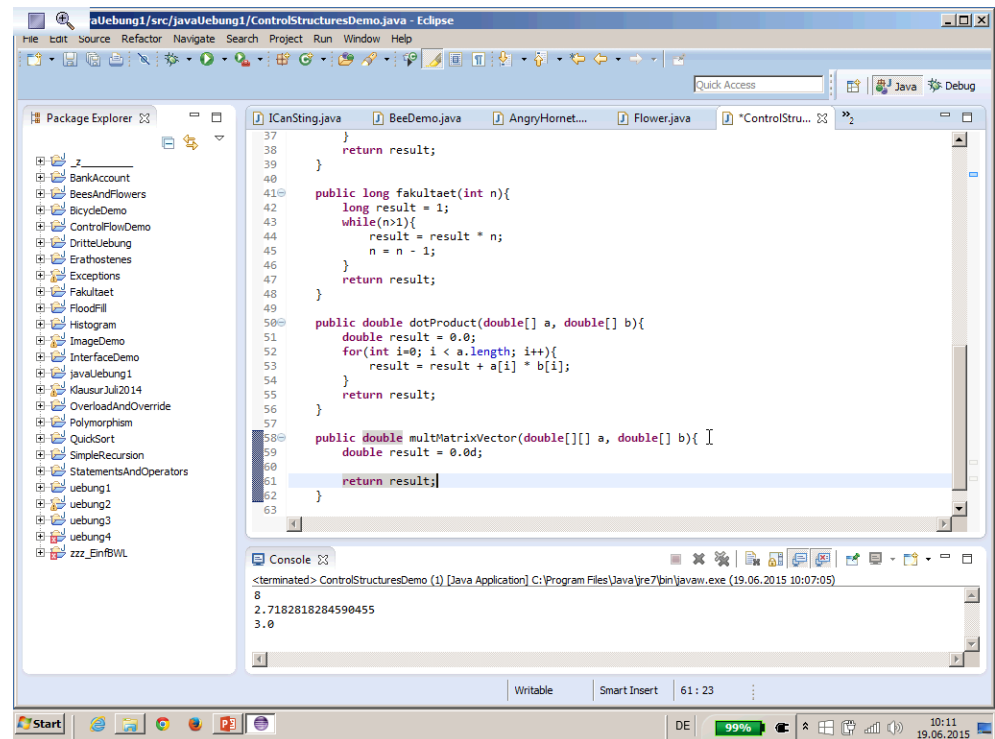
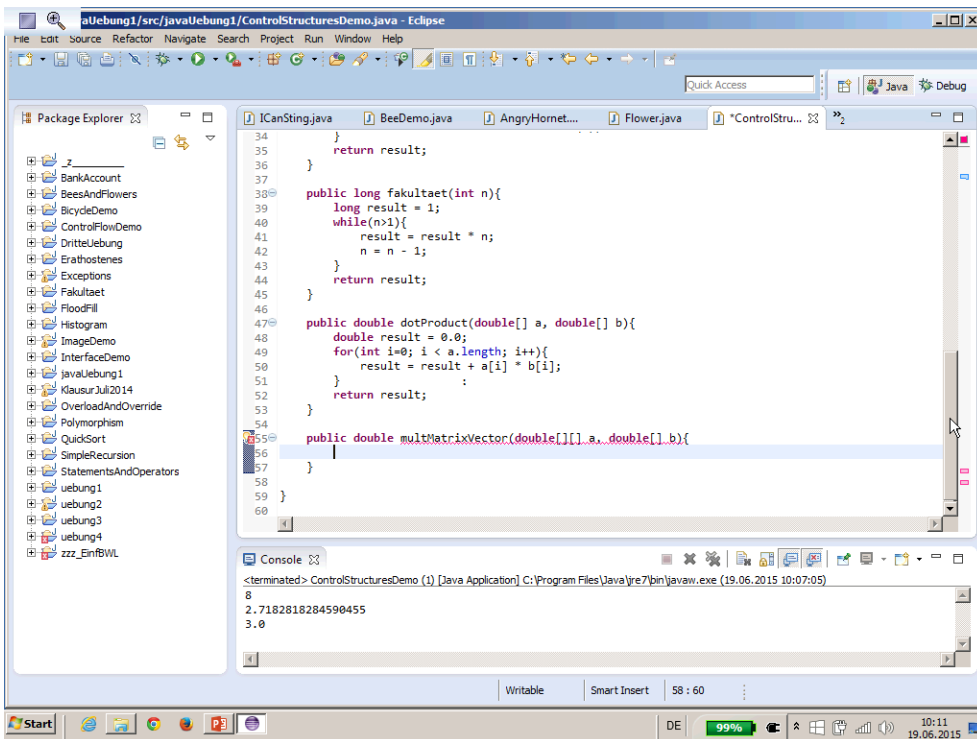
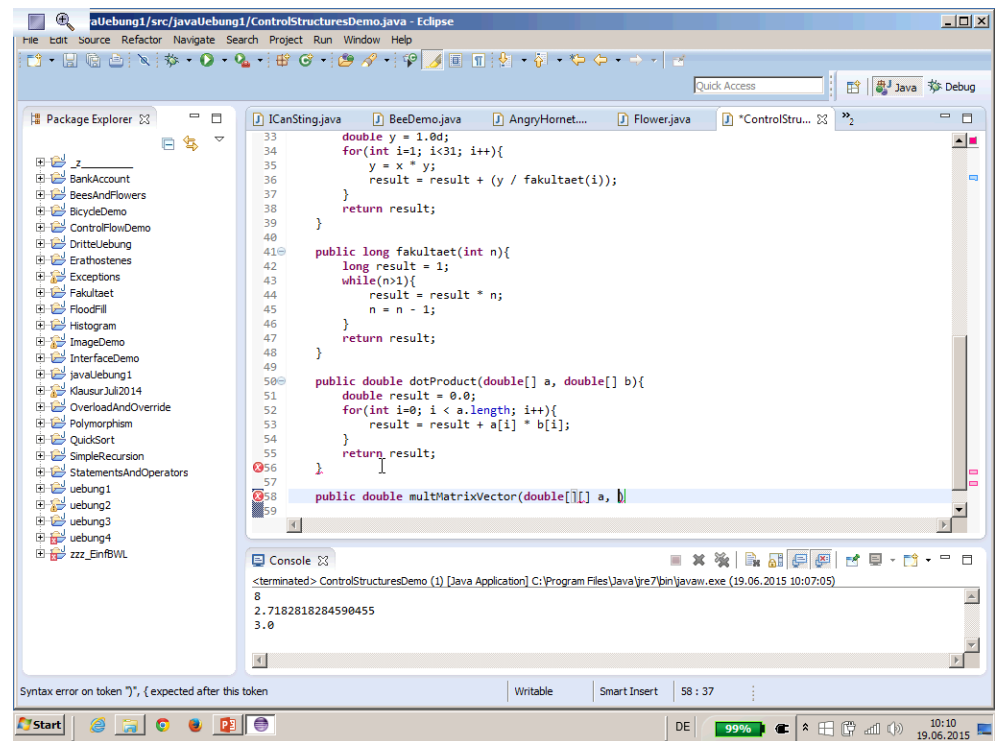
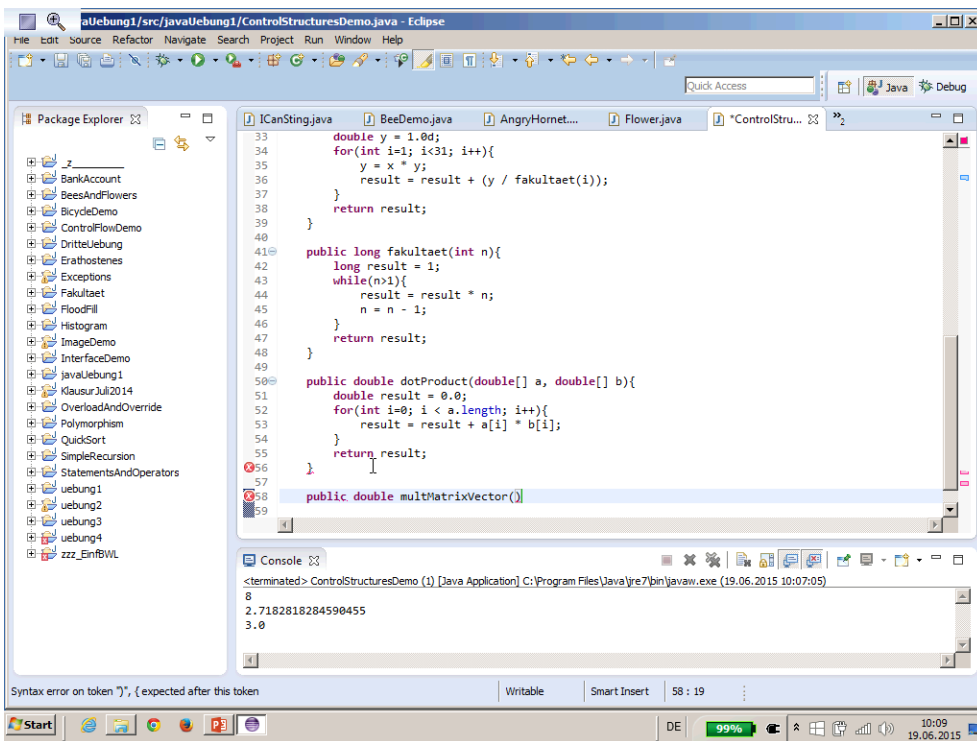


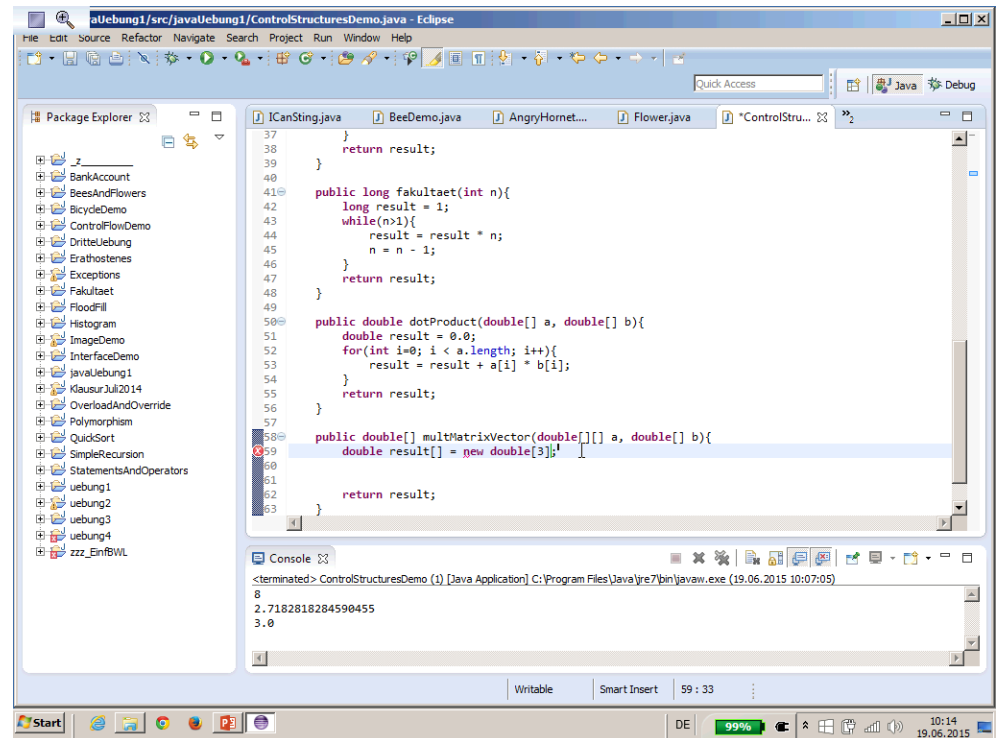
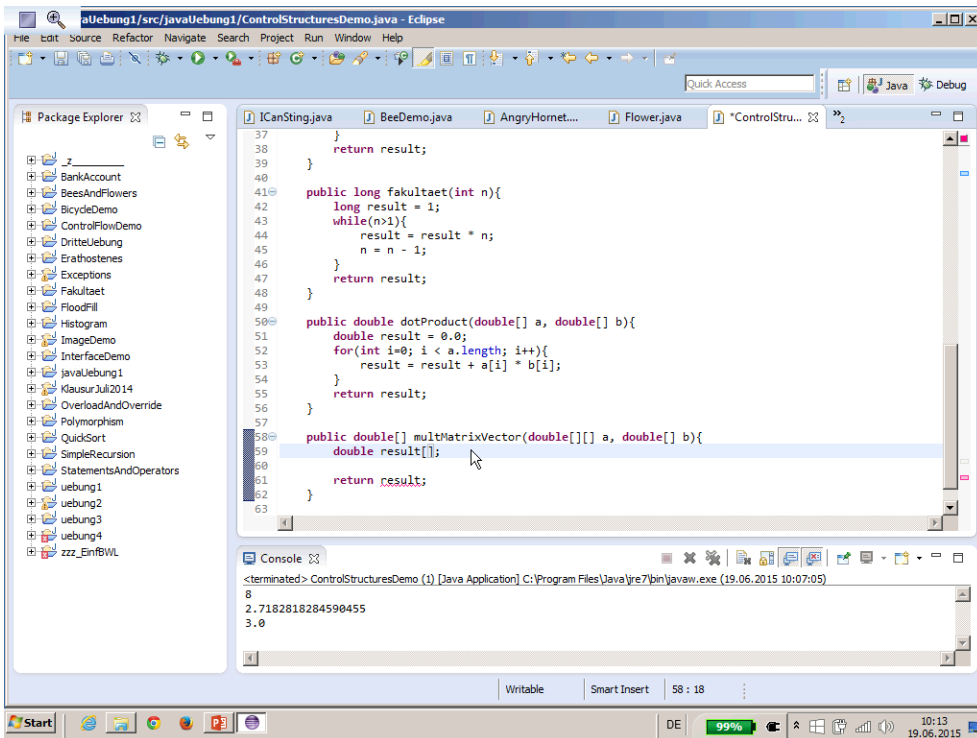
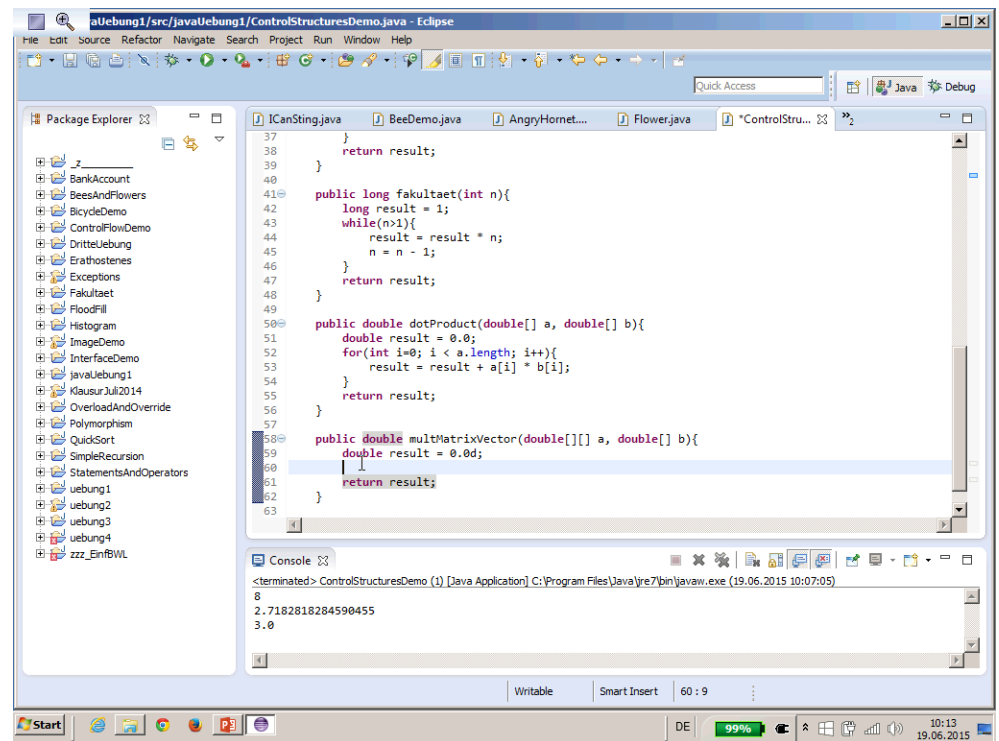
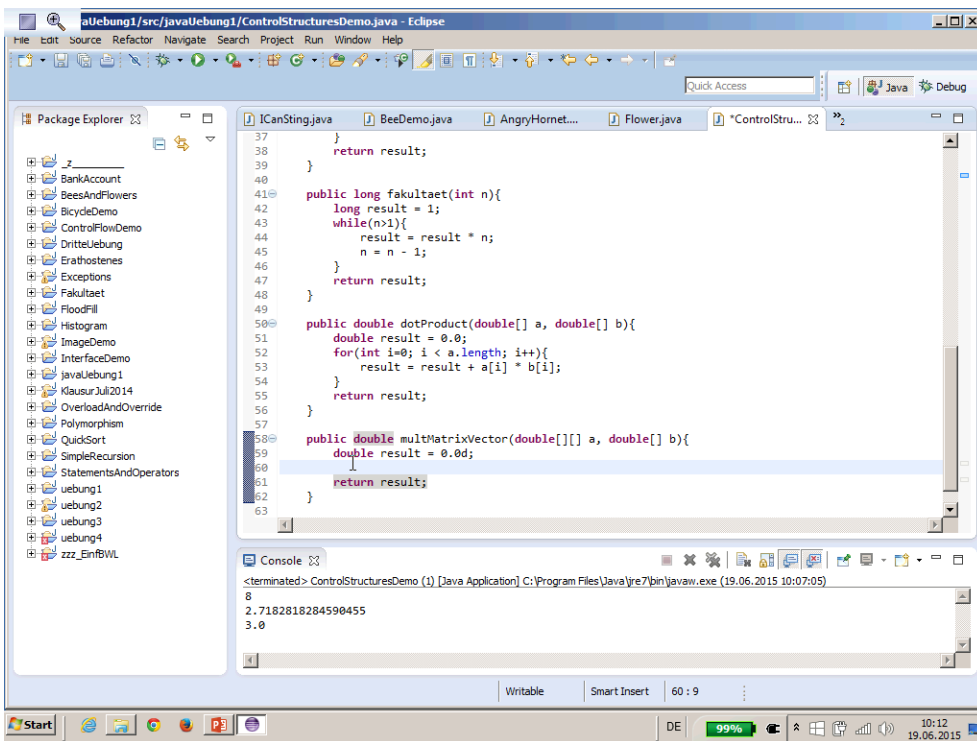


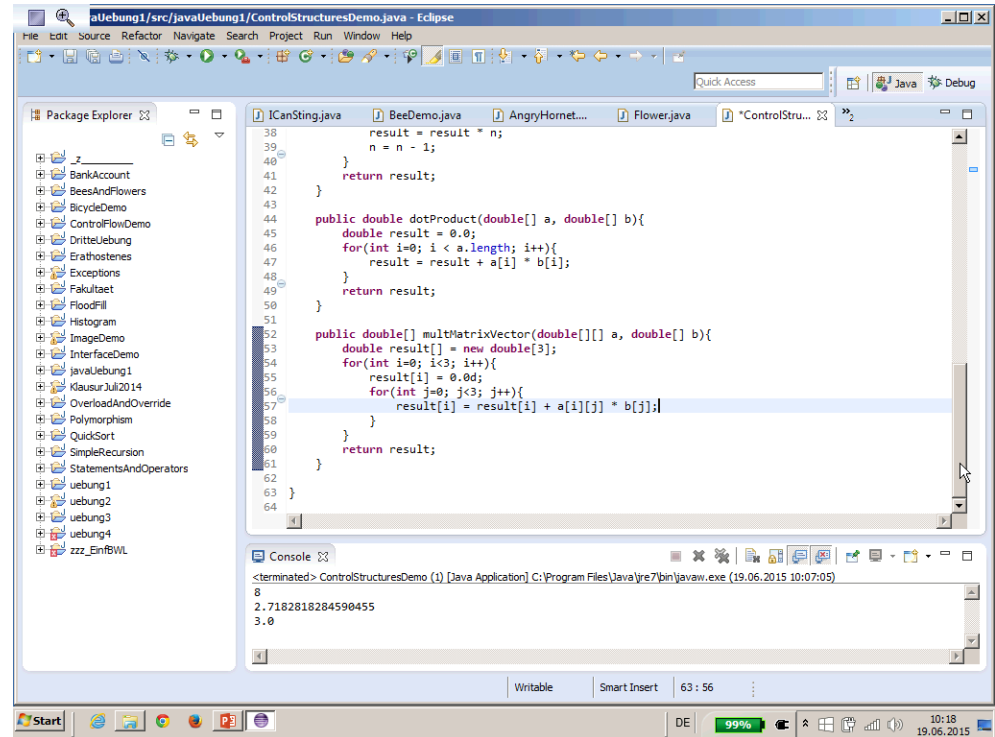
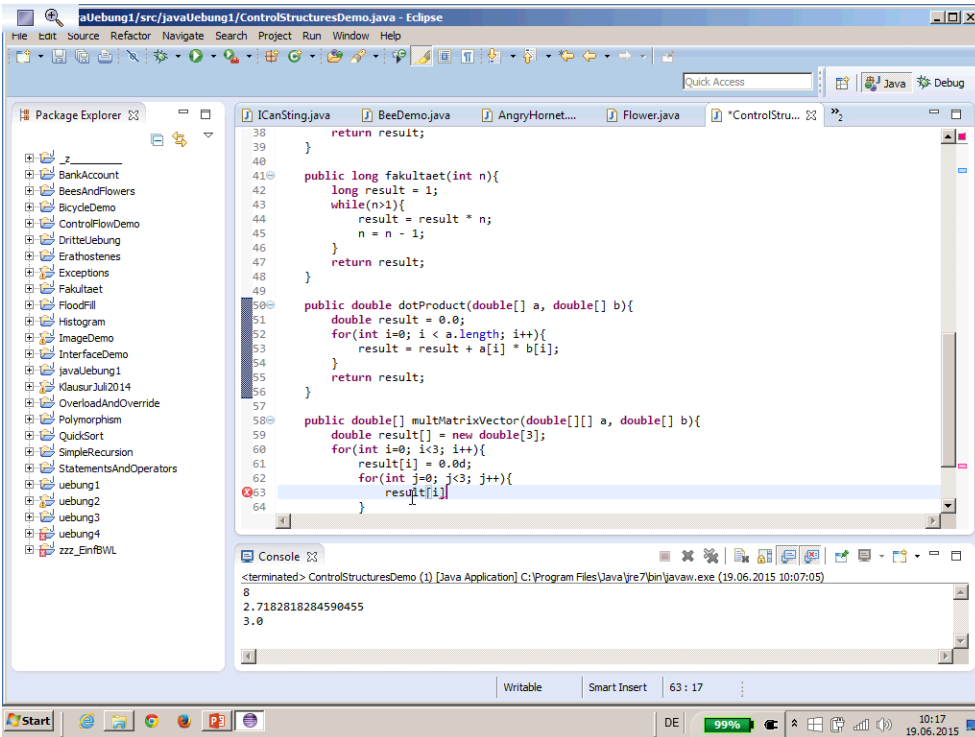
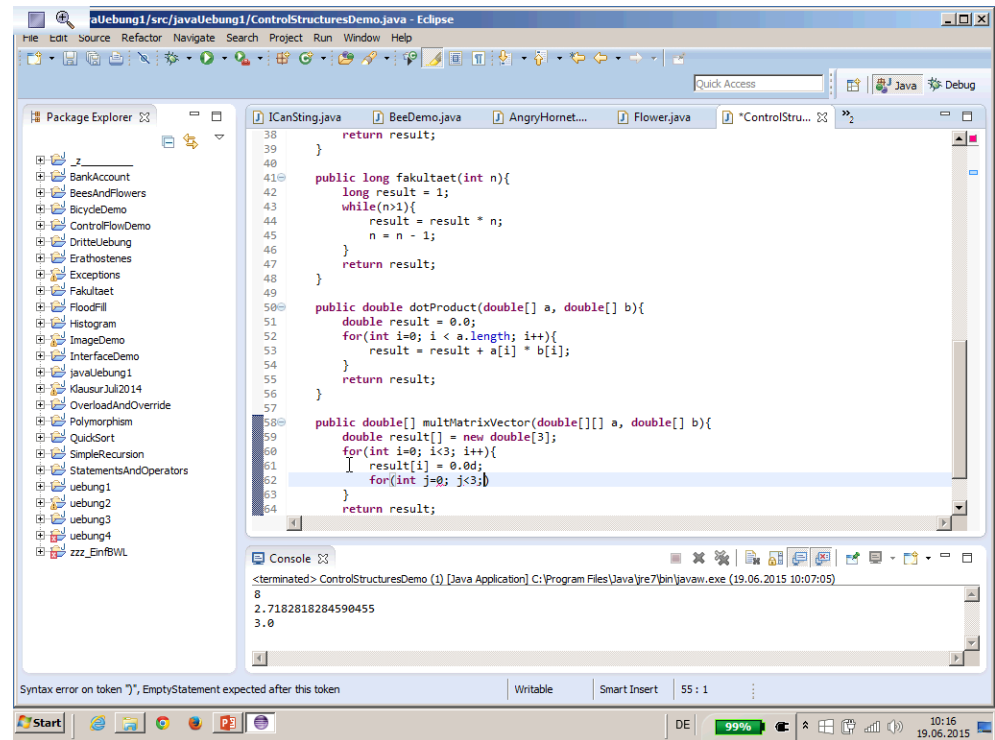
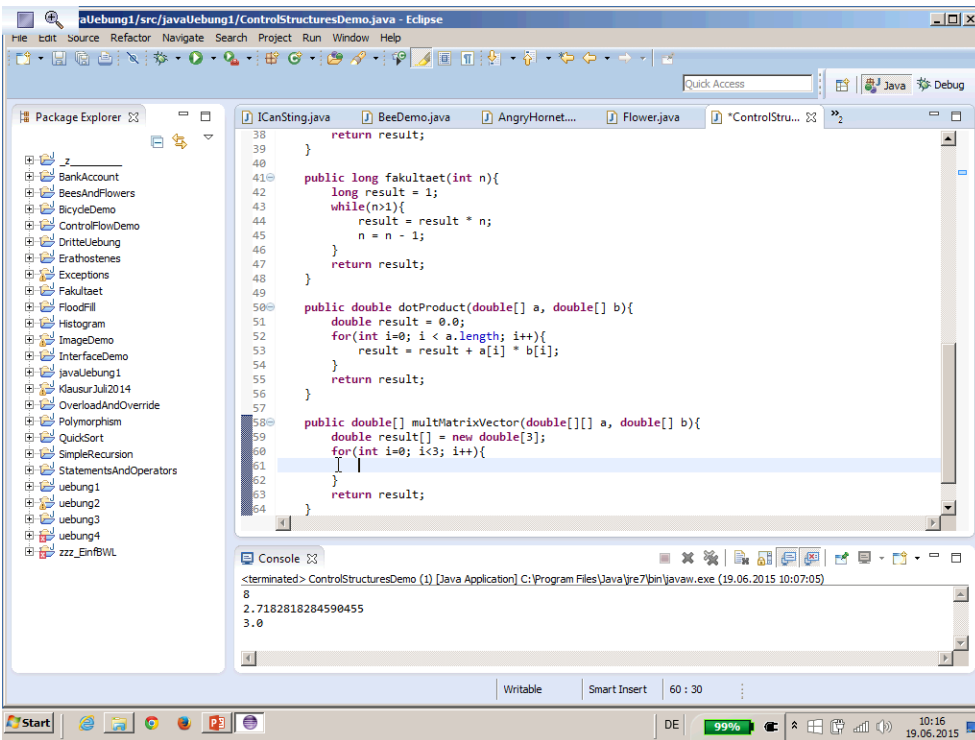


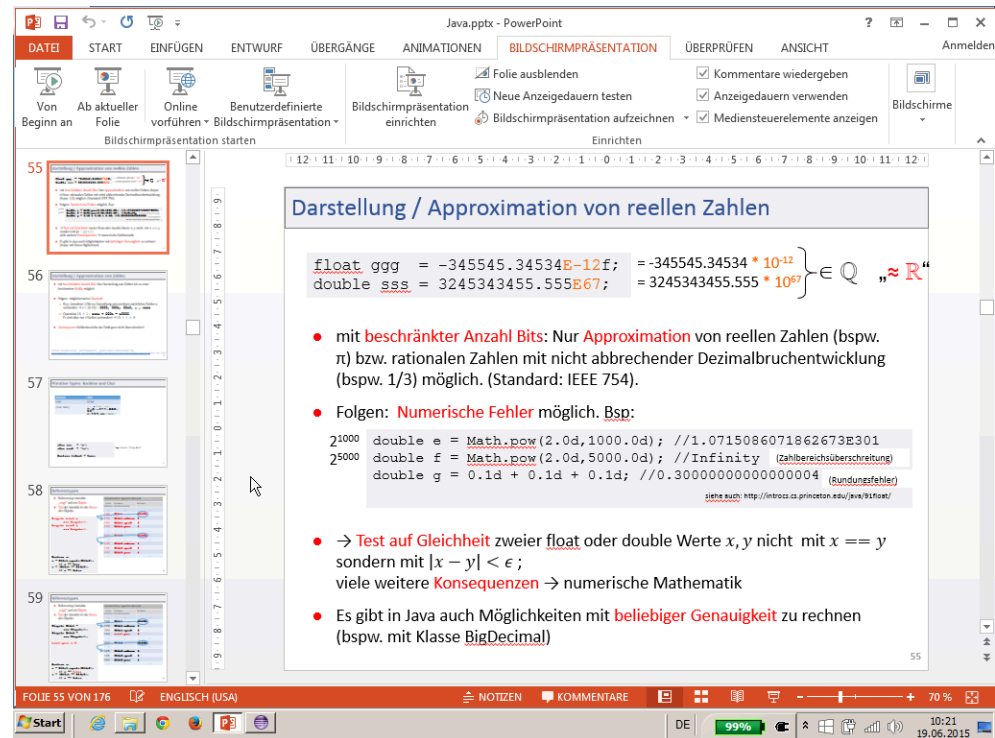
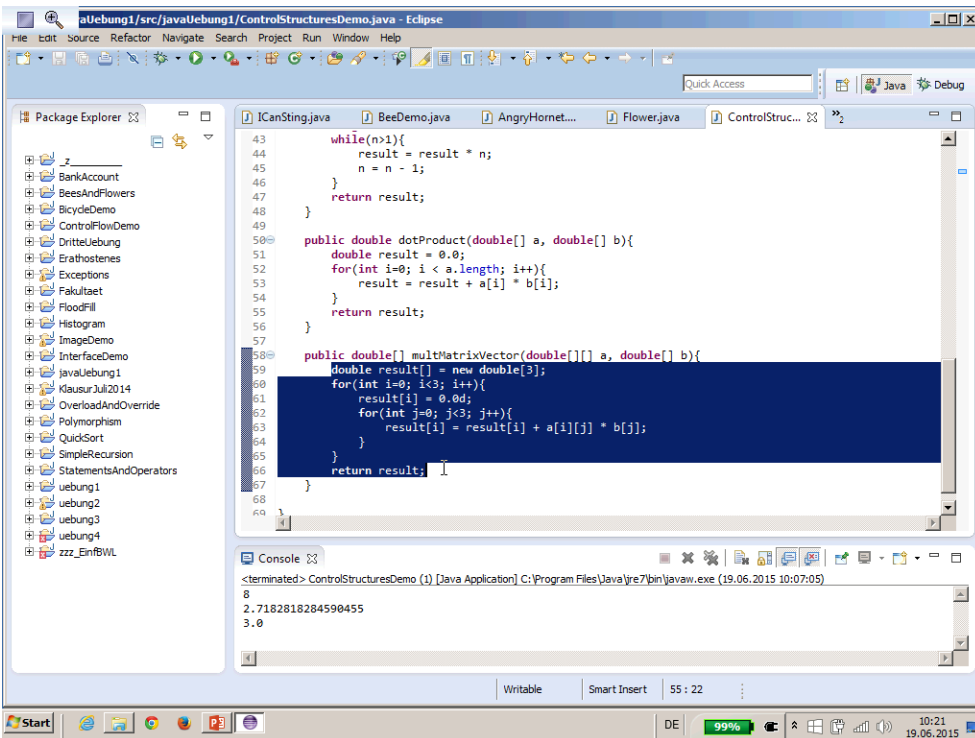
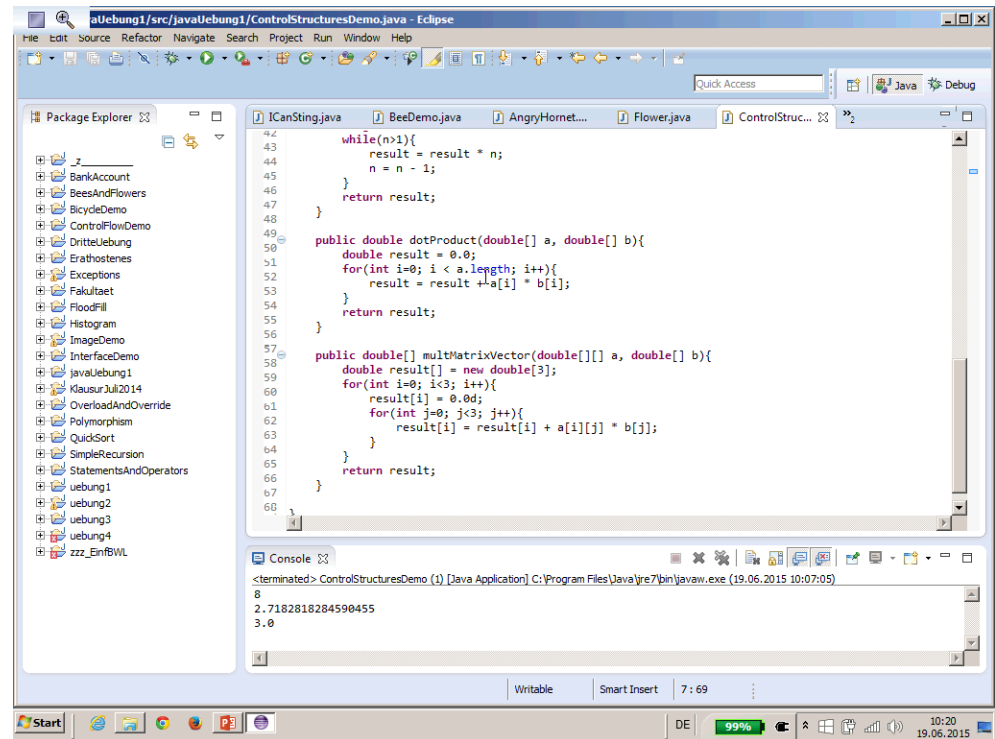
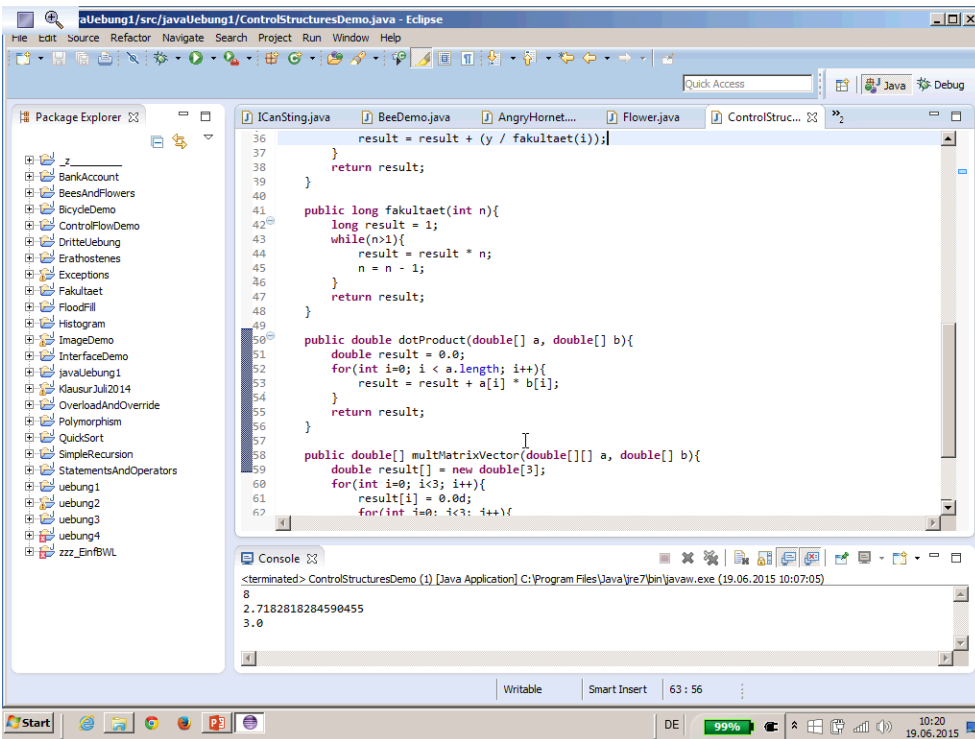












Klassen-Definitionen – Generelle Form

```
class Bicycle {
    public int
    public int
    public int

    public Bic
    gear
    cadenc
    speed
}

public void
    cadenc

}

public void chang
    gear = newVa
}

public void speed
    speed = spee
}

public void apply
    speed = spee
}
}
```

Klassen-Definitionen – Generelle Form:

```
modifier class MyClass extends MySuperClass
    implements YourInterface1, ...,
    YourInterfaceN
{
    // Attribute, Konstruktoren, Methoden
}
```

- wobei (Access) **modifier** : Bestimmte Kombinationen von { public, final, abstract } und { protected, private, static } (aber nur für innere Klassen)
- wobei **Namen** der Klasse, Oberklasse und der Interfaces frei wählbar

```
public class MountainBike extends Bicycle {
    public int seatHeight;

    public MountainBike(int startHeight, int startCadence,
        int startSpeed, int startGear)
    {
        super(startCadence, startSpeed, startGear);
        seatHeight = startHeight;
    }

    public void setHeight(int newValue) {
        seatHeight = newValue;
    }
}
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    }

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        seatHeight = newValue;
    }
}
```

Attribut-Deklarationen – Generelle Form

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

    public
}

public void
}

public void chang
    gear = newVa
}

public void speed
    speed = spee
}

public void apply
    speed = spee
}
}
```

Attribut-Deklarationen – Generelle Form

```
modifier type fieldName;
```

- wobei (Access) **modifier** : Bestimmte Kombinationen von { public, protected, private, static, final }
- wobei **type**: Jeder primitiver or Referenz-Typ

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    }

    public void setHeight(int newValue) {
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    }
}
```

Methoden-Definitionen – Generelle Form

```
class Bicycle {
    public i
    public i
    public i

    public B
    gea
    cad
    spe
}

public v
cad

public v
gear = newVa
}

public void speed
speed = spee
}

public void apply
speed = spee
}
}
```

Methoden-Deklarationen – Generelle Form:

```
modifier typeOfReturnValue methodName ( parameters )
throwsClauses {
    statements
}
```

- wobei (Access) **modifier** : Bestimmte Kombinationen von { public, protected, private, static, final }
- wobei **typeOfReturnValue** : Jeder primitive or Referenz-Typ des Rückgabewerts oder void
- parameters**: (kommt gleich)
- throwsClauses**: (kommt bei Exceptions)

```
public MountainBike(int startHeight, int startCadence,
                    int startSpeed, int startGear)
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    super(startCadence, startSpeed, startGear);
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{
    super(startCadence, startSpeed, startGear);
    seatHeight = startHeight;
}

public void setHeight(int newValue) {
    seatHeight = newValue;
}
```

Methoden-Definitionen – Generelle Form

```
class Bicycle {
    public i
    public i
    public i

    public B
    gea
    cad
    spe
}

public v
cad

public v
gear = newVa
}

public void speed
speed = spee
}

public void apply
speed = spee
}
}
```

Methoden-Deklarationen – Generelle Form:

```
modifier typeOfReturnValue methodName ( parameters )
throwsClauses {
    statements
}
```

- wobei (Access) **modifier** : Bestimmte Kombinationen von { public, protected, private, static, final }
- wobei **typeOfReturnValue** : Jeder primitive or Referenz-Typ des Rückgabewerts oder void
- parameters**: (kommt gleich)
- throwsClauses**: (kommt bei Exceptions)

```
public MountainBike(int startHeight, int startCadence,
                    int startSpeed, int startGear)
{
    super(startCadence, startSpeed, startGear);
    seatHeight = startHeight;
}

public void setHeight(int newValue) {
    seatHeight = newValue;
}
```

Konstruktoren (Constructors)

- können vollständige und konsistente **Initialisierung** der **Objekte** sicherstellen
- (auch generell für Methoden): Mehrere **Varianten** anbieten --> verschiedene Grade an Details für verschiedene Nutzer der Klasse (<--> Abstraktion (API), Information Hiding)
- Unterklassen-Konstruktoren**: Zugriff auf Oberklassen-Konstruktor mit **super** und Erweiterung nach Bedarf

```
class Bicycle {
    int cadence;
    int speed;
    int gear;

    Bicycle(int c, int s, int g) {
        cadence = c;
        speed = s;
        gear = g;
    }

    Bicycle(int g) {
        cadence = 0;
        speed = 0;
        gear = g;
    }
}
```

```
class Tandem extends Bicycle {
    int numberOfDrivers;

    Tandem(int c, int s, int g, int n) {
        super(c, s, g);
        numberOfDrivers = n;
    }
}
```

Konstruktoren (Constructors)

- können vollständige und konsistente **Initialisierung** der **Objekte** sicherstellen
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        gear = g;
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```

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class Tandem extends Bicycle {
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    Tandem(int c, int s, int g, int n) {
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        numberOfDrivers = n;
    }
}
```

103

Konstruktoren (Constructors)

- können vollständige und konsistente **Initialisierung** der **Objekte** sicherstellen
- (auch generell für Methoden): Mehrere **Varianten** anbieten --> verschiedene Grade an Details für verschiedene Nutzer der Klasse (<--> Abstraktion (API), Information Hiding)
- **Unterklassen-Konstruktoren**: Zugriff auf Oberklassen-Konstruktor mit **super** und Erweiterung nach Bedarf

```
class Bicycle {
    int cadence;
    int speed;
    int gear;

    Bicycle(int c, int s, int g) {
        cadence = c;
        speed = s;
        gear = g;
    }

    Bicycle(int g) {
        cadence = 0;
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class Tandem extends Bicycle {
    int numberOfDrivers;

    Tandem(int c, int s, int g, int n) {
        super(c, s, g);
        numberOfDrivers = n;
    }
}
```

103

Konstruktoren - Beispiel

```
class Person {
    String firstName;
    String lastName;
    long taxIdent;
}
// no constructor provided
// Requirement: taxIdent must be unique!
```

104

Konstruktoren - Beispiel

```
class Person {
    String firstName;
    String lastName;
    long taxIdent;
}
// no constructor provided
// Requirement: taxIdent must be unique!
```

104

```
// Manual initialization, easy to make a mistake (e.g. what about `taxIdent`?)
Person p1 = new Person();
p1.firstName = "Max";
p1.lastName = "Mustermann";
p1.taxIdent = 12345;

Person p2 = new Person();
p2.firstName = "Fabienne";
p2.lastName = "Fabelhaft";
p2.taxIdent = 12345; // oops!
```

104

```
// Manual initialization, easy to make a mistake (e.g. what about `taxIdent`?)
Person p1 = new Person();
p1.firstName = "Max";
p1.lastName = "Mustermann";
p1.taxIdent = 12345;

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p2.firstName = "Fabienne";
p2.lastName = "Fabelhaft";
p2.taxIdent = 12345; // oops!
```

104

Konstruktoren - Beispiel

```
class Person {
    String firstName;
    String lastName;
    long    taxIdent;                // Requirement: taxIdent must be unique!

    Person(String fName, String lName, long tIdent) { // now: constructor provided
        firstName = fName;
        lastName = lName;

        // Use the given tax identifier `tIdent` only if we can make sure it is unique:
        if (isUniqueTaxIdentifier(tIdent)) {
            taxIdent = tIdent;
        } else {
            System.err.println("Not unique!");
        }
    }
}
```

```
// Complete and consistent.
Person p1 = new Person("Max", "Mustermann", 12345);
```

105

Konstruktoren - Beispiel

```
class Person {
    String firstName;
    String lastName;
    long    taxIdent;                // Requirement: taxIdent must be unique!

    Person(String fName, String lName, long tIdent) { // now: constructor provided
        firstName = fName;
        lastName = lName;

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}
```

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// Complete and consistent.
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105

Konstruktoren - Beispiel

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        firstName = fName;
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        }
    }
}
```

```
// Complete and consistent.
Person p1 = new Person("Max", "Mustermann", 12345);
```

105

Methodenaufruf und Parameter-Übergabe

Übergabe einer **Liste von Parametern** an Methoden / Konstruktoren

```
int doSomething(int primitiveParameter1,
                SomeClass referenceParameter)
{
    int someInt = 17 + 9;
    primitiveParameter1 = 17;
    referenceParameter = null;
    return someInt;
}
```

108