

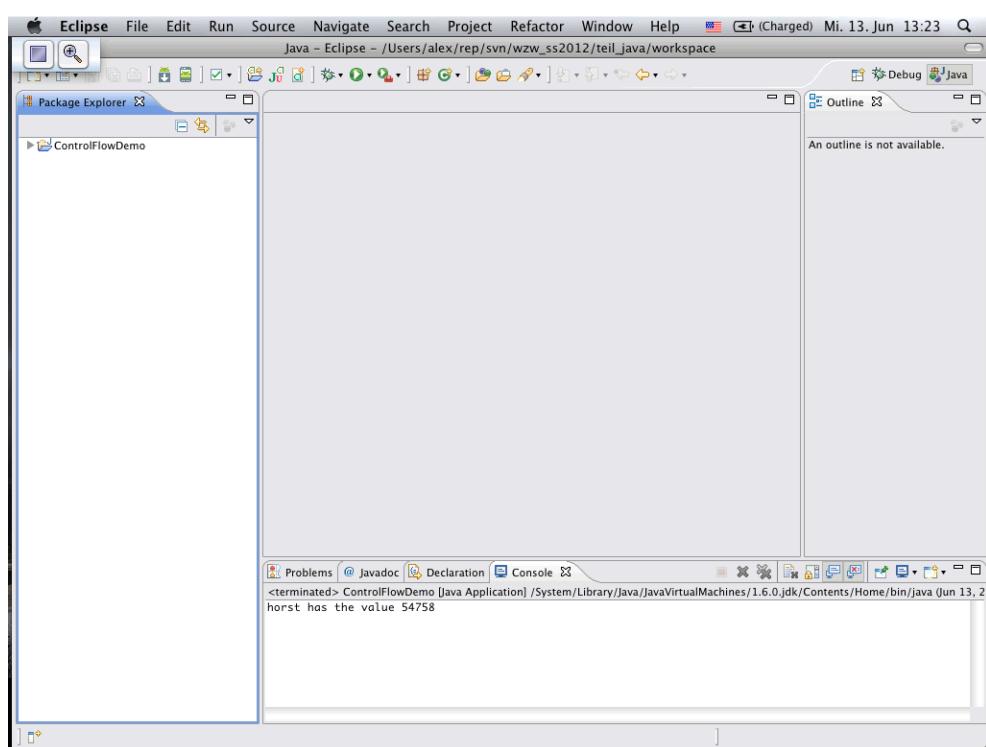
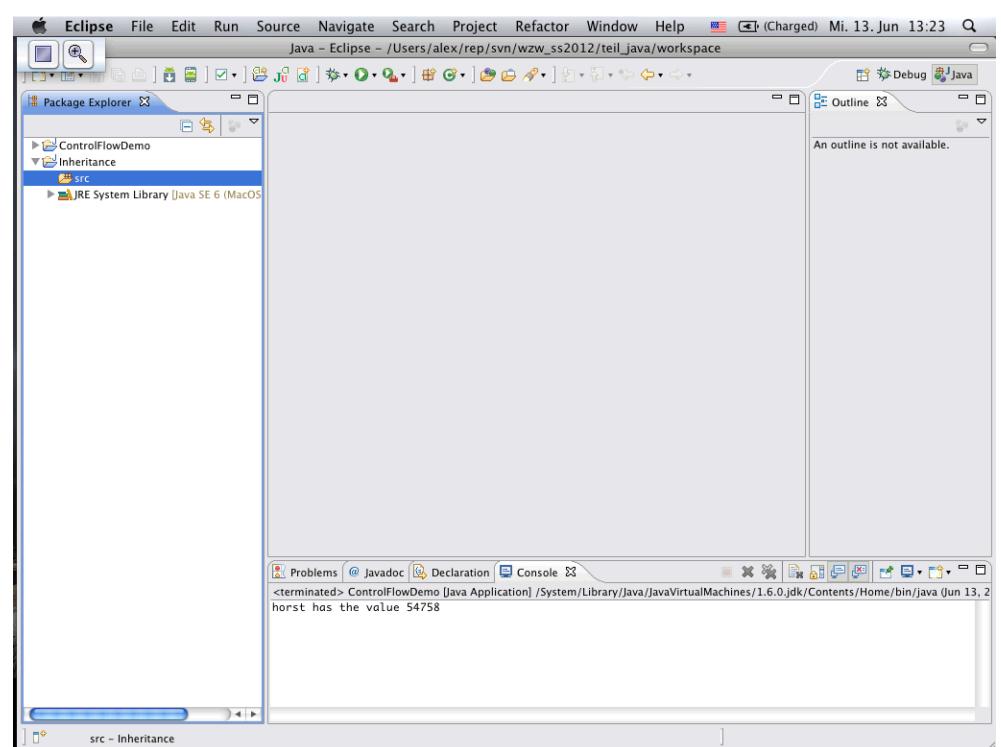
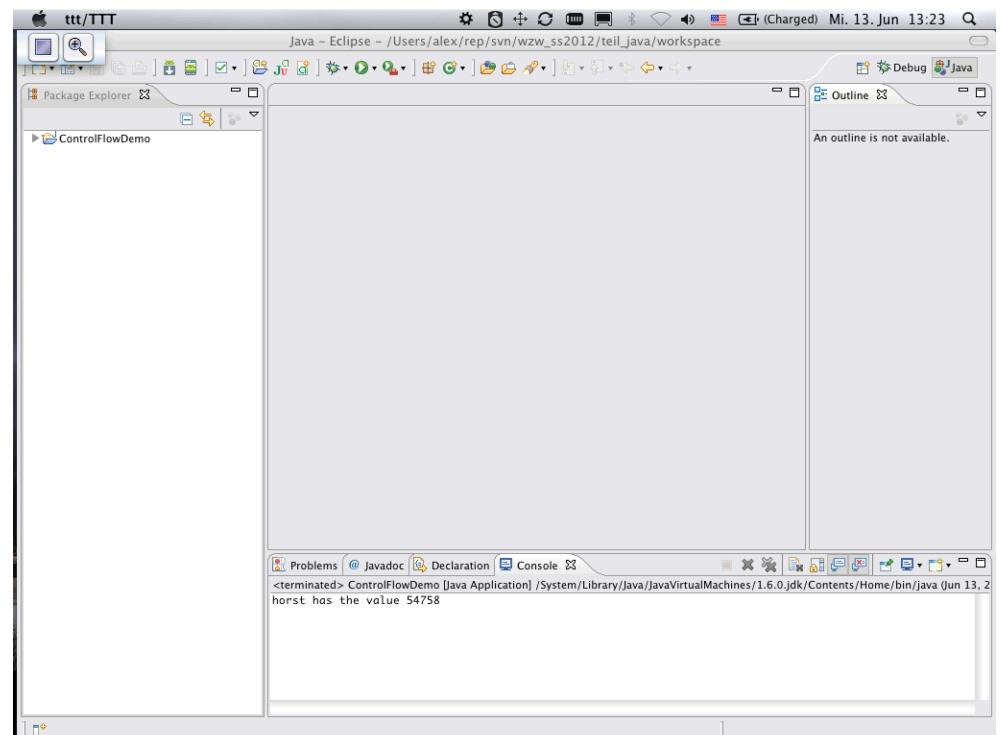
Script generated by TTT

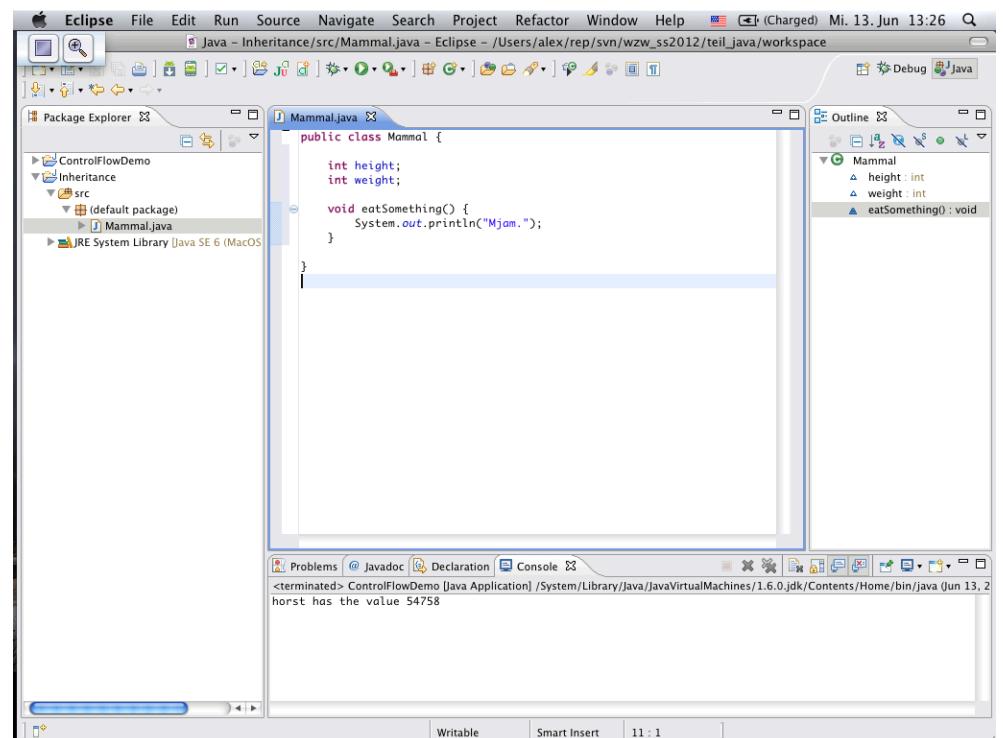
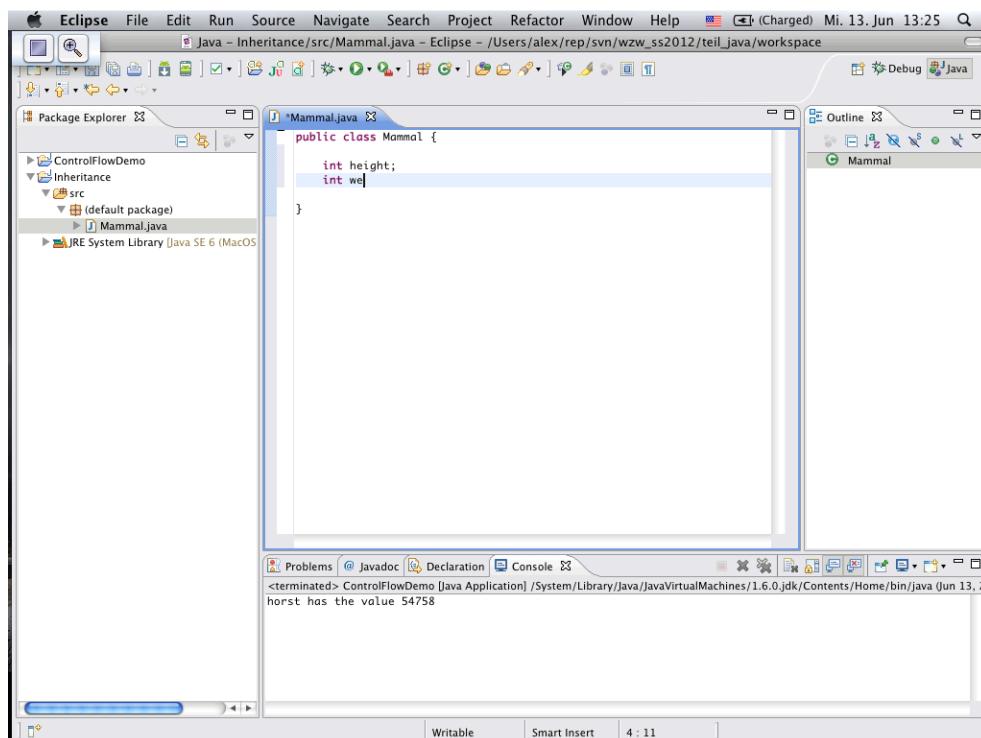
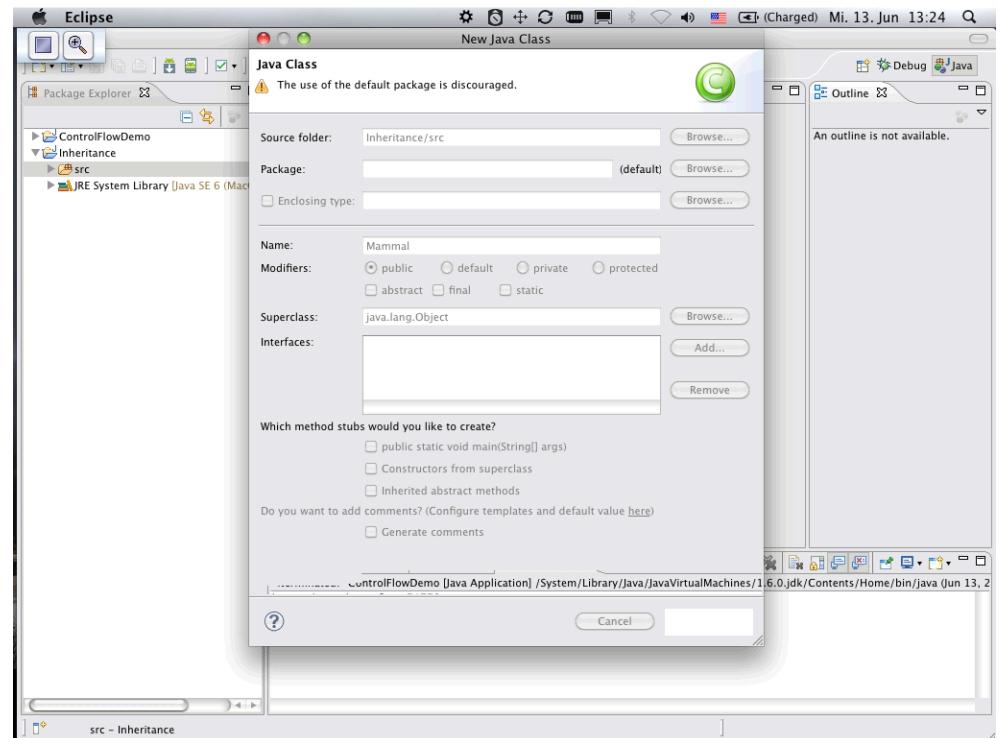
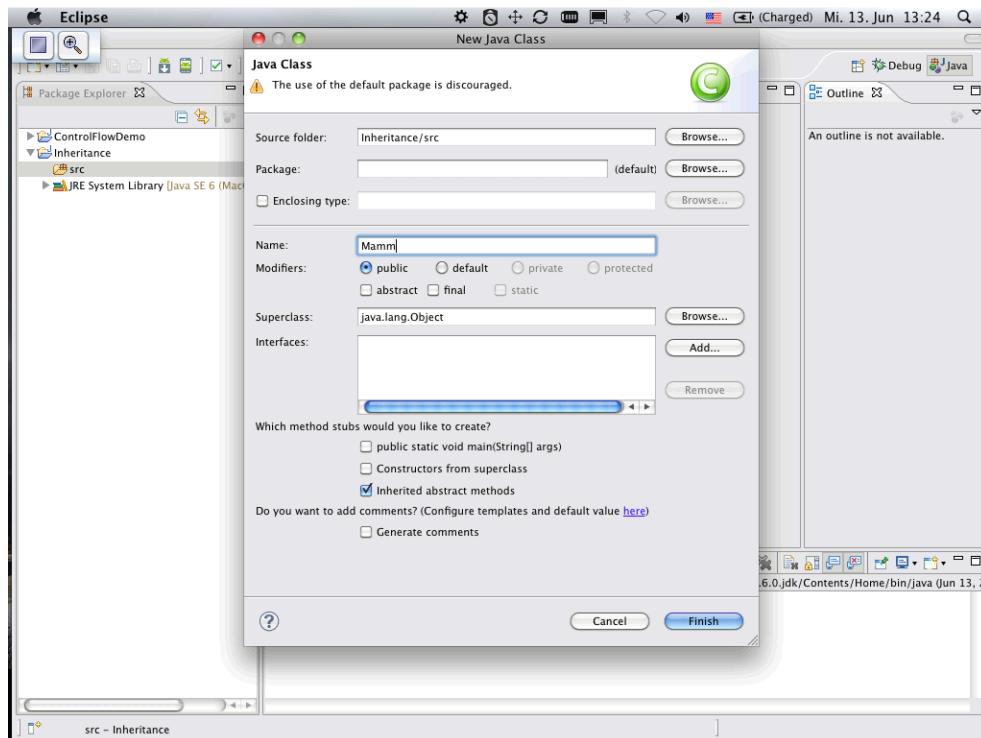
Title: Lehmann: Uebung_Einf_HF (08.06.2012)
2v2

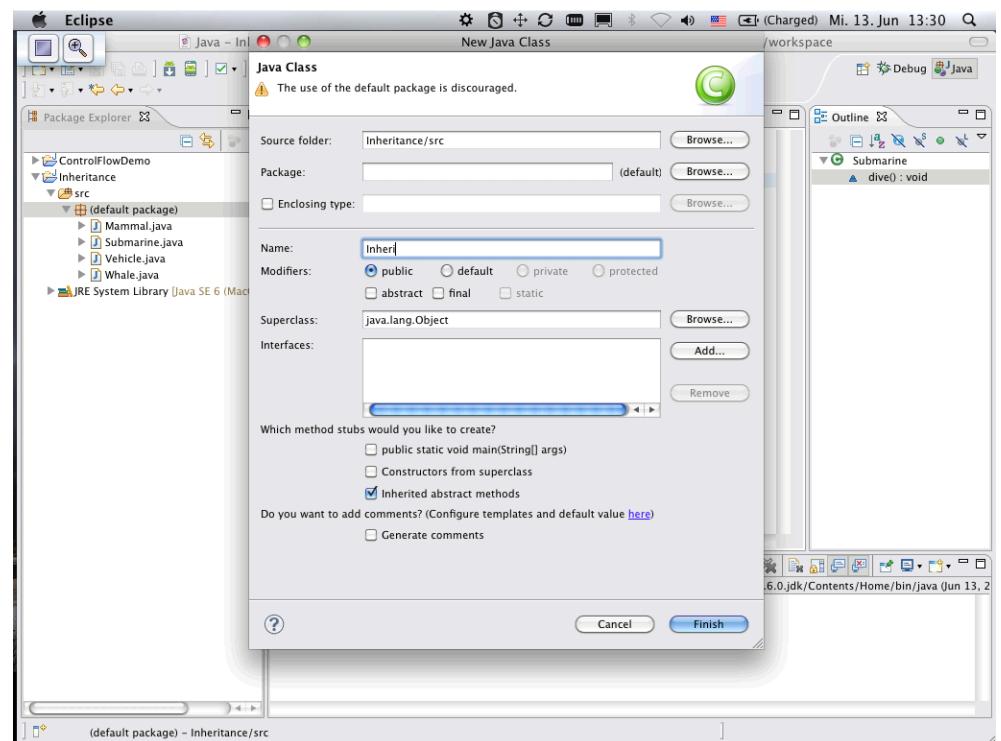
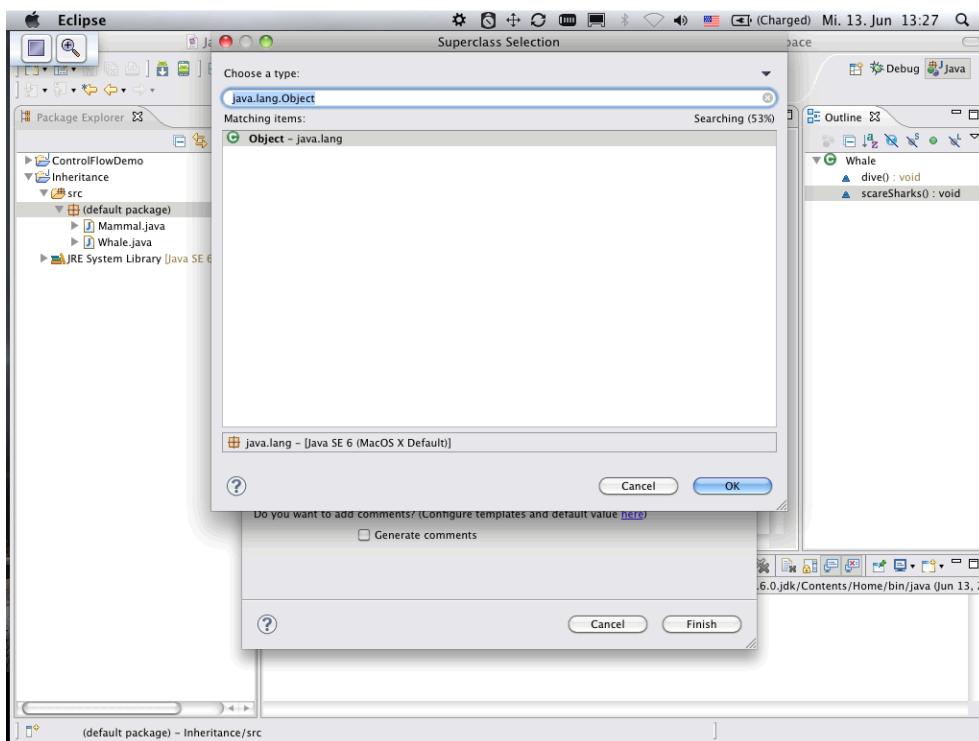
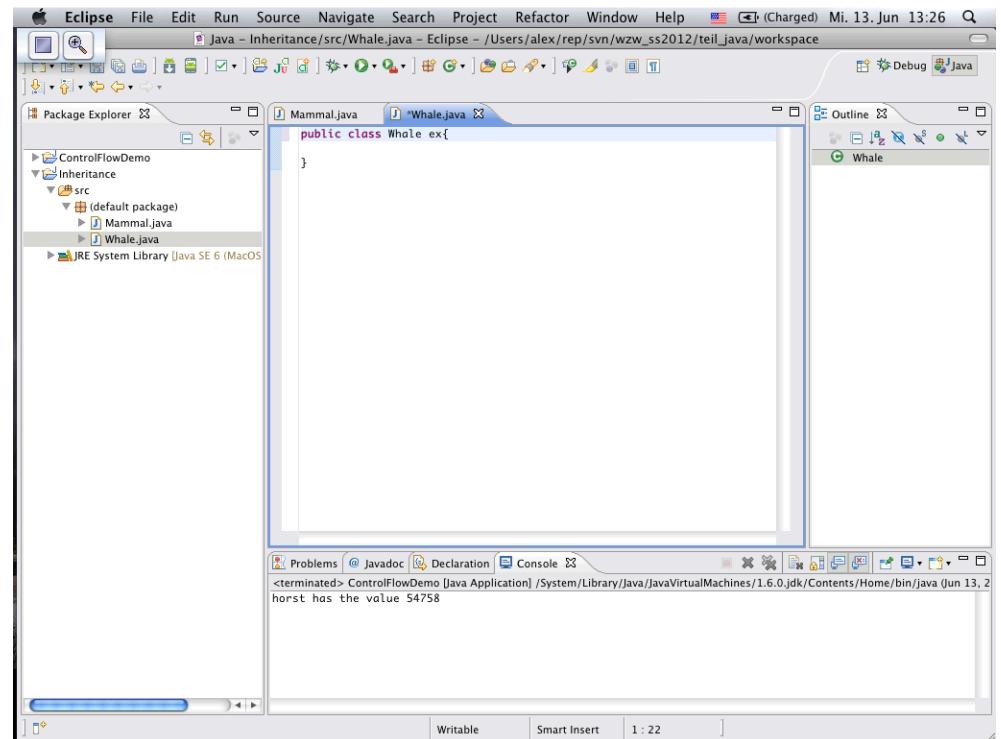
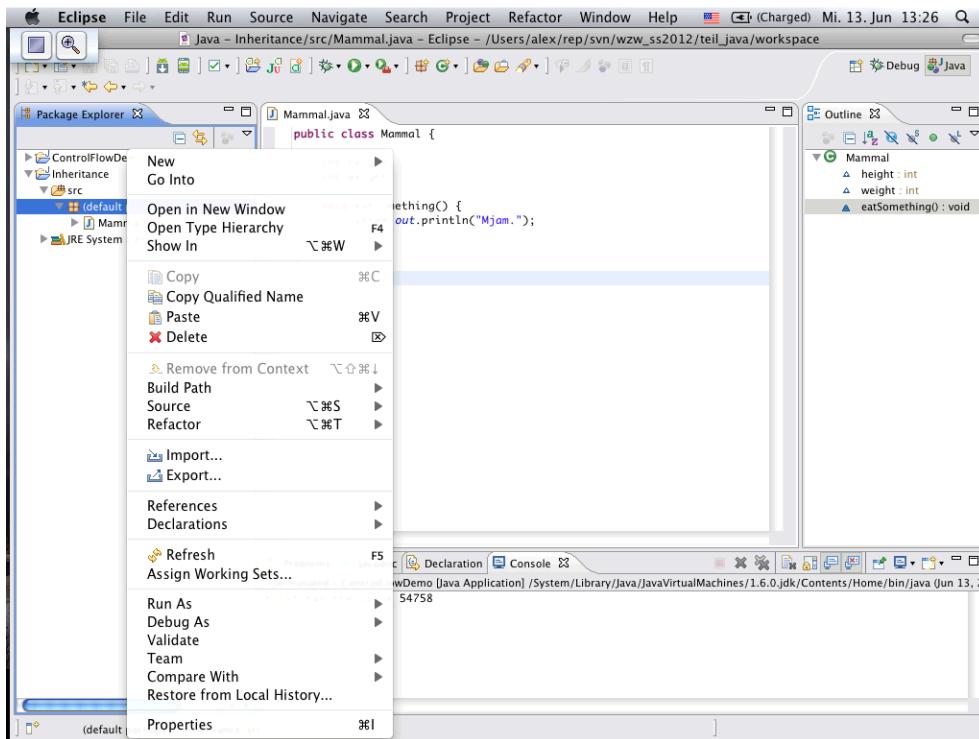
Date: Wed Jun 13 13:23:02 CEST 2012

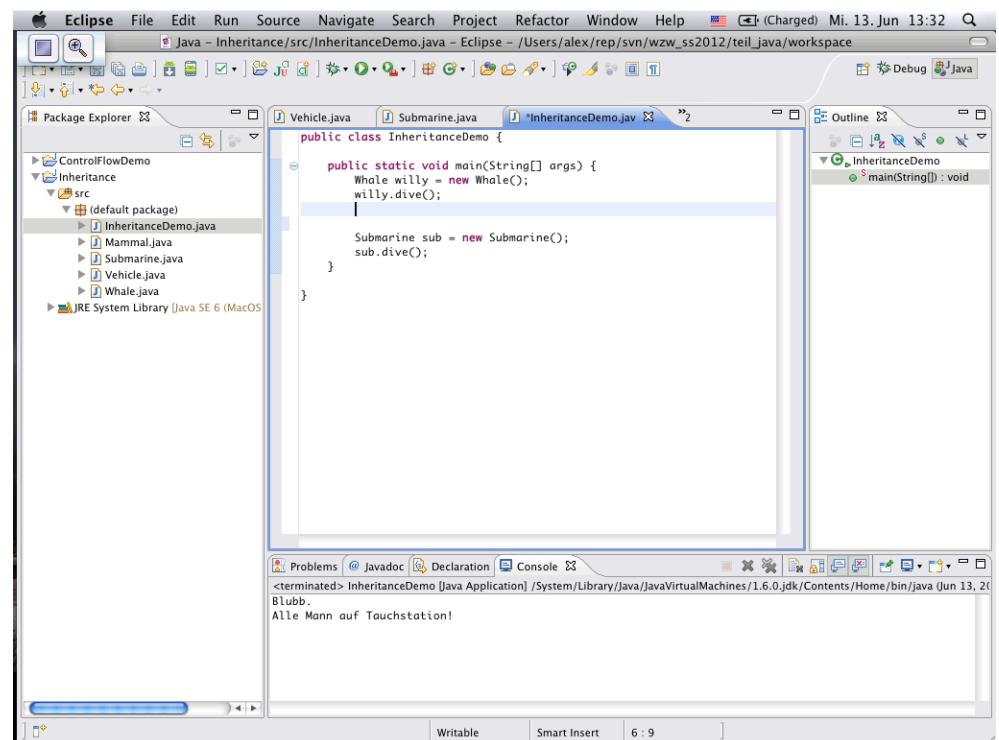
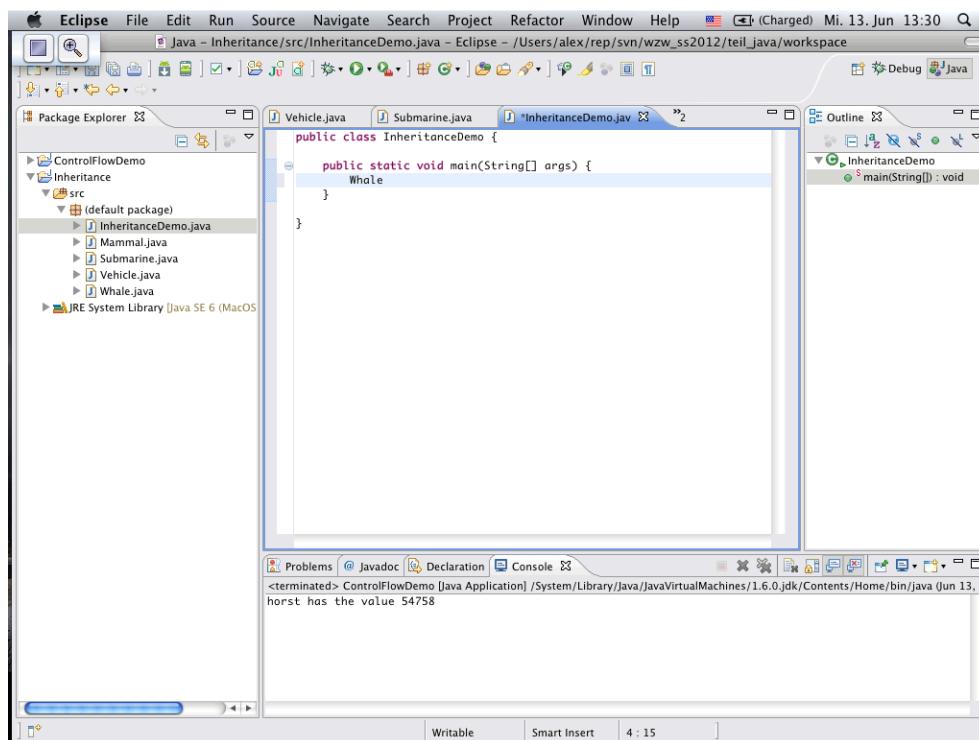
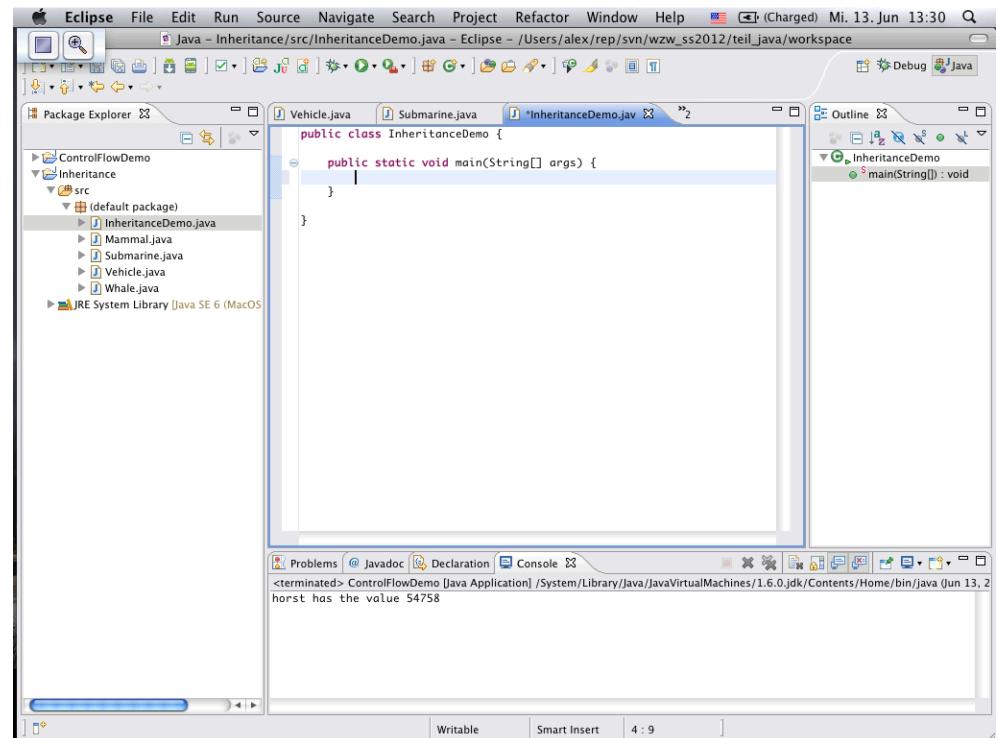
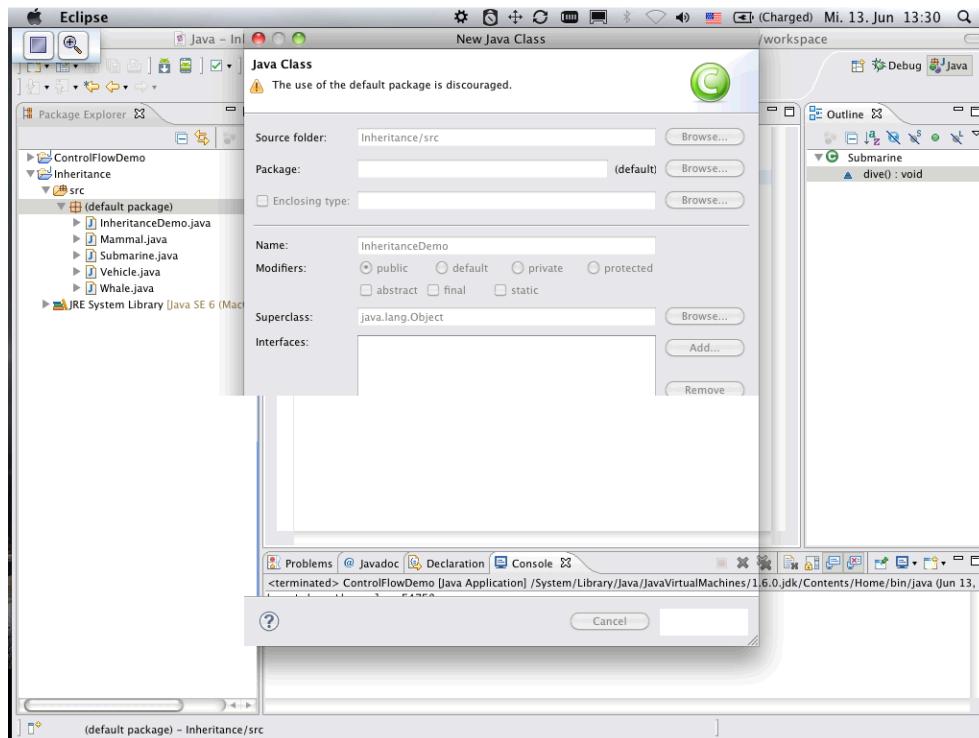
Duration: 47:10 min

Pages: 41









Eclipse File Edit Run Source Navigate Search Project Refactor Window Help (Charged) Mi. 13. Jun 13:32

Java - Inheritance/src/InheritanceDemo.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Package Explorer

- ControlFlowDemo
- Inheritance
 - (default package)
 - InheritanceDemo.java
 - Mammal.java
 - Submarine.java
 - Vehicle.java
 - Whale.java
- JRE System Library [Java SE 6 (MacOS)]

Vehicle.java Submarine.java InheritanceDemo.java

```
public class InheritanceDemo {  
    public static void main(String[] args) {  
        Whale willy = new Whale();  
        willy.dive();  
        Mammal m = willy;  
        m.dive();  
  
        Submarine sub = new Submarine();  
        sub.dive();  
    }  
}
```

Outline

- InheritanceDemo
- main(String[] args) : void

Problems Javadoc Declaration Console

```
<terminated> InheritanceDemo [Java Application] /System/Library/java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012)  
Blubb.  
Alle Mann auf Tauchstation!
```

Writable Smart Insert 7 : 12

Eclipse File Edit Run Source Navigate Search Project Refactor Window Help (Charged) Mi. 13. Jun 13:33

Java - Inheritance/src/ICanDive.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Package Explorer

- ControlFlowDemo
- Inheritance
 - (default package)
 - ICanDive.java
 - InheritanceDemo.java
 - Mammal.java
 - Submarine.java
 - Vehicle.java
 - Whale.java
- JRE System Library [Java SE 6 (MacOS)]

Submarine.java InheritanceDemo.java ICanDive.java

```
public interface ICanDive {  
    void dive();  
}
```

Outline

- InheritanceDemo
- main(String[] args) : void

Problems Javadoc Declaration Console

```
<terminated> InheritanceDemo [Java Application] /System/Library/java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012)  
Blubb.  
Mjam.  
Mjam.  
Alle Mann auf Tauchstation!
```

Writable Smart Insert 3 : 17

Eclipse File Edit Run Source Navigate Search Project Refactor Window Help (Charged) Mi. 13. Jun 13:34

Java - Inheritance/src/Whale.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Package Explorer

- ControlFlowDemo
- Inheritance
 - (default package)
 - ICanDive.java
 - InheritanceDemo.java
 - Mammal.java
 - Submarine.java
 - Vehicle.java
 - Whale.java
- JRE System Library [Java SE 6 (MacOS)]

Whale.java InheritanceDemo.java ICanDive.java

```
public class Whale extends Mammal implements ICanDive {  
    public void dive() {  
        System.out.println("Blubb.");  
    }  
  
    void scareSharks() {  
        System.out.println("Booh!");  
    }  
}
```

Outline

- Whale
- dive() : void
- scareSharks() : void

Problems Javadoc Declaration Console

```
<terminated> InheritanceDemo [Java Application] /System/Library/java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012)  
Blubb.  
Mjam.  
Mjam.  
Alle Mann auf Tauchstation!
```

Writable Smart Insert 3 : 25

Eclipse File Edit Run Source Navigate Search Project Refactor Window Help (Charged) Mi. 13. Jun 13:35

Java - Inheritance/src/InheritanceDemo.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Package Explorer

- ControlFlowDemo
- Inheritance
 - (default package)
 - ICanDive.java
 - InheritanceDemo.java
 - Mammal.java
 - Submarine.java
 - Vehicle.java
 - Whale.java
- JRE System Library [Java SE 6 (MacOS)]

Whale.java Submarine.java InheritanceDemo.java

```
public class InheritanceDemo {  
    public static void main(String[] args) {  
        Whale willy = new Whale();  
        willy.dive();  
        Mammal m = willy;  
        m.eatSomething();  
        willy.eatSomething();  
  
        Submarine sub = new Submarine();  
        sub.dive();  
  
        ICanDive id;  
        id.dive();  
    }  
}
```

Outline

- InheritanceDemo
- main(String[] args) : void

Problems Javadoc Declaration Console

```
<terminated> InheritanceDemo [Java Application] /System/Library/java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 13, 2012)  
Blubb.  
Mjam.  
Mjam.  
Alle Mann auf Tauchstation!
```

Writable Smart Insert 14 : 9

The screenshot shows the Eclipse IDE interface. In the top menu, the following items are visible: Eclipse, File, Edit, Run, Source, Navigate, Search, Project, Refactor, Window, Help. The status bar at the bottom indicates "(Charged) Mi. 13. Jun 13:35". The central workspace displays a Java file named `InheritanceDemo.java`. The code implements inheritance and polymorphism:

```

public class InheritanceDemo {
    public static void main(String[] args) {
        Whole willy = new Whale();
        willy.dive();
        Mammal m = willy;
        m.eatSomething();
        willy.eatSomething();

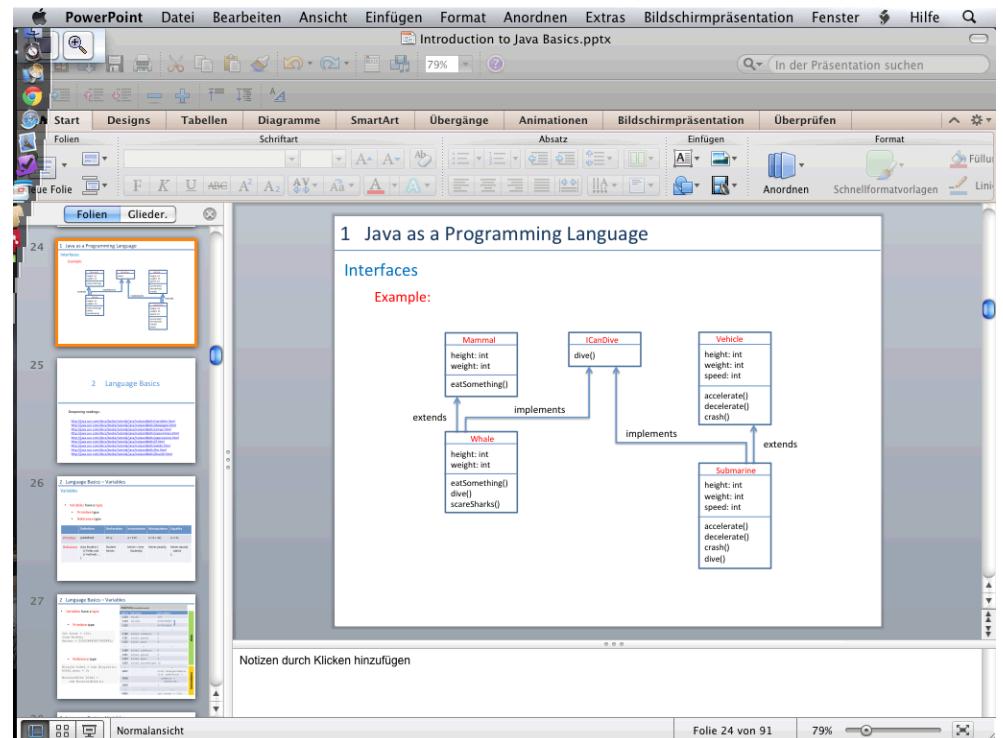
        Submarine sub = new Submarine();
        sub.dive();

        ICanDive id;
        id = sub;
        id.dive();
    }
}
  
```

The package explorer on the left shows a project structure with files like `ControlFlowDemo.java`, `InheritanceDemo.java`, `I CanDive.java`, `Mammal.java`, `Submarine.java`, and `Vehicle.java`. The console tab at the bottom shows the output of the program:

```

<terminated> InheritanceDemo [Java Application] /System/Library/java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java [Jun 13, 2012]
Blubb.
Mjam.
Mjam.
Alle Mann auf Tauchstation!
Alle Mann auf Tauchstation!
  
```



Language Basics – Variables

Variables

- Variables have a type
 - Primitive type
 - Reference type

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

Language Basics – Variables

- Variables have a type

- Primitive type

```

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

- Reference type

```

Bicycle bike1 = new Bicycle();
bike1.gear = 3;

MountainBike bike2 =
new MountainBike();
  
```

memory (simplified model)

cell nr.	cell name	cell content
1123	horst	101
1124	heiner	235638465845
1125		837465845
...
1150	bike1.cadence	0
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;

data

instructions



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)



- Primitive types (numeric, boolean, character):



- More examples:

byte flags = 63;	byte typically used for bit-patterns
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 * 10 ⁶⁷ (double)
char ccc = 'm';	
char ccc2 = '\n';	\n means "new line"
boolean isCool = true;	

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
...

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;
```

```
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
...

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
...

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
...

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
...

Language Basics – Variables

Arrays

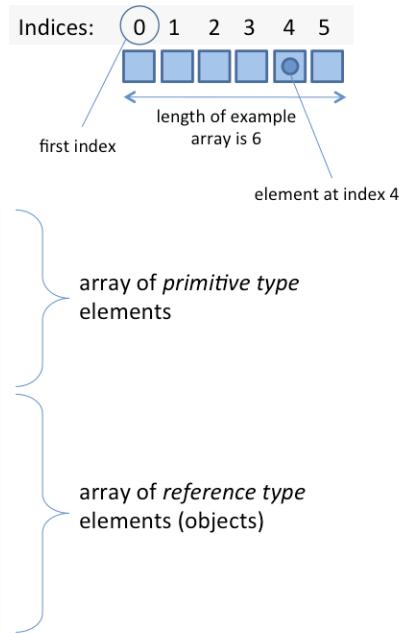
- Array: "Indexed list" of elements
- Holds a **fixed number** of variables of a certain type (primitive or reference)
- Is itself a reference type (see next slide)

```

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();
    
```



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

Equality and Relational Operators

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

Conditional Operators

&&	Conditional-AND	a = false; b = true; c = a && b; // c == false;
	Conditional-OR	a = false; b = true; c = a b; // c == true;
:?	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

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

Unary Operators

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

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);
```

Language Basics – Expressions, Statements, Blocks

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	0.6666666667	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

Language Basics – Expressions, Statements, Blocks

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	0.6666666667	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

