

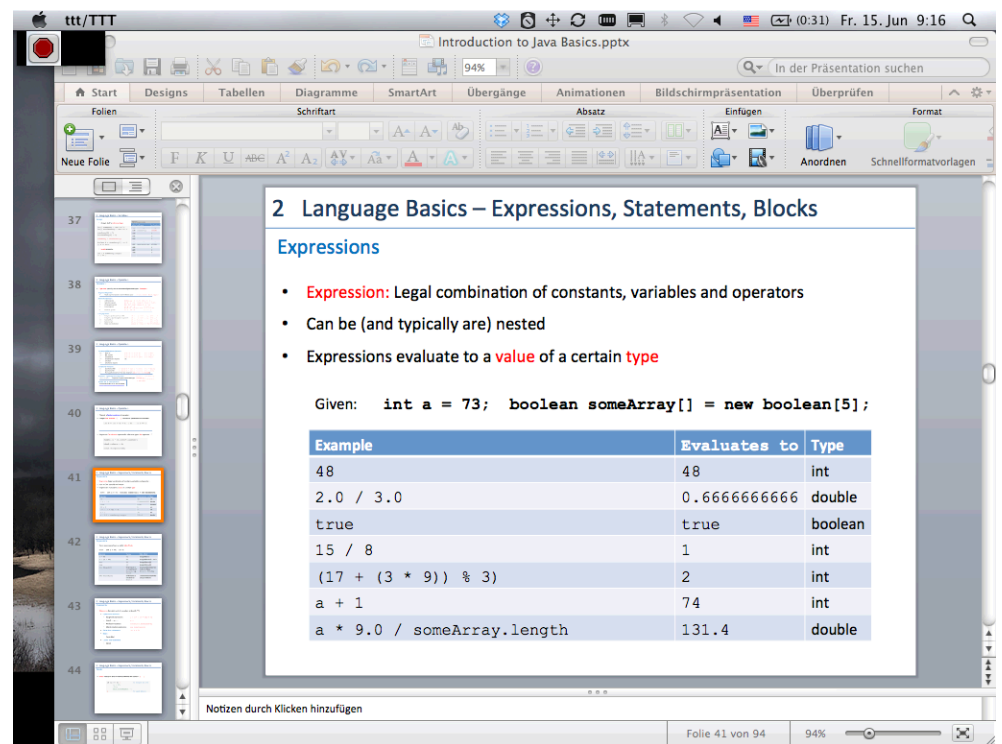
## Script generated by TTT

Title: Lehmann: Uebung\_Einf\_HF (15.06.2012)

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Pages: 64



## Language Basics – Expressions, Statements, Blocks

### Expressions

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

Given: `int a = 73; boolean someArray[] = new boolean[5];`

Example	Evaluates to	Type
48	48	int
2.0 / 3.0	0.6666666666	double
true	true	boolean
15 / 8	1	int
(17 + (3 * 9)) % 3	2	int
a + 1	74	int
a * 9.0 / someArray.length	131.4	double

## Language Basics – Expressions, Statements, Blocks

### Expressions

- Some expressions have so-called **side-effects**

Given: `int a = 73; int b;`

Example	Value	Side-effect
a = 84	84	Assign 84 to a
b = (a = 48)	48	Assign 48 to both a and b
a++	48	Assign 49 to a (!)
++a	50	Assign 50 to a (!)
new Bicycle()	Reference to a new instance of Bicycle, e.g. <1150>	Create and initialize new instance of class Bicycle in memory
new double[10]	Reference to a new array of double	Create and initialize new array in memory

Statements

- **Statement:** Complete unit of execution (ends with ";")
  - **Expression statements:**
    - Assignment expressions `a = (17 + (3 * 9)) % 3;`
    - Use of ++ or -- `a++;`
    - Method invocations `someObject.methodOne();`
    - Object creation expressions `new SomeClass();`
  - **Declaration statements** `int a = 0;`
  - **Blocks**
    - (next slide)
  - **Control flow statements**
    - (later)

Blocks

- **Block:** Group of zero or more statements enclosed in "{" ... "}"

```
if (a == b) {           // begin block
    c = 17;
    f++;
    bbb.someMethod();
}                       // end block
```

Blocks

- Variables **declared inside** a block are **only visible from within** that block:

```
int a = 7, b = 6;

if (a != b) {           // begin block
    int c;
    c = a * b;
    System.out.println(c);
}                       // end block

System.out.println(c); // ERROR: c unavailable
```

Control Flow Statements

- **Control flow statements:** Allow for deviation of control flow from sequential order of statements:
  - conditionals: if, if else, switch
  - loops: while, do while, for
  - branches: break, continue, return

## Language Basics – Control Flow Statements

- **if** and **if else** have a straightforward meaning:

```
void applyBrakes(){
    if (speed > 0) {
        speed = speed - 1;
    }
}
```

```
void applyBrakes(){
    if (speed > 0) {
        speed--;
    } else {
        System.err.println(
            "The bicycle has already stopped!");
    }
}
```

- **switch**: Equivalent to sequence of chained if else statements

## Language Basics – Control Flow Statements

- **for**: usually means to do **something** for a **fixed number of times**:

```
for (int i=0; i<7; i++) { // loop will be executed 7 times
    System.out.print("#:" + i + " ");
}
```

⇒ output will be: #:0 #:1 #:2 #:3 #:4 #:5 #:6

- General form:

```
for (initialization; termination; update) {
    statement*
}
```

- **initialization** expression: Executed once at the beginning of first loop
- **termination** expression: If `true` then execute statement(s), else exit loop
- **update** expression: Executed after each iteration of the loop

## Language Basics – Control Flow Statements

- **while**: do **something** as long as some **condition** (boolean expression) is true

```
int count = 1;
while (count < 8) {
    System.out.print("#:" + count + " ");
    count++;
}
```

⇒ output will be: #:1 #:2 #:3 #:4 #:5 #:6 #:7

- **do while**: similar to "while", but check **condition** at the end of execution of **something** instead of at the beginning

```
int count = 1;
do {
    System.out.print("#:" + count + " ");
    count++;
} while (count < 8)
```

⇒ output will be: #:1 #:2 #:3 #:4 #:5 #:6 #:7

## Language Basics – Control Flow Statements

- **for**: usually means to do **something** for a **fixed number of times**:

```
for (int i=0; i<7; i++) { // loop will be executed 7 times
    System.out.print("#:" + i + " ");
}
```

⇒ output will be: #:0 #:1 #:2 #:3 #:4 #:5 #:6

- General form:

```
for (initialization; termination; update) {
    statement*
}
```

- **initialization** expression: Executed once at the beginning of first loop
- **termination** expression: If `true` then execute statement(s), else exit loop
- **update** expression: Executed after each iteration of the loop

• **for** equivalent to **while**

```
initialization;
while (termination) {
    statement*
    update;
}
```

- **break**: force termination of a loop
  - **continue**: skip current iteration of a loop
- } can be avoided in almost all relevant cases

```
for (int i=0; i<10; i++) {  
    if (i == 8) {  
        break;  
    } else if (i % 2 == 0) {  
        continue;  
    }  
    System.out.print("#:" + i + " ");  
}
```

⇒ output will be: #:1 #:3 #:5 #:7

- **return**: terminate current method and return control flow to where the method was invoked from (will be covered shortly in more detail)

## 3 Classes, Objects, Inheritance

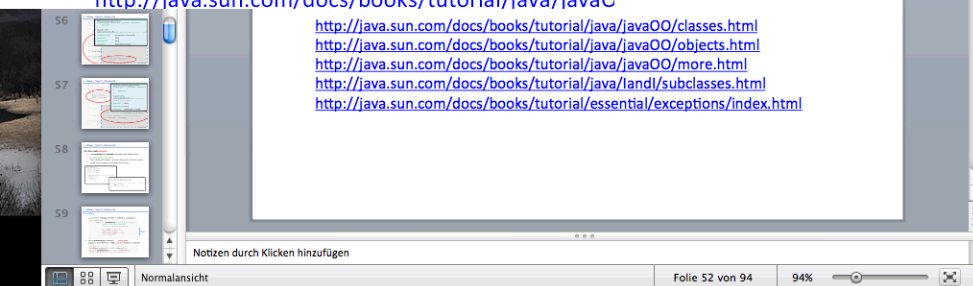
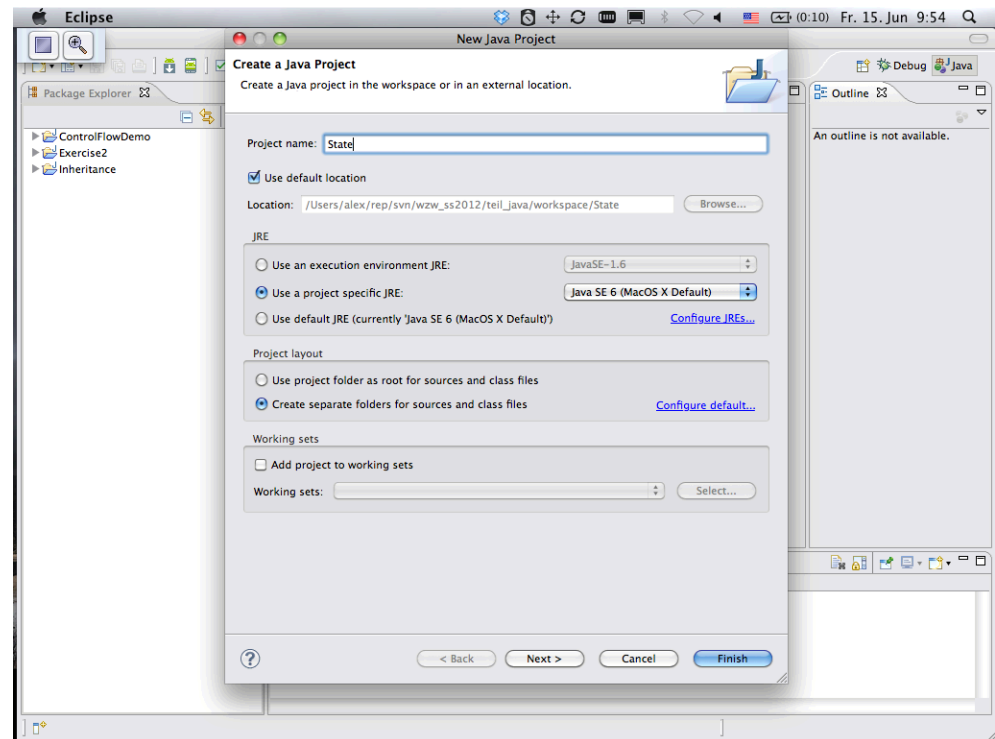
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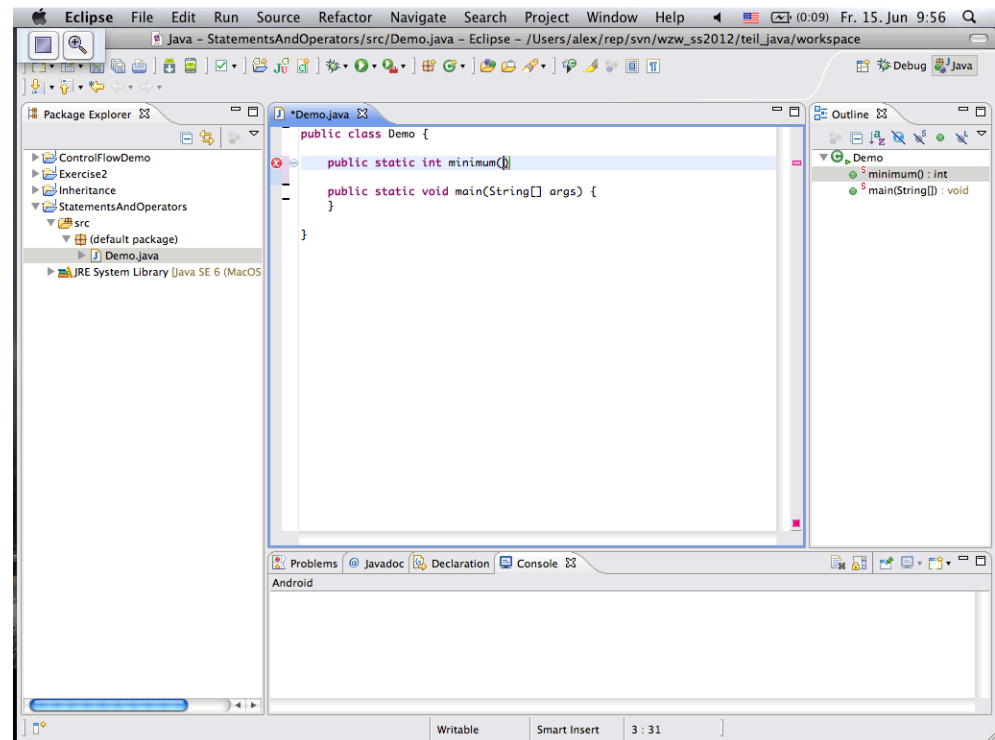
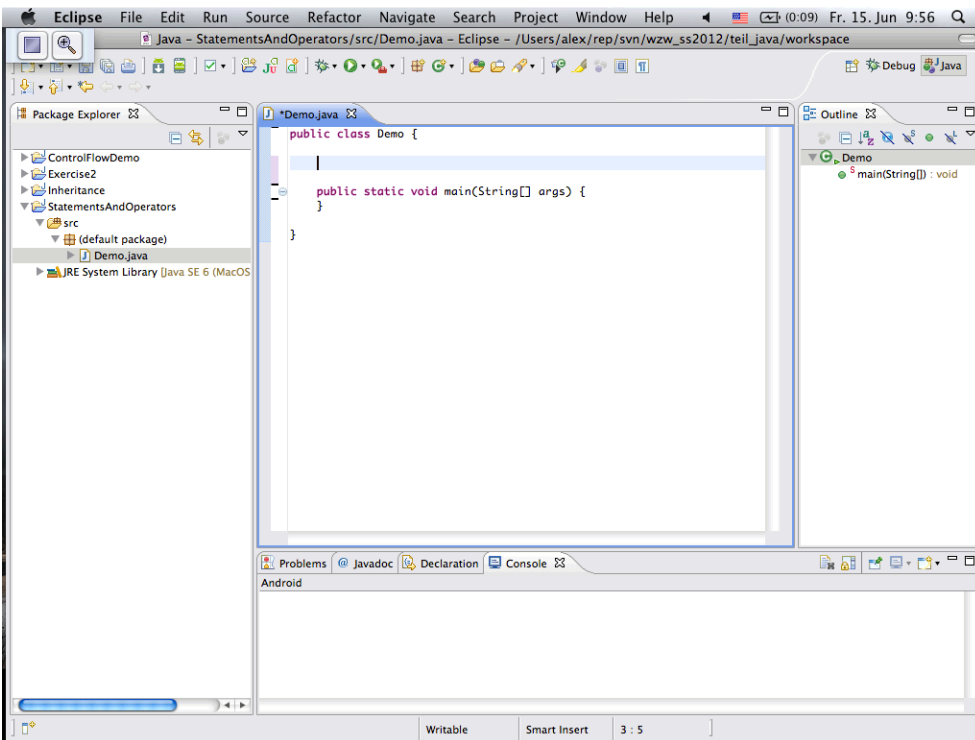
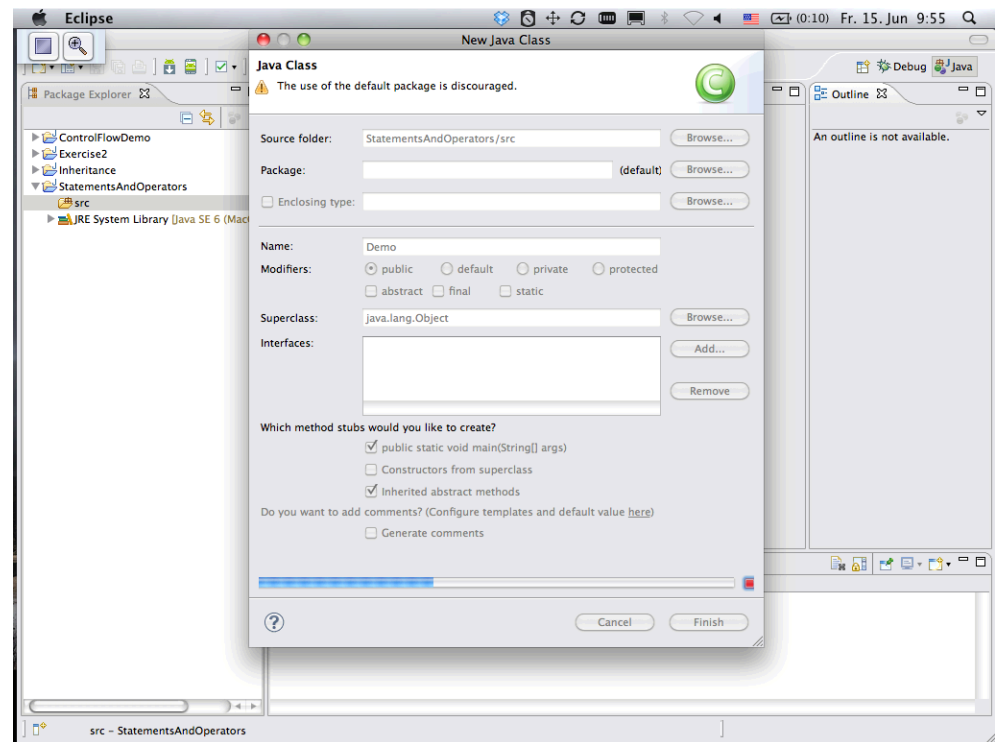
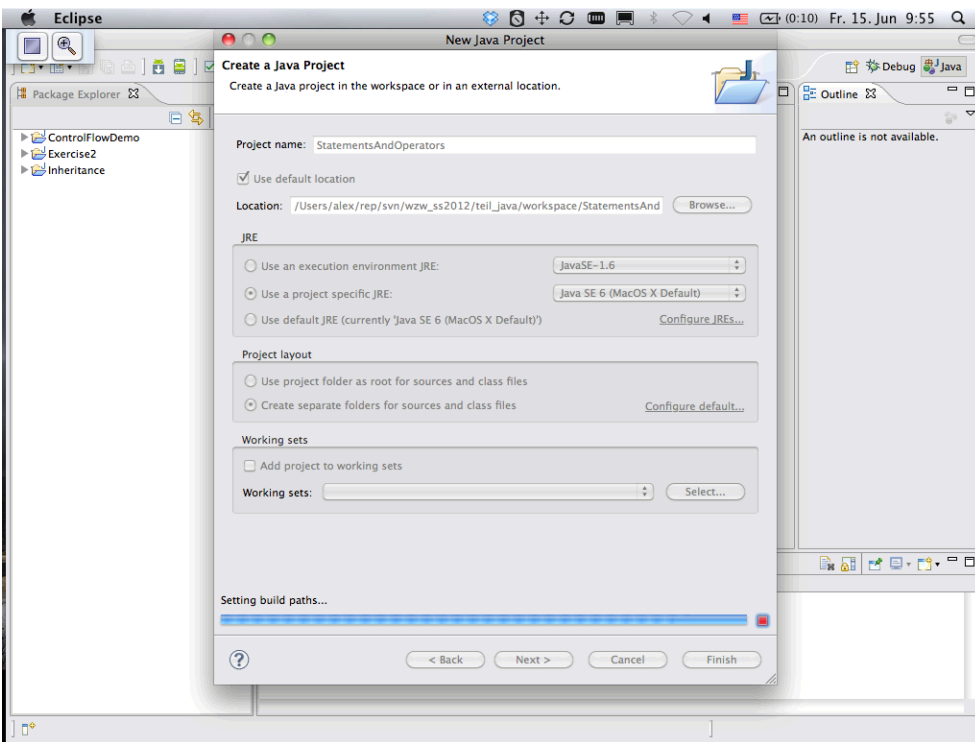
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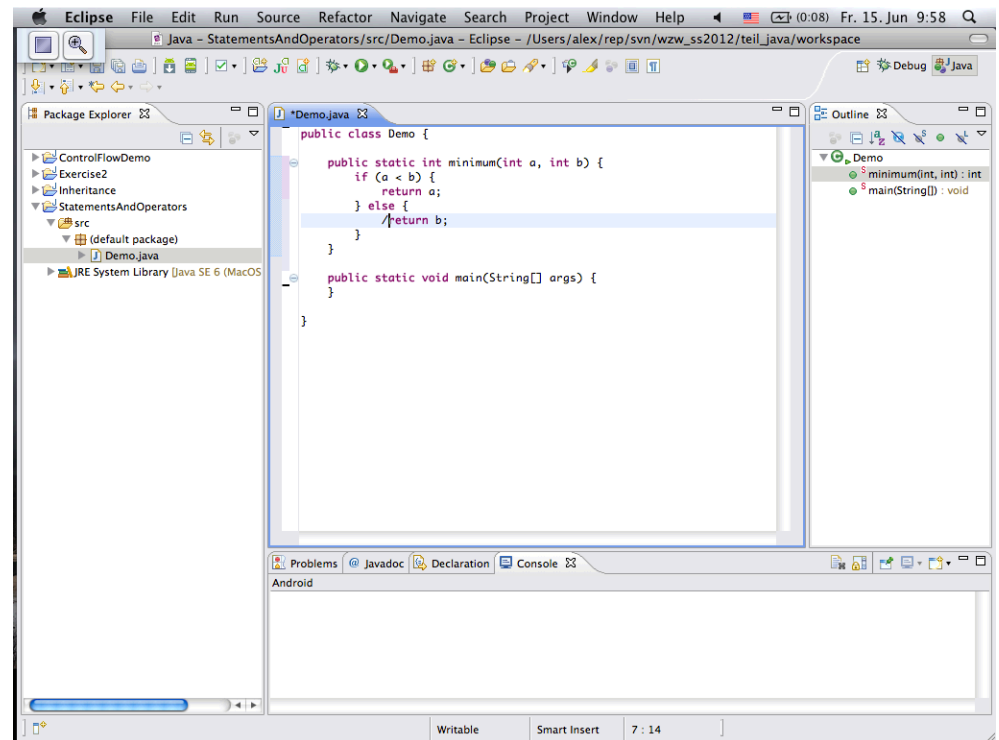
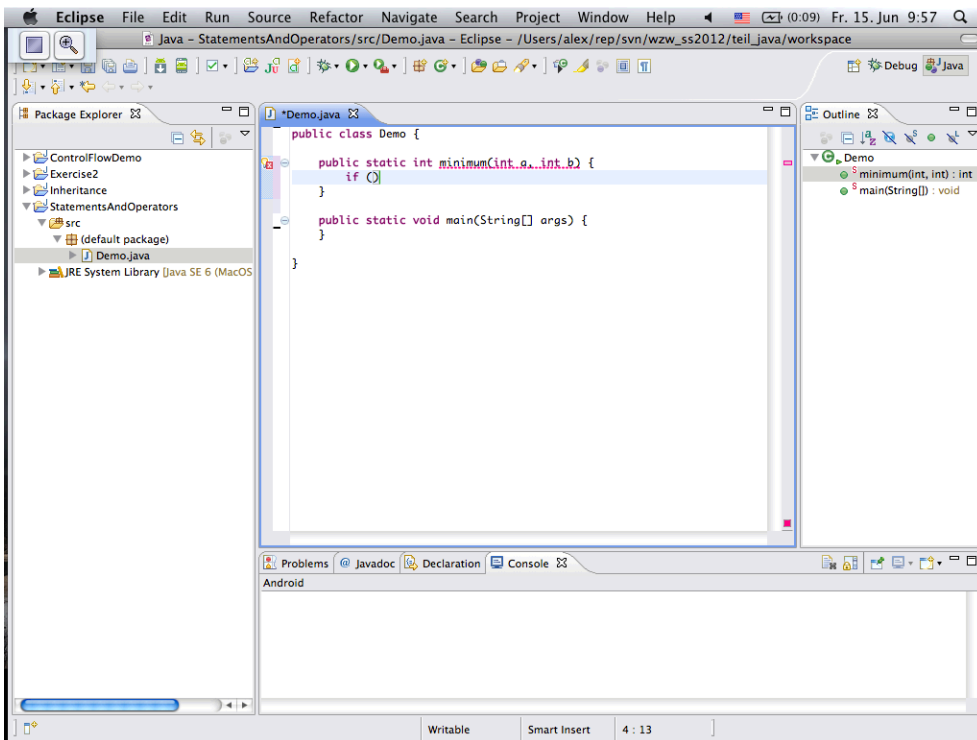
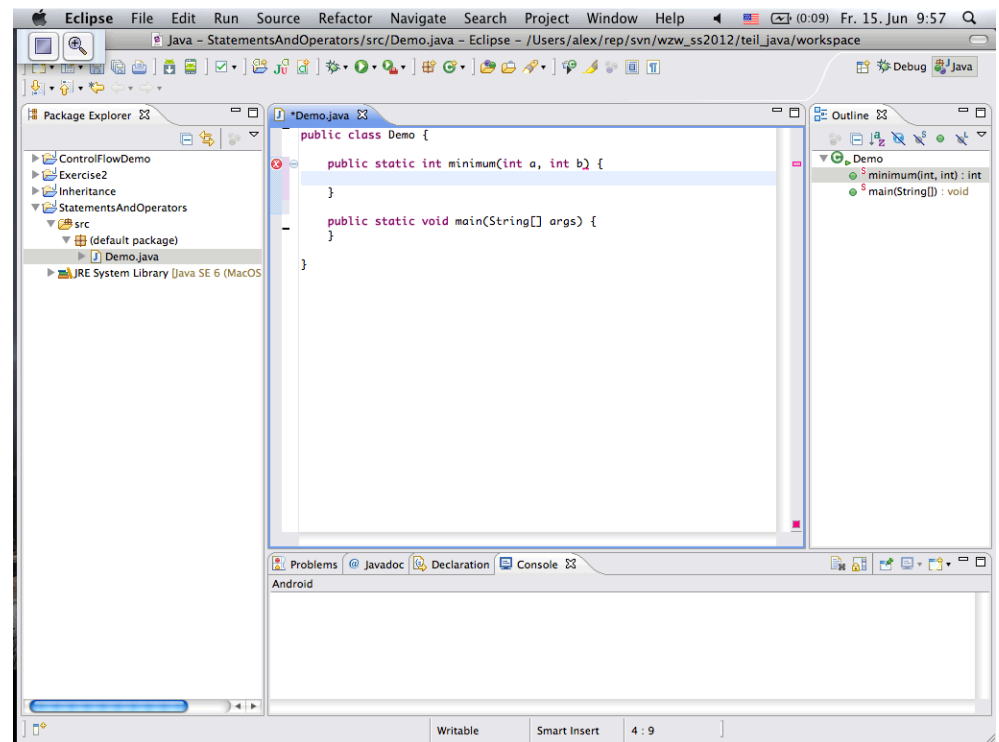
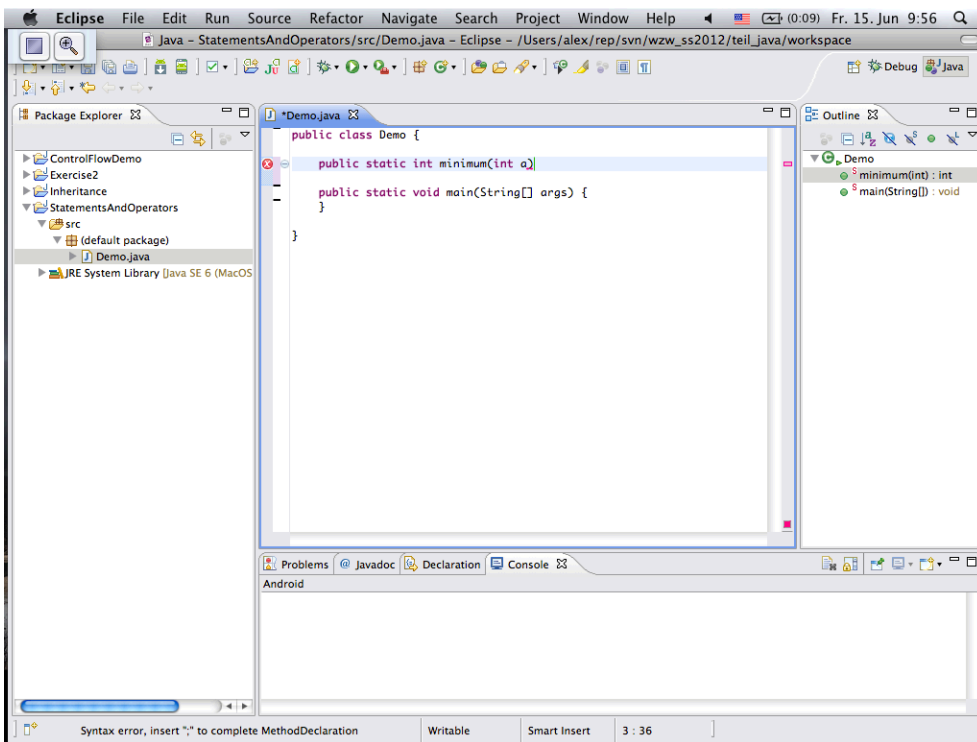
## 3 Classes, Objects, Inheritance

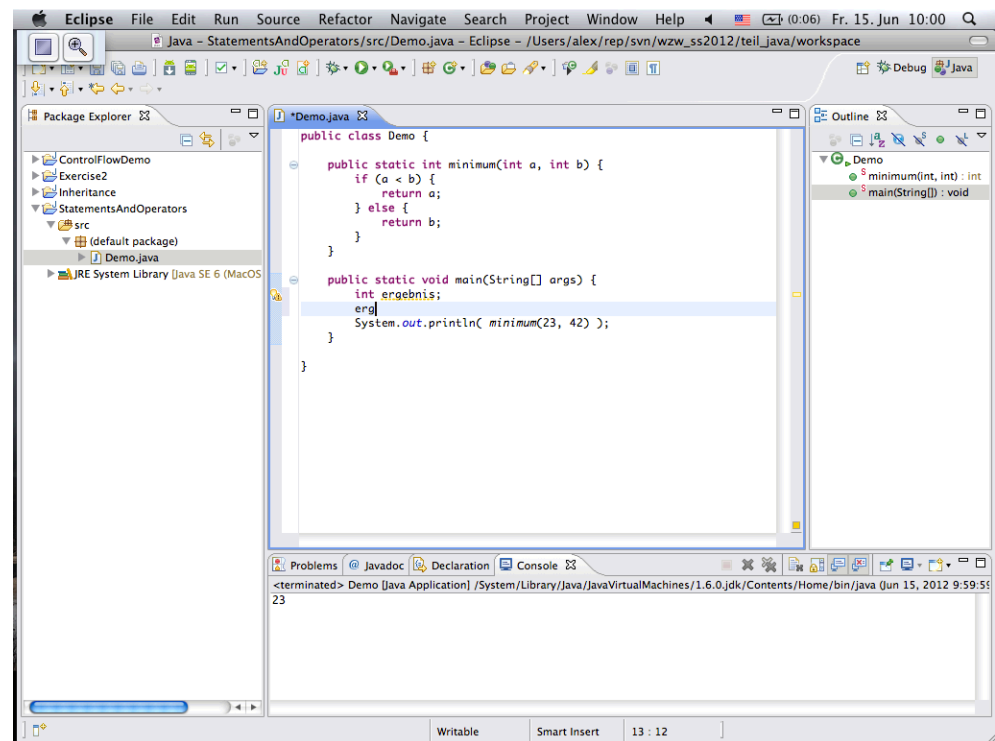
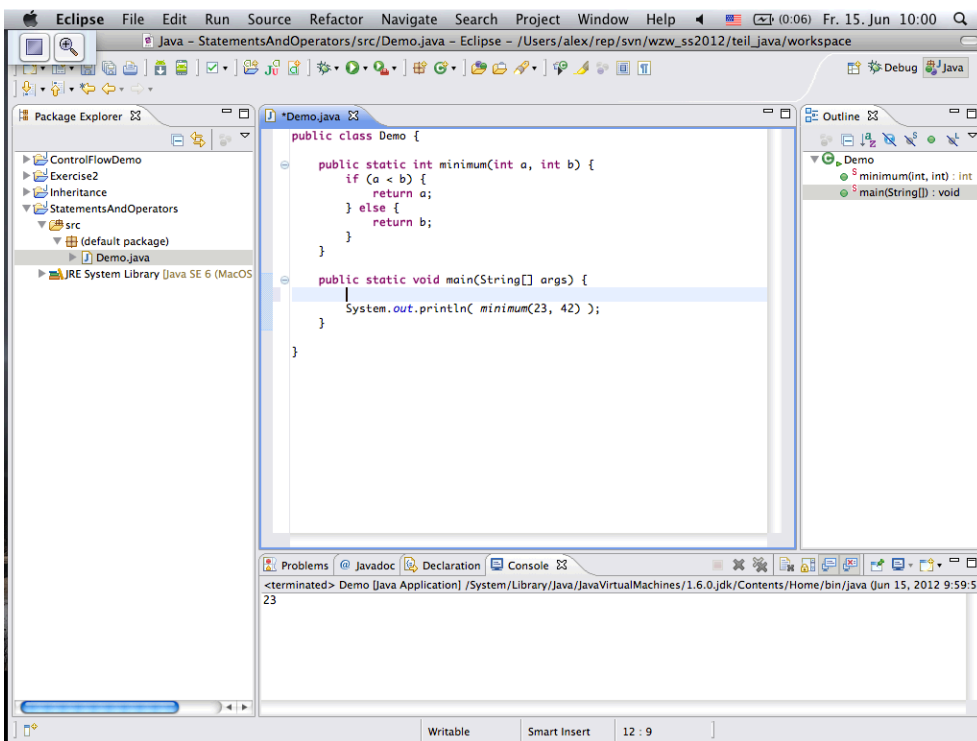
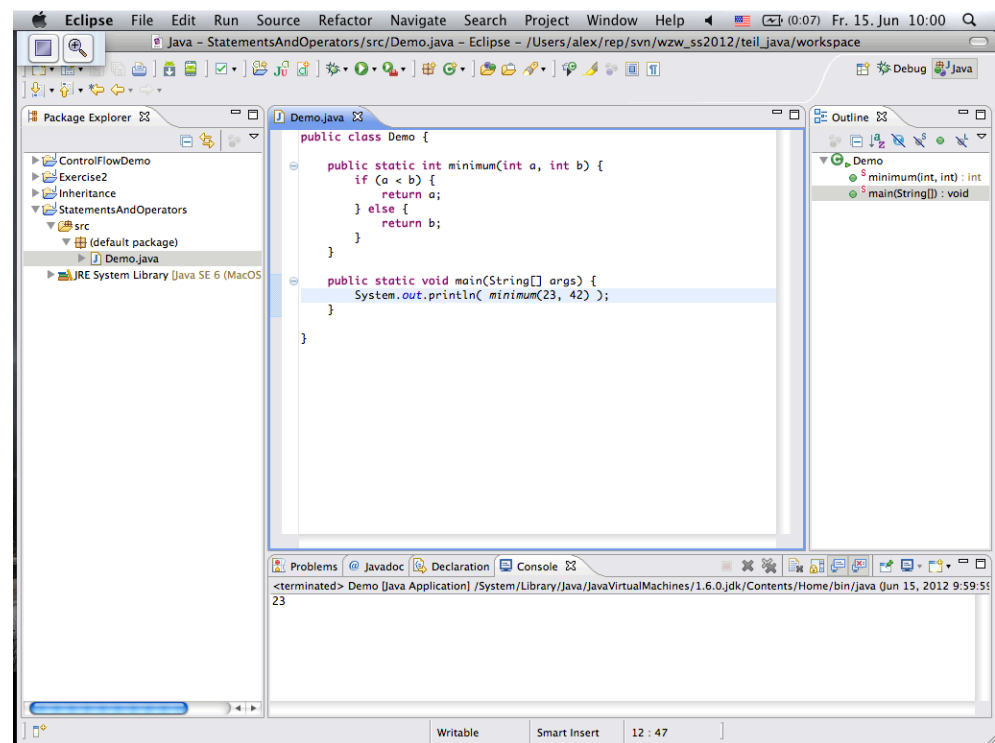
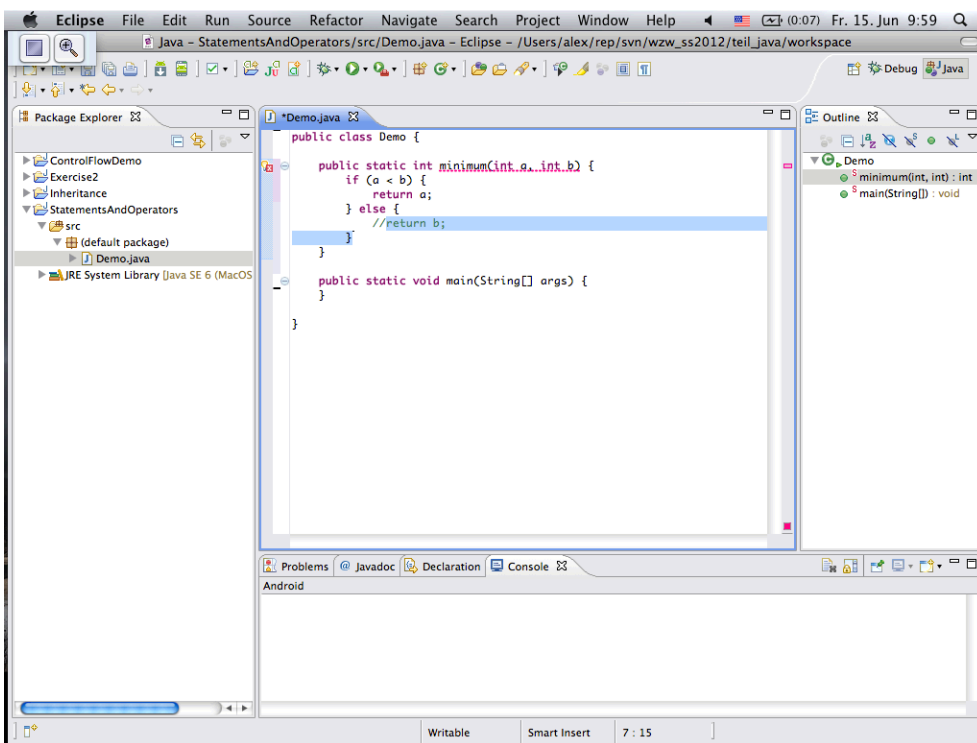
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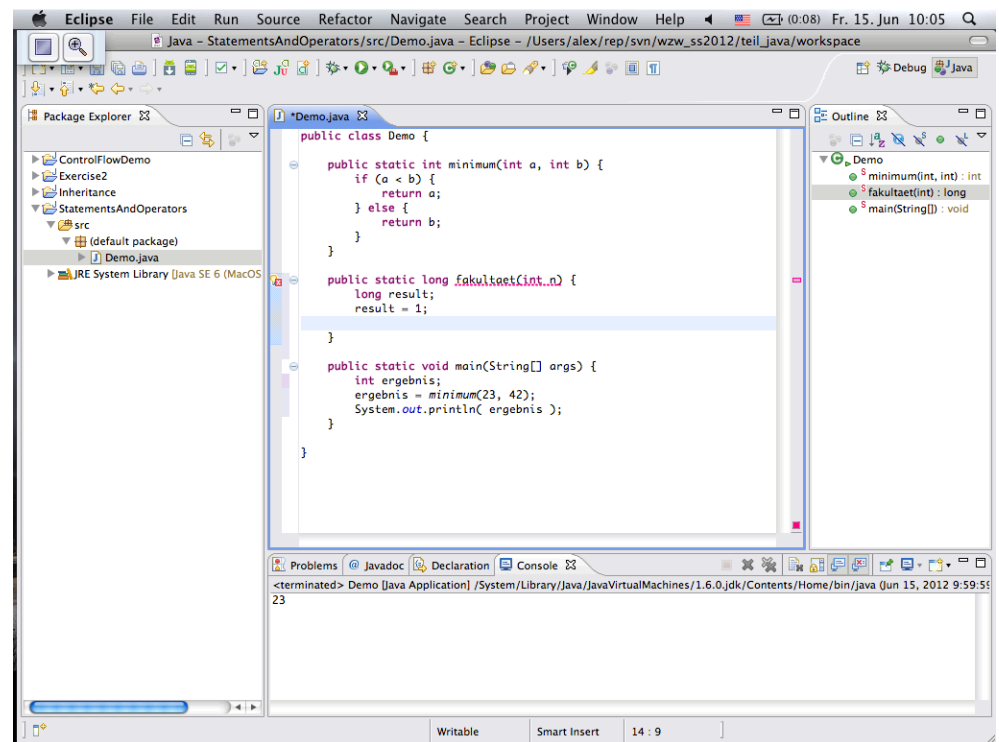
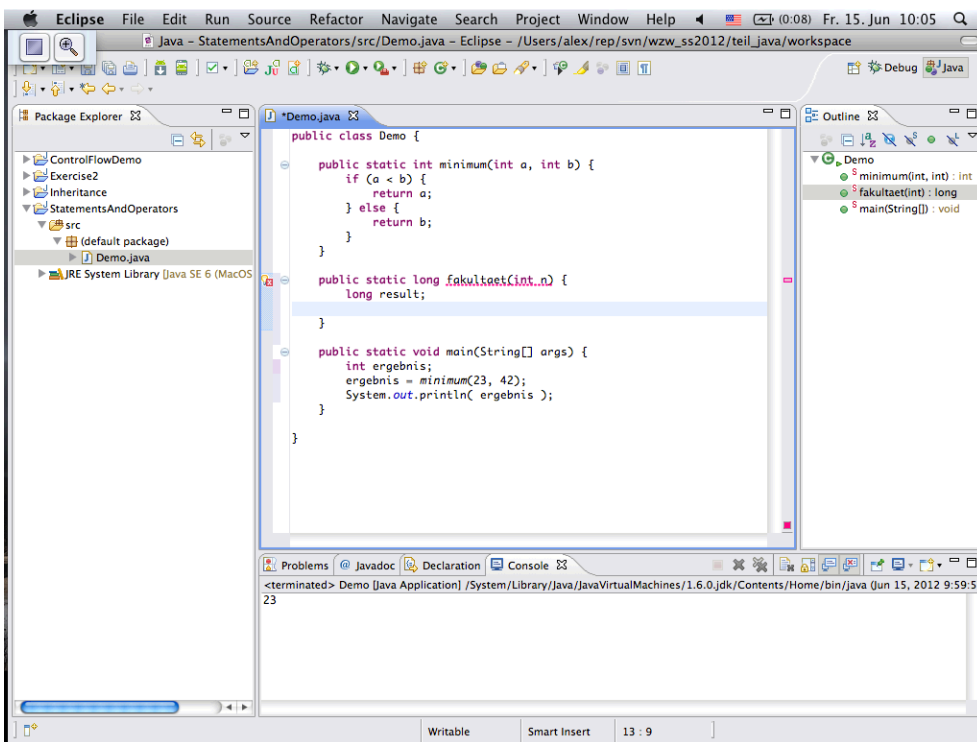
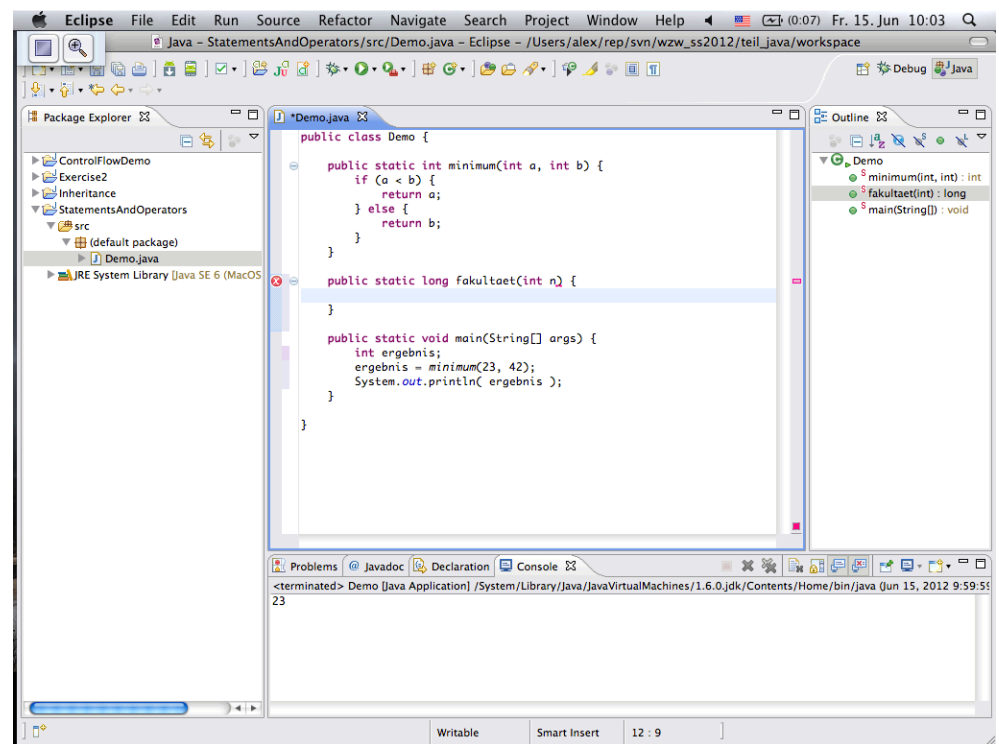
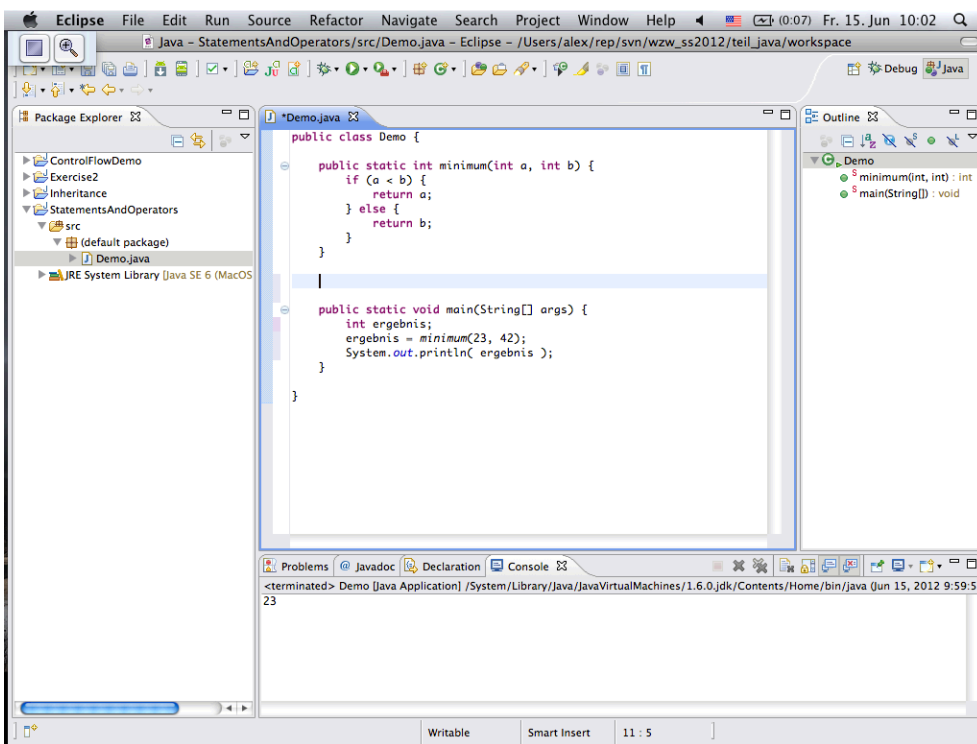
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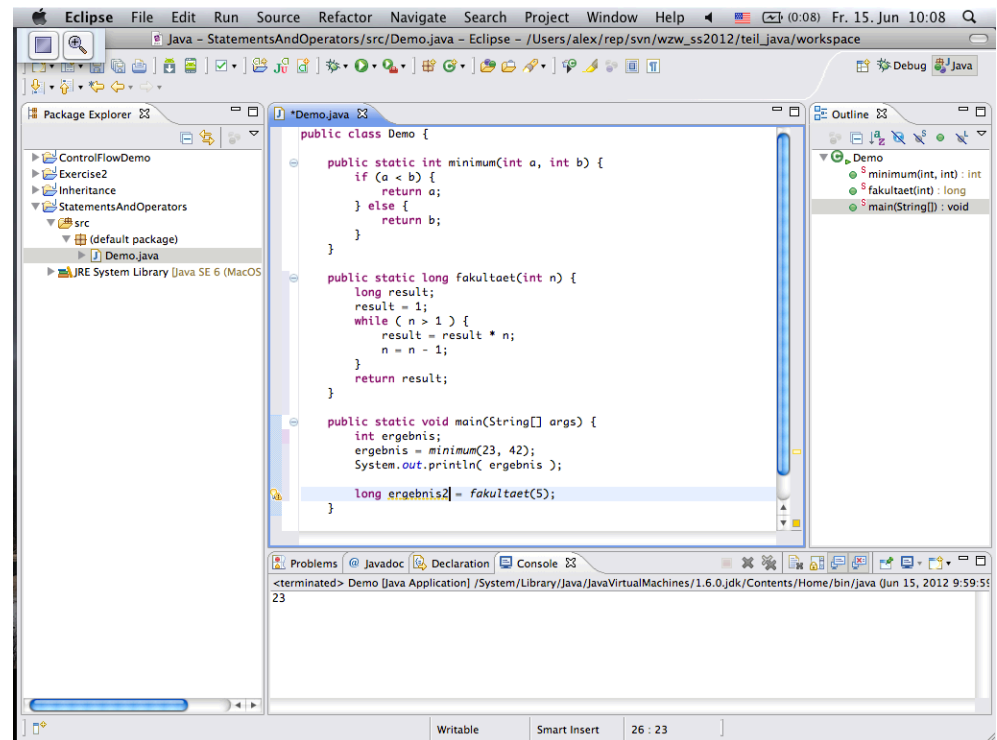
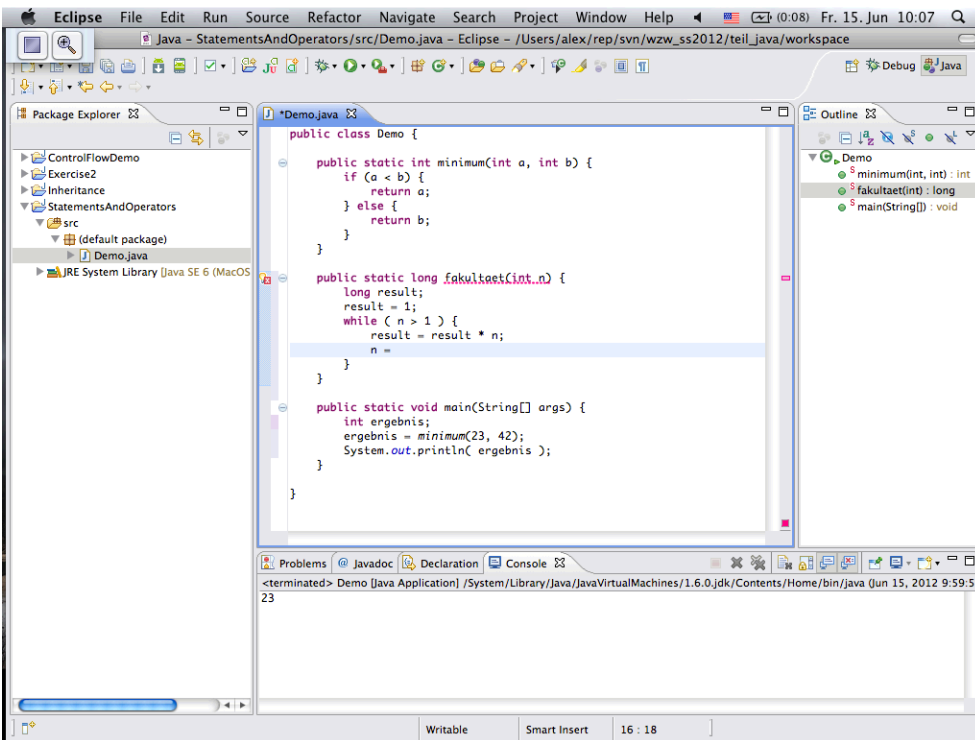
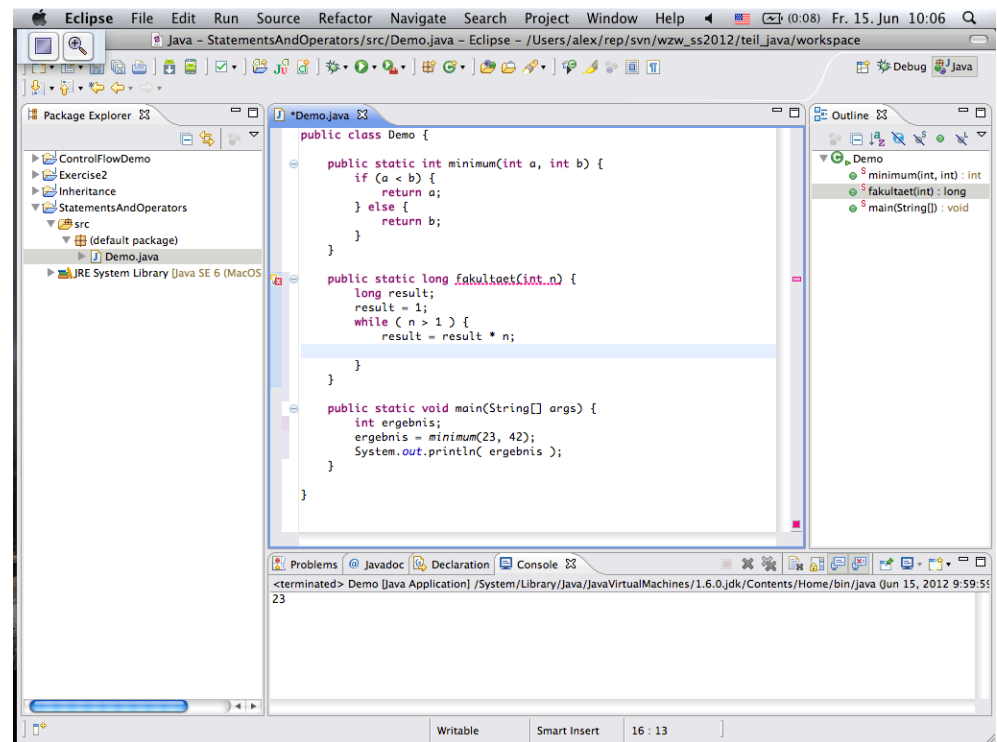
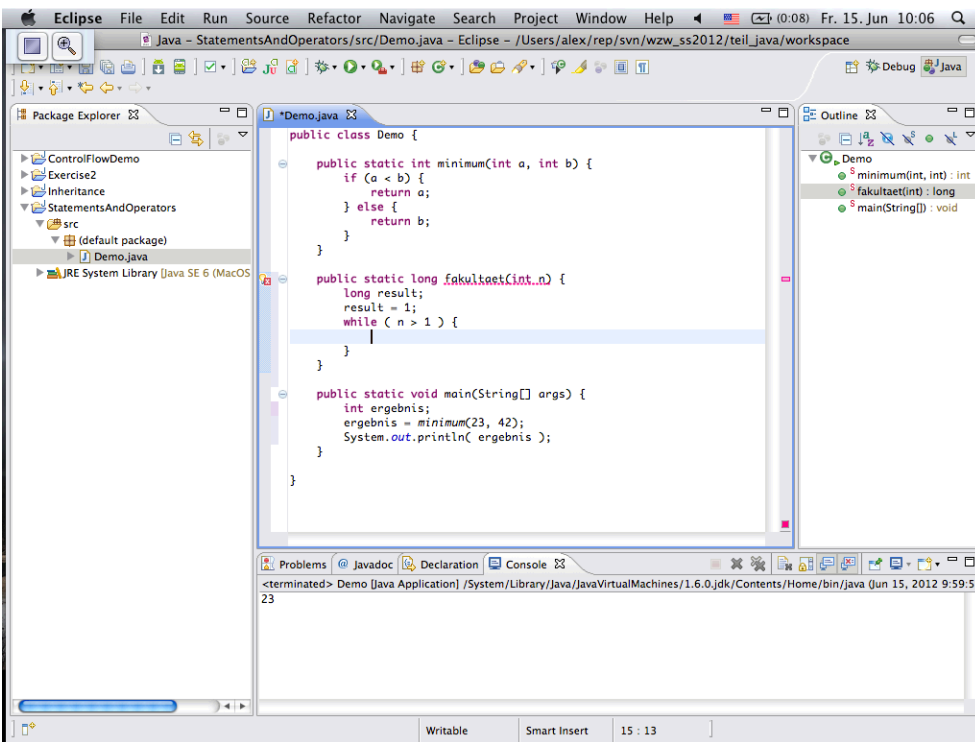


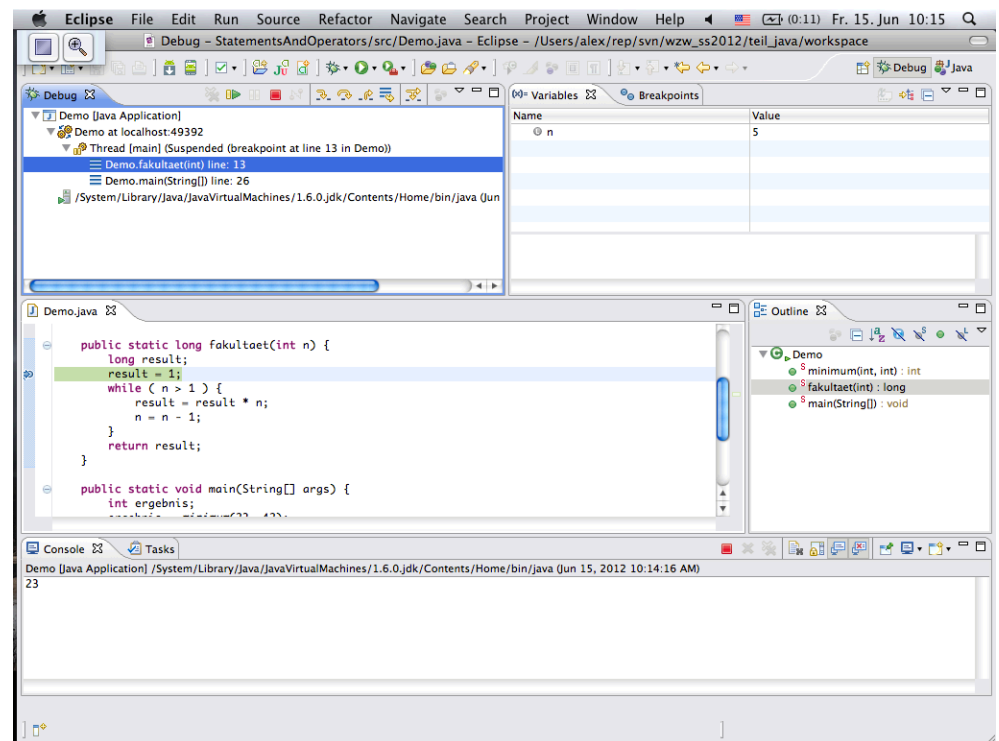
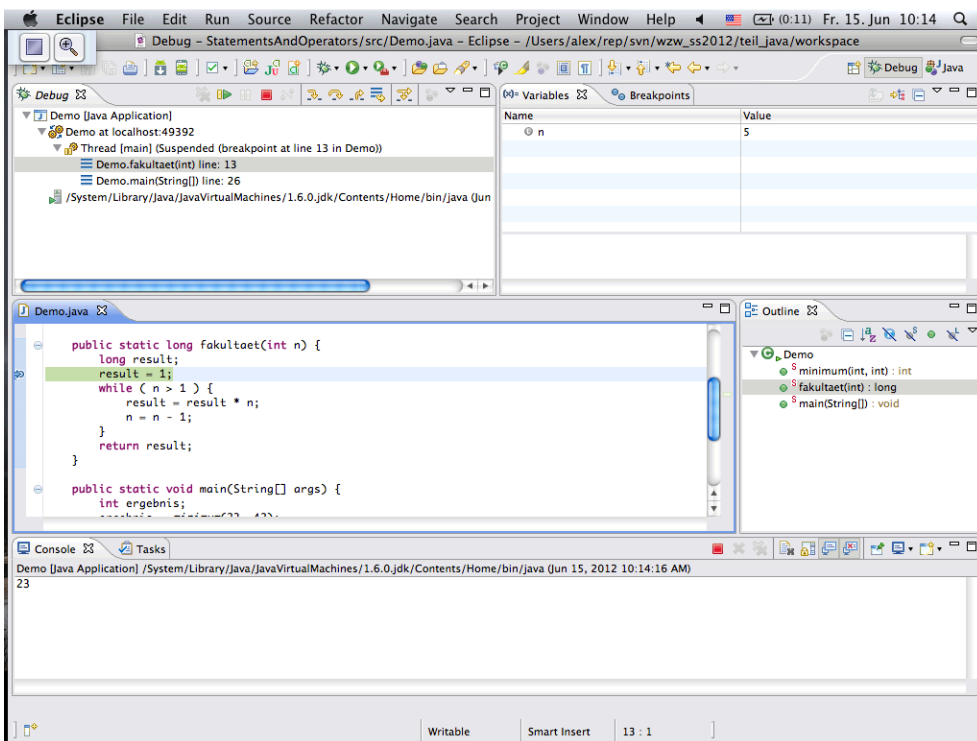
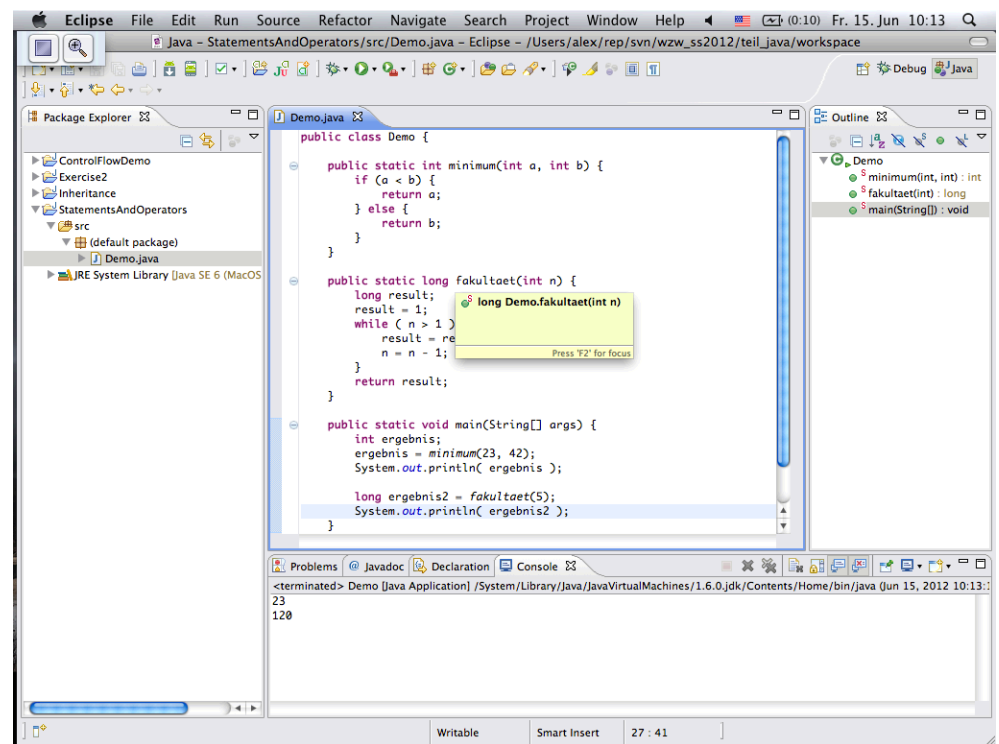
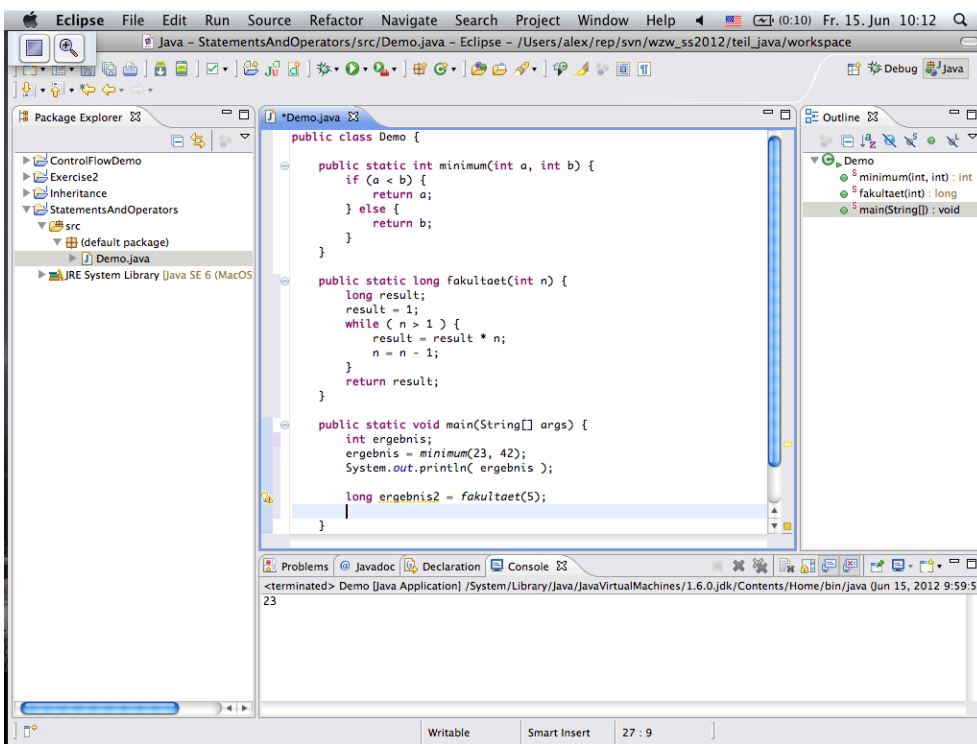


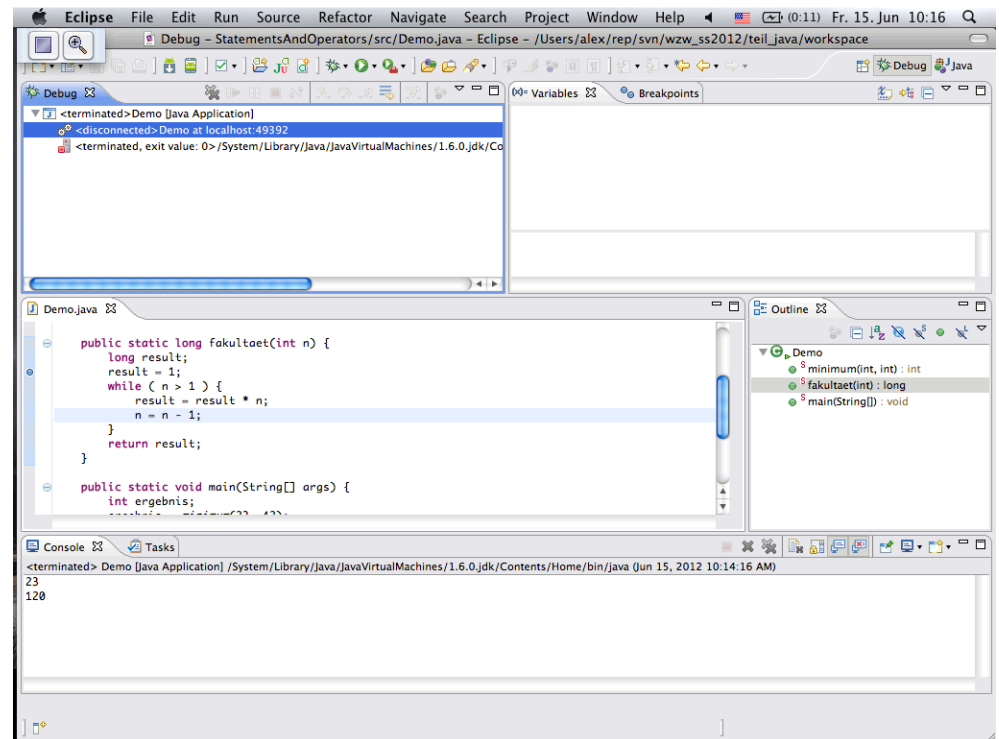
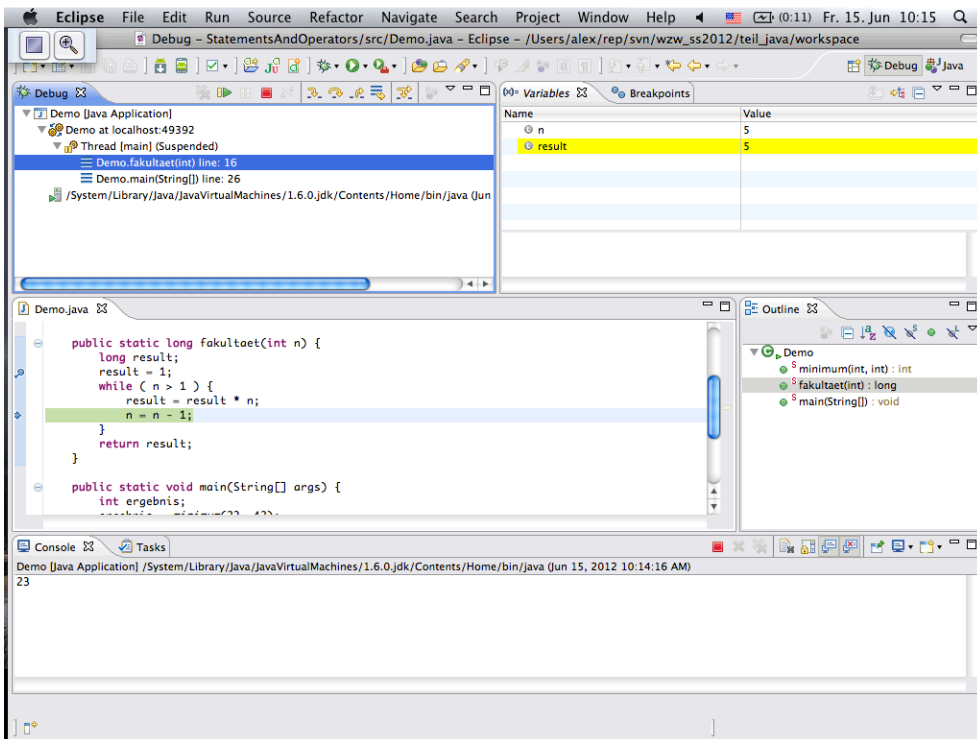
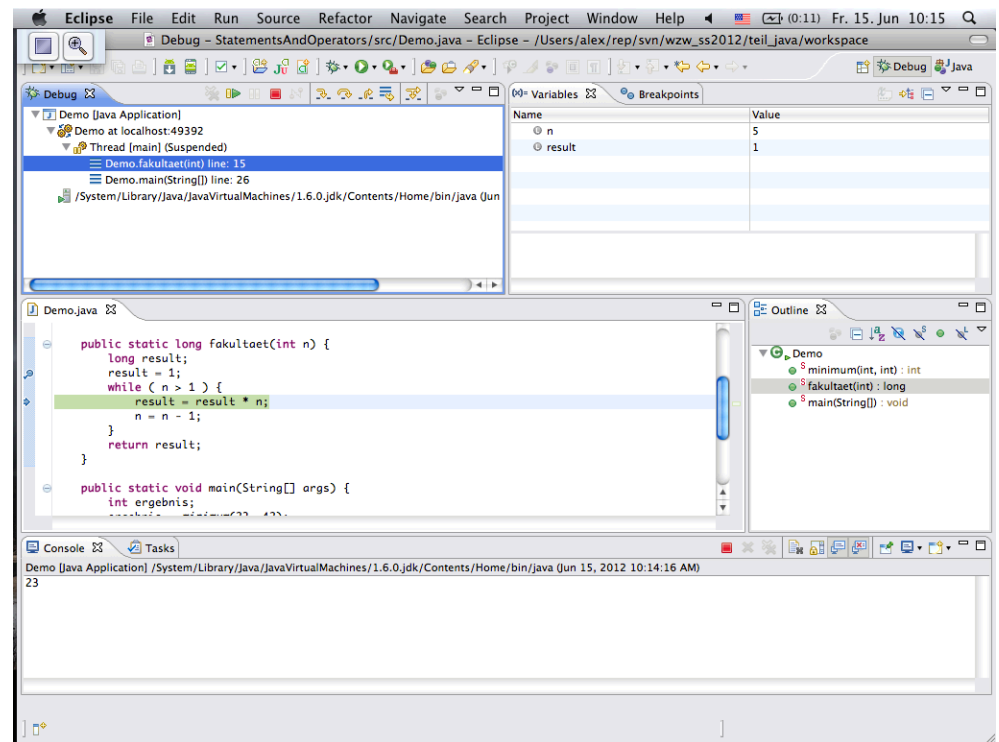
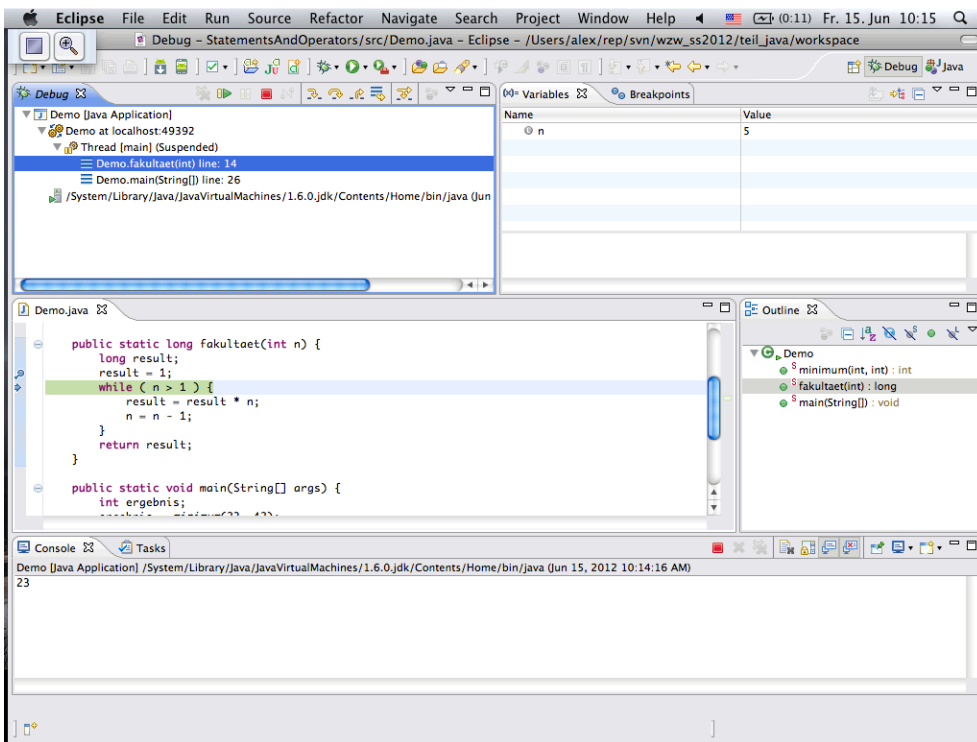


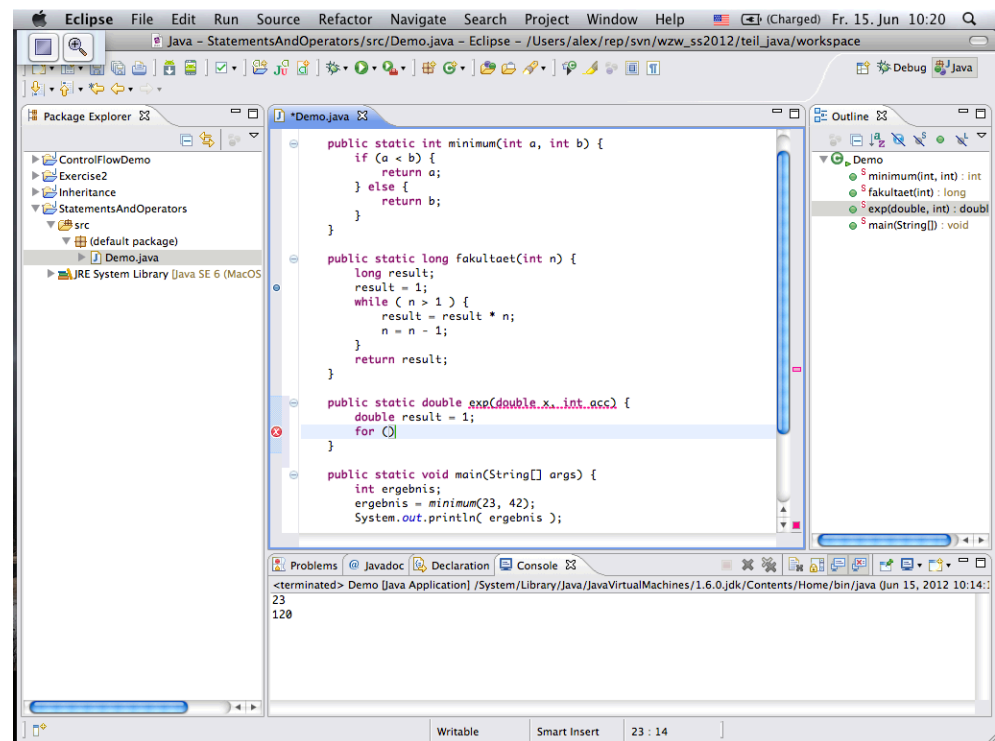
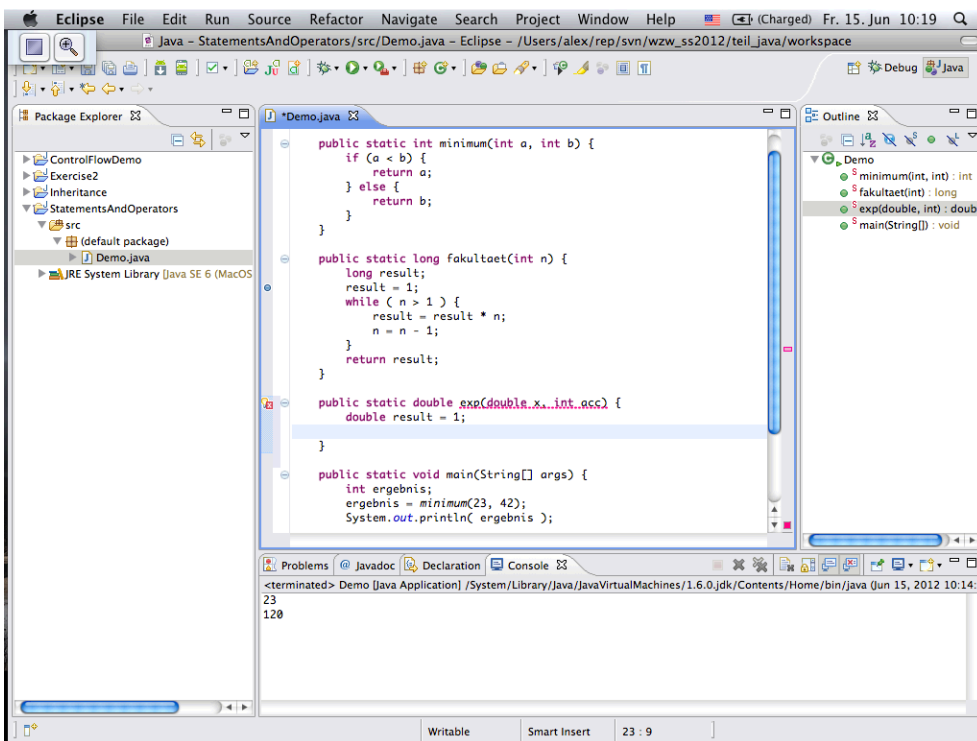
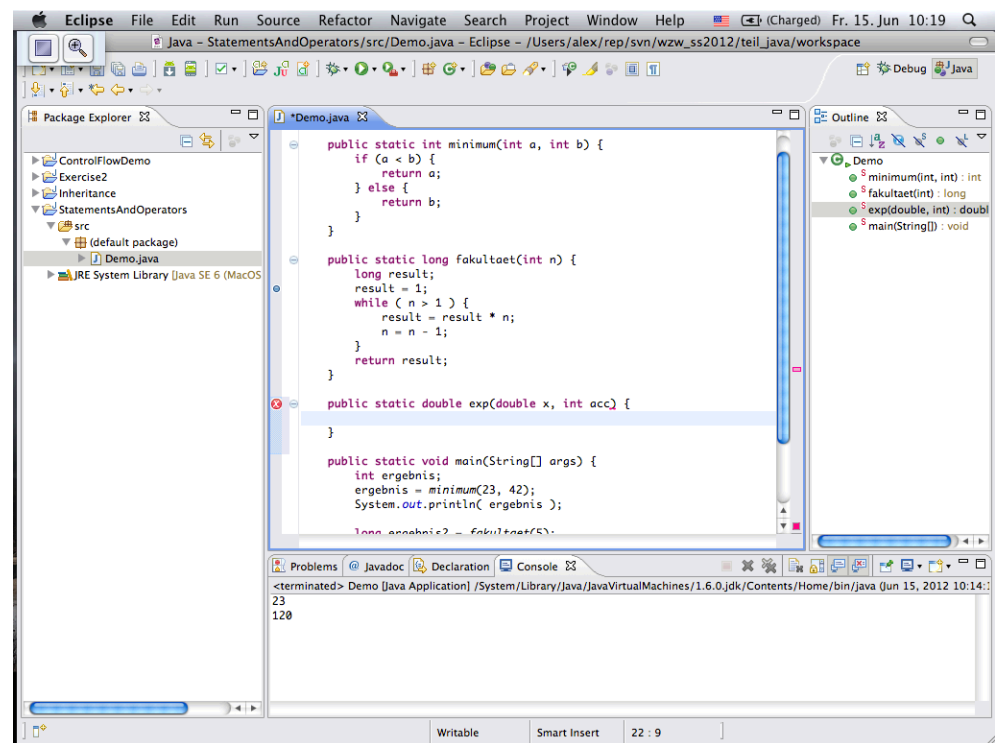
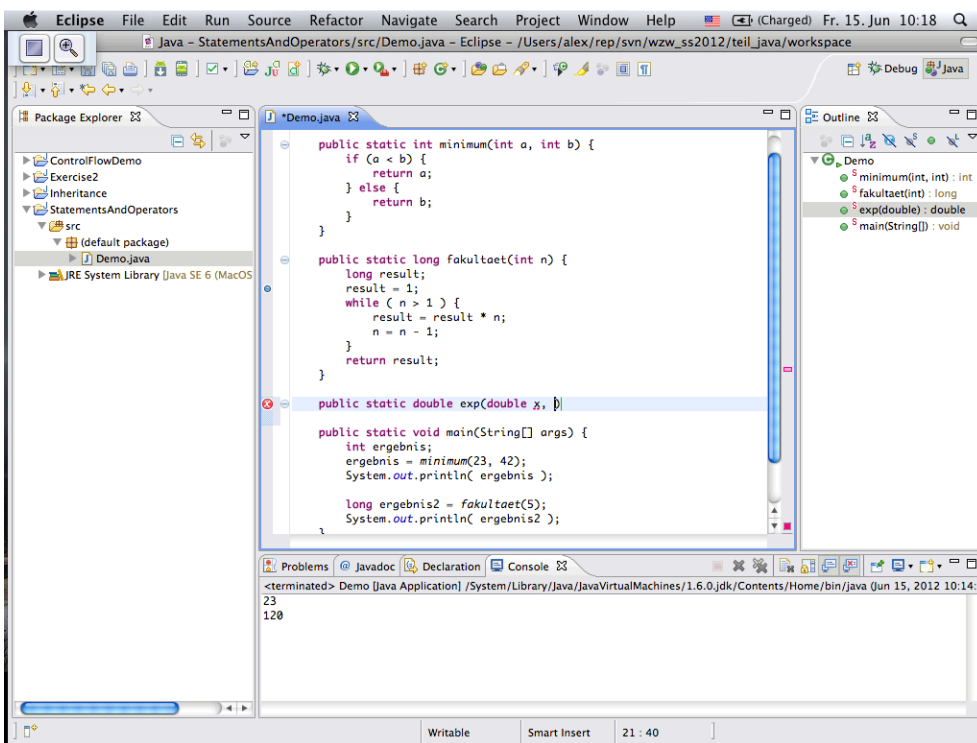


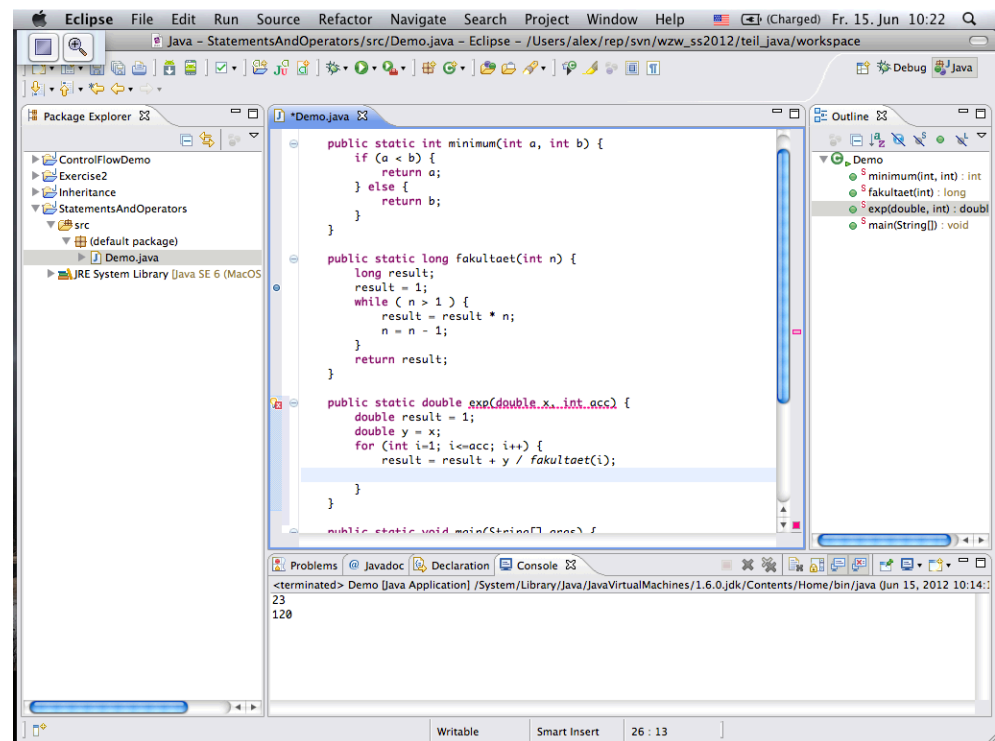
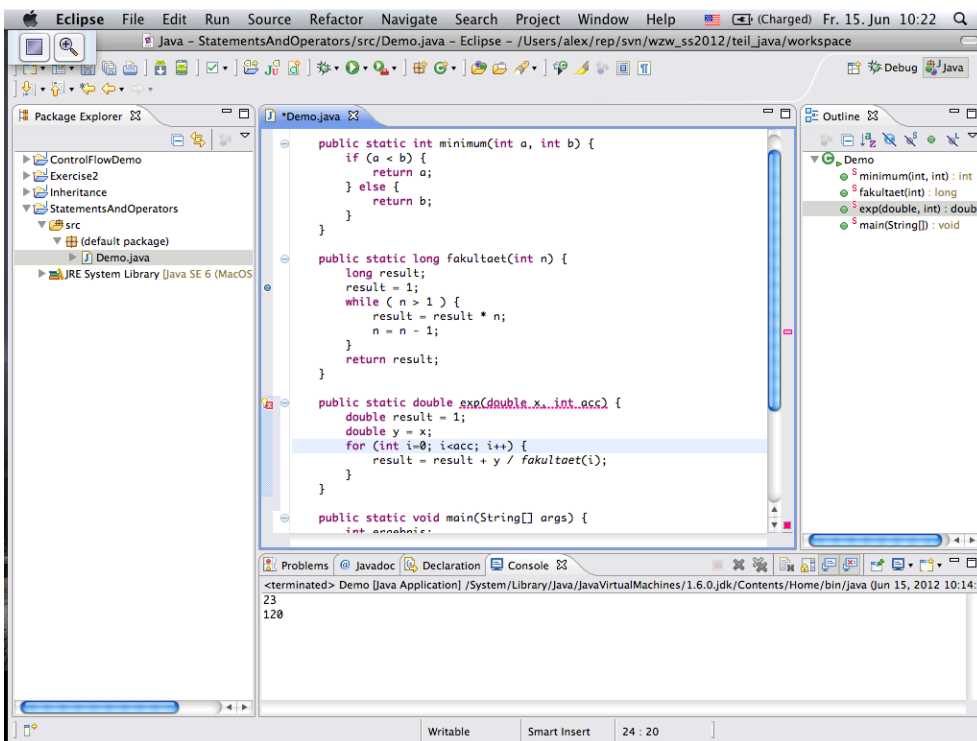
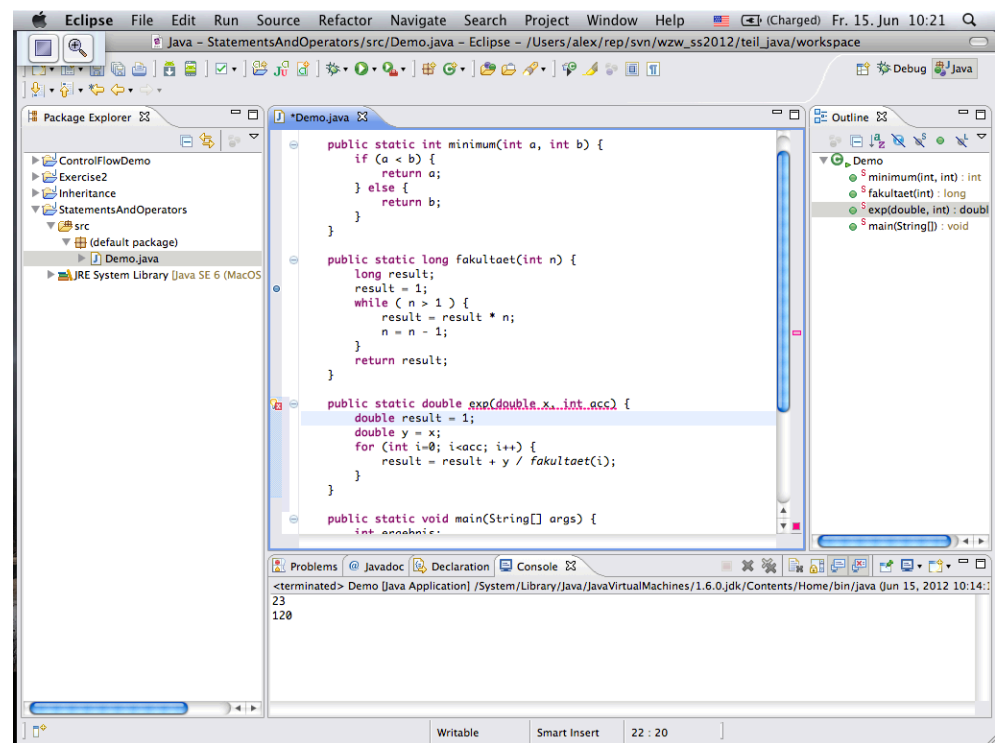
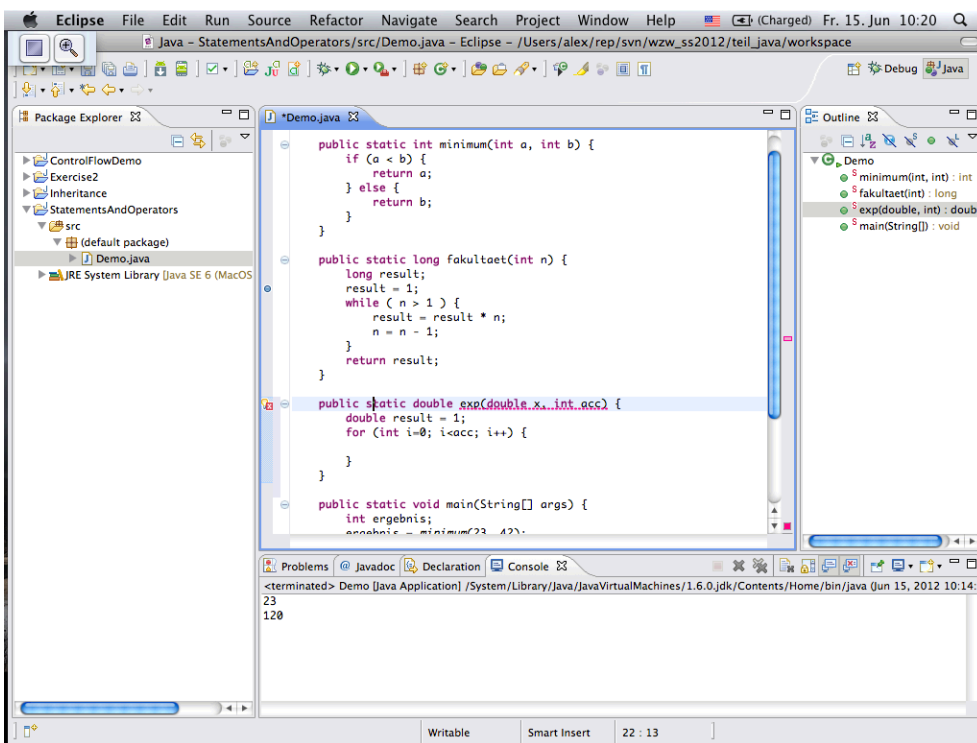


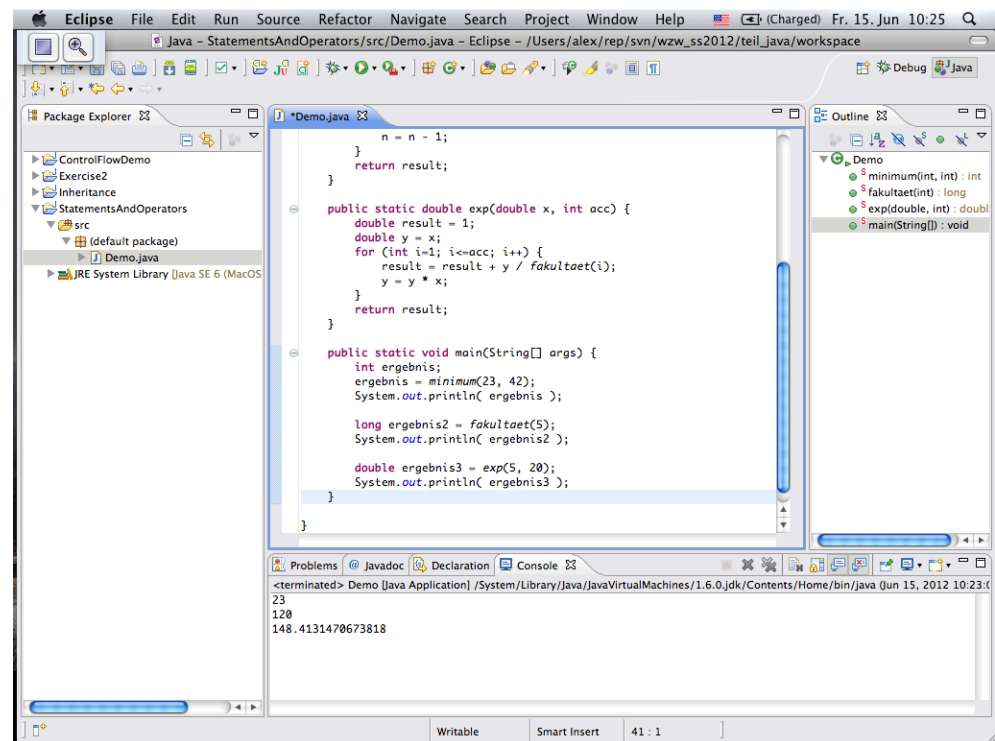
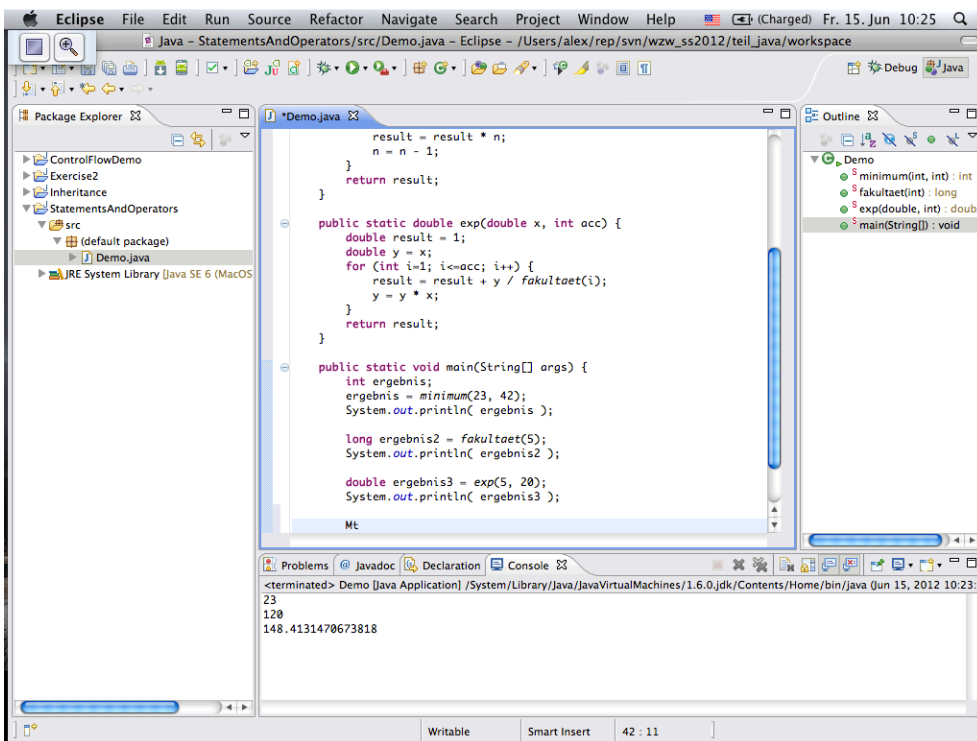
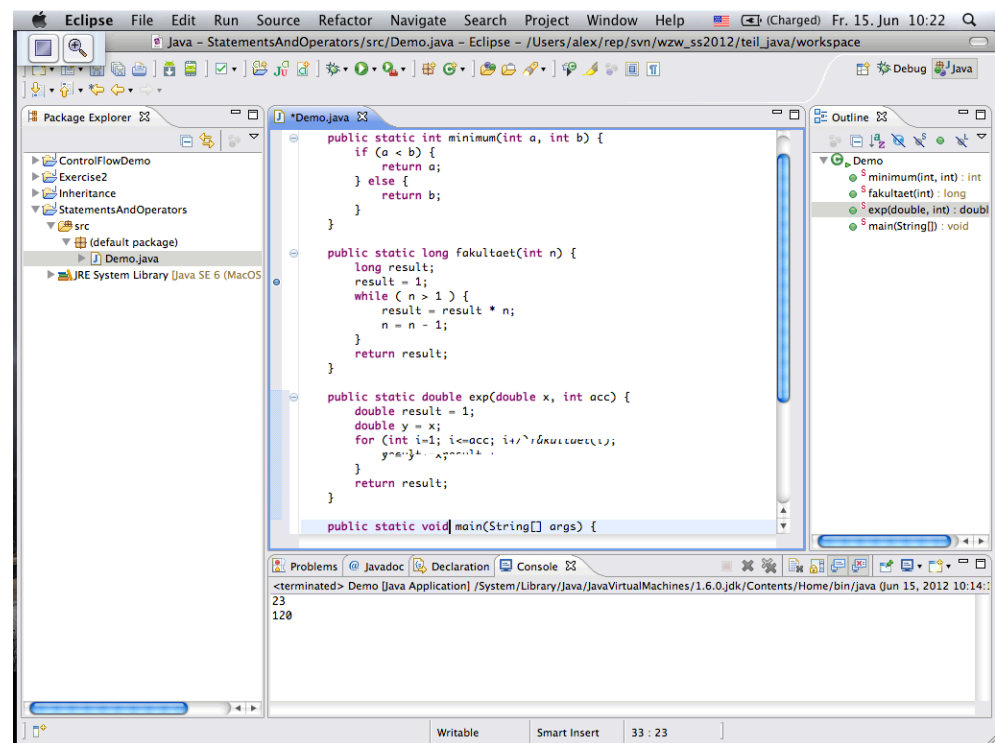
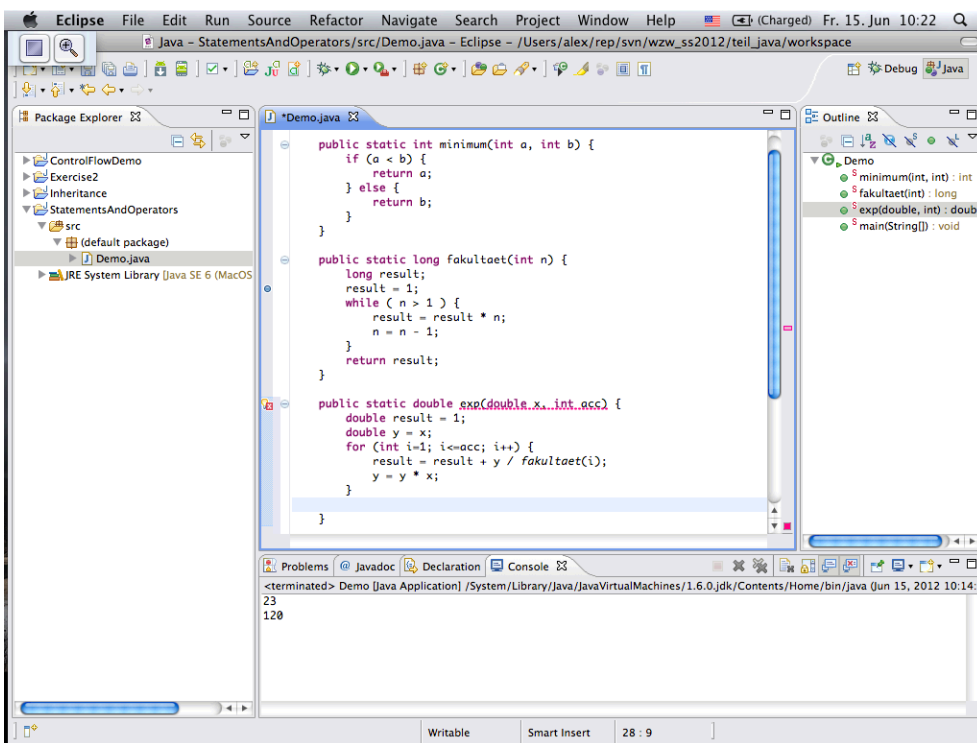












# 3 Classes, Objects, Inheritance

Deepening readings:

- <http://java.sun.com/docs/books/tutorial/java/javaOO/classes.html>
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- <http://java.sun.com/docs/books/tutorial/java/javaOO/more.html>
- <http://java.sun.com/docs/books/tutorial/java/landl/subclasses.html>
- <http://java.sun.com/docs/books/tutorial/essential/exceptions/index.html>

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

    public Bicycle(int startCadence, int startSpeed, int startGear) {
        gear = startGear;
        cadence = startCadence;
        speed = startSpeed;
    }

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

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

    public void speedUp() {
        speed = speed + 1;
    }

    public void applyBrakes() {
        speed = speed - 1;
    }
}

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;
    }
}
```

Source: [JTutorial]

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

    public Bicycle(int startCadence, int startSpeed, int startGear) {
        gear = startGear;
        cadence = startCadence;
        speed = startSpeed;
    }

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

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

    public void speedUp() {
        speed = speed + 1;
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    public void applyBrakes() {
        speed = speed - 1;
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public class MountainBike extends Bicycle {
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    {
        super(startCadence, startSpeed, startGear);
        seatHeight = startHeight;
    }

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

Source: [JTutorial]

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

    public Bicycle(int startCadence, int startSpeed, int startGear) {
        gear = startGear;
        cadence = startCadence;
        speed = startSpeed;
    }

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

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

    public void speedUp() {
        speed = speed + 1;
    }

    public void applyBrakes() {
        speed = speed - 1;
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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;
    }
}
```

Source: [JTutorial]

- **Class definition (general form):**  
`modifier class MyClass extends MySuperClass implements YourInterface1, ..., YourInterfaceN`  
 {  
     // fields, constructors, methods  
 }
- **(Access) modifier:**  
 certain combinations of {public, protected, private, static, final}

- **Field declaration (general form):**  
`modifier type name;`
- **(Access) modifier:**  
 certain combinations of {public, protected, private, static, final}
- **type:** Any primitive or reference type



## Classes, Objects, Inheritance

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

    public Bicycle(int startCadence, int startSpeed, int startGear) {
        gear = startGear;
        cadence = startCadence;
        speed = startSpeed;
    }

    public void changeCadence(int cadence) {
        cadence = newVa
    }

    public void changeSpeed(int speed) {
        speed = newVa
    }

    public void changeGear(int gear) {
        gear = newVa
    }

    public void applyBrakes(int speed) {
        speed = speed - 1;
    }

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

- **Method declaration (general form):**  
`modifier typeOfReturnValue name ( parameter* ) throwsClause { statement* }`
- **(Access) modifier:**  
certain combinations of {public, protected, private, static, final}
- **typeOfReturnValue:** Any primitive or reference type
- **parameter\*:** (later)
- **throwsClause\*:** (later)
- **statement\*:** statement(s) to execute

Source: [JTutorial]

## Classes, Objects, Inheritance

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

    public Bicycle(int startCadence, int startSpeed, int startGear) {
        gear = startGear;
        cadence = startCadence;
        speed = startSpeed;
    }

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

    public void changeSpeed(int speed) {
        speed = newValue;
    }

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

    public void applyBrakes(int speed) {
        speed = speed - 1;
    }

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

- **Constructor declaration (general form):**  
`modifier MyClass ( parameter* ) throwsClause { statement* }`
- **(Access) modifier:**  
certain combinations of {public, protected, private, static, final}
- **parameter\*:** (later)
- **throwsClause\*:** (later)
- **statement\*:** statement(s) to execute

Source: [JTutorial]

## Classes, Objects, Inheritance

### Why do we need **constructors**?

- Ensure **complete** and **consistent** initialization after object creation
- **Access superclass constructors:**  
Construct object according to definition of superclass, then add specifics
- Provide several constructors for respective use-cases

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

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

```
class Tandem extends Bicycle {
    public int numberOfDrivers;

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

## Classes, Objects, Inheritance

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    public int cadence;
    public int speed;
    public int gear;

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

```
class Tandem extends Bicycle {
    public int numberOfDrivers;

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    }
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```



## Why do we need **constructors**?

- Ensure **complete** and **consistent** initialization after object creation
- **Access superclass constructors:**  
Construct object according to definition of superclass, then add specifics
- Provide several constructors for respective use-cases

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

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

