

Script generated by TTT

Title: Lehmann: Uebung_Einf_HF (21.06.2013)

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Duration: 82:25 min

Pages: 63

2 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[22 * 2].someMethod();
```

array of *primitive type* elements

array of *reference type* elements (objects)

2 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
...

2 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
...

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2 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
...

- Length** property:

```
int l = someArray.length;
// l == 3
```

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2 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

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2 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 the new instance of Bicycle, e.g. <1150>	Create and initialize new instance of class Bicycle in memory
new double[10]	Reference to the new array of double	Create and initialize new array in memory

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2 Language Basics – Expressions, Statements, Blocks

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)

2 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 > 10) {
        speed = speed - 2; // break really hard
    } else if (speed > 0) {
        speed--; // soft brakes
    } else {
        System.err.println(
            "The bicycle has already stopped!");
    }
}
```

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

2 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

2 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

2 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 #:7

- 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;
}
```

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3 Classes, Objects, Inheritance

Deepening readings:

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

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2 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

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2 Language Basics – Expressions, Statements, Blocks

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
```

Eclipse Java - Eclipse - /Users/alex/rep/svn/wzw_ss2013/teil_java/workspace Fr. 21. Jun 09:45

Project Package

New Project

Select a wizard

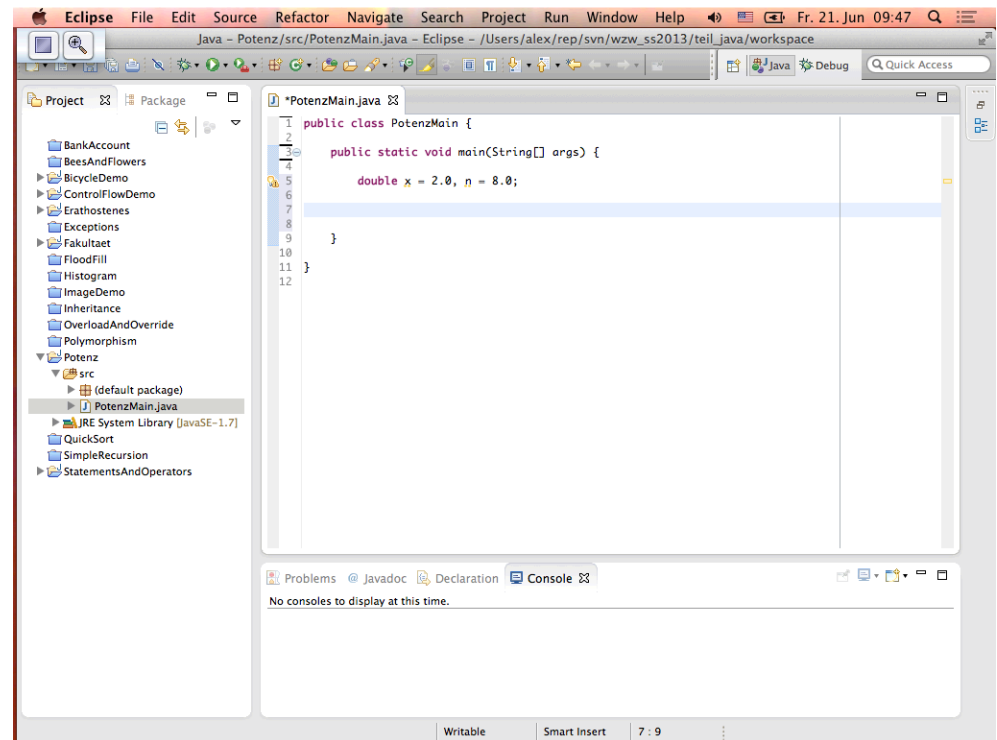
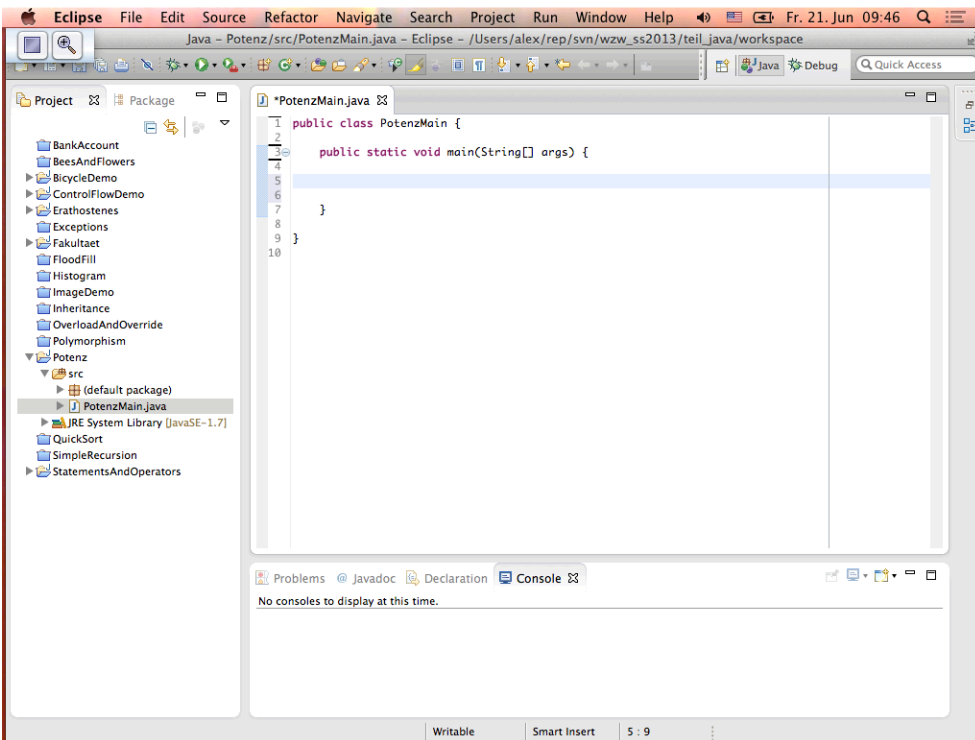
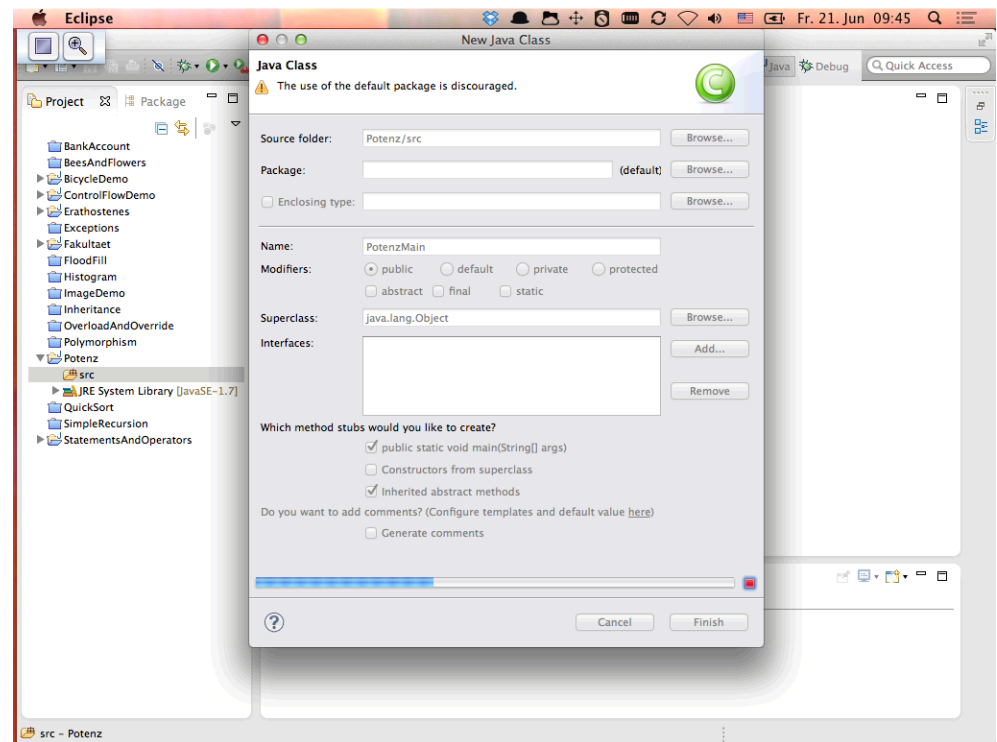
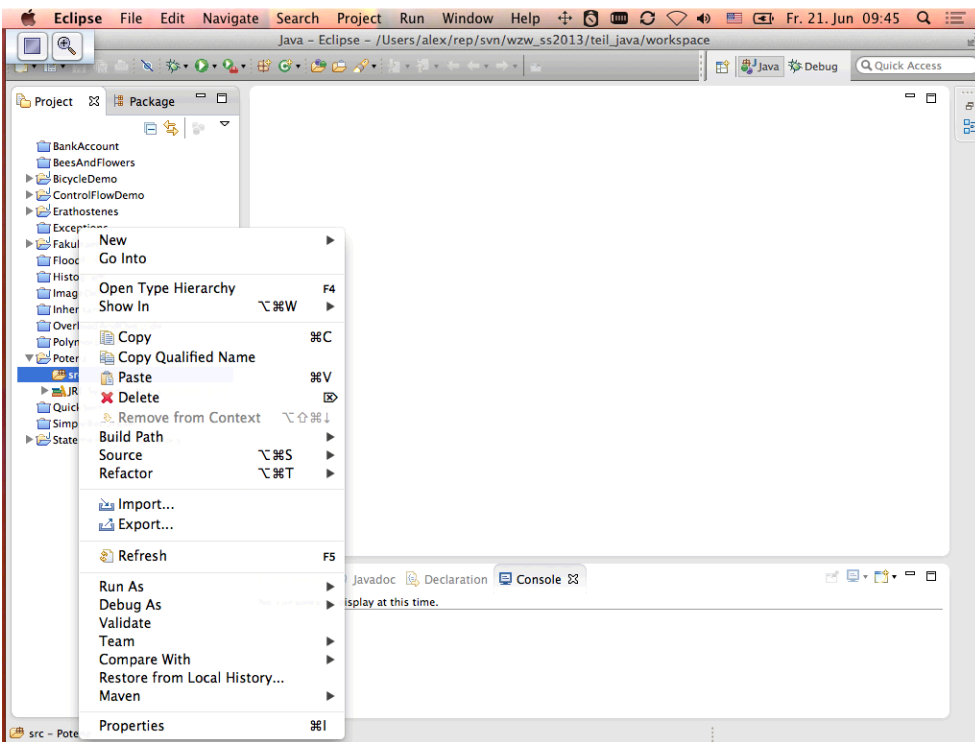
Wizards:

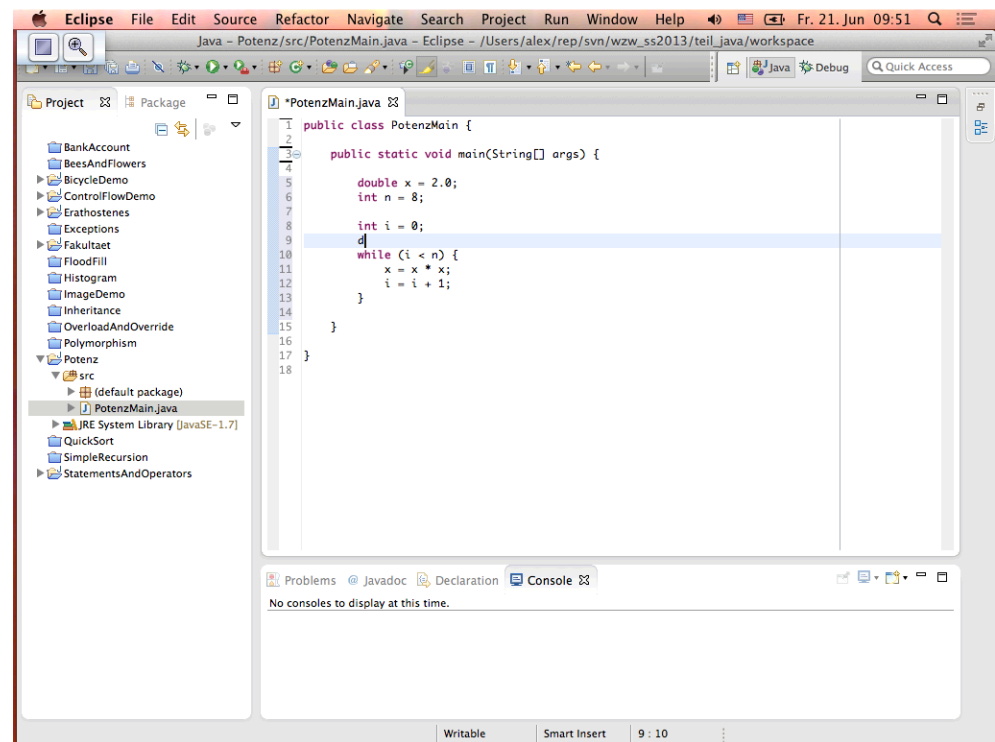
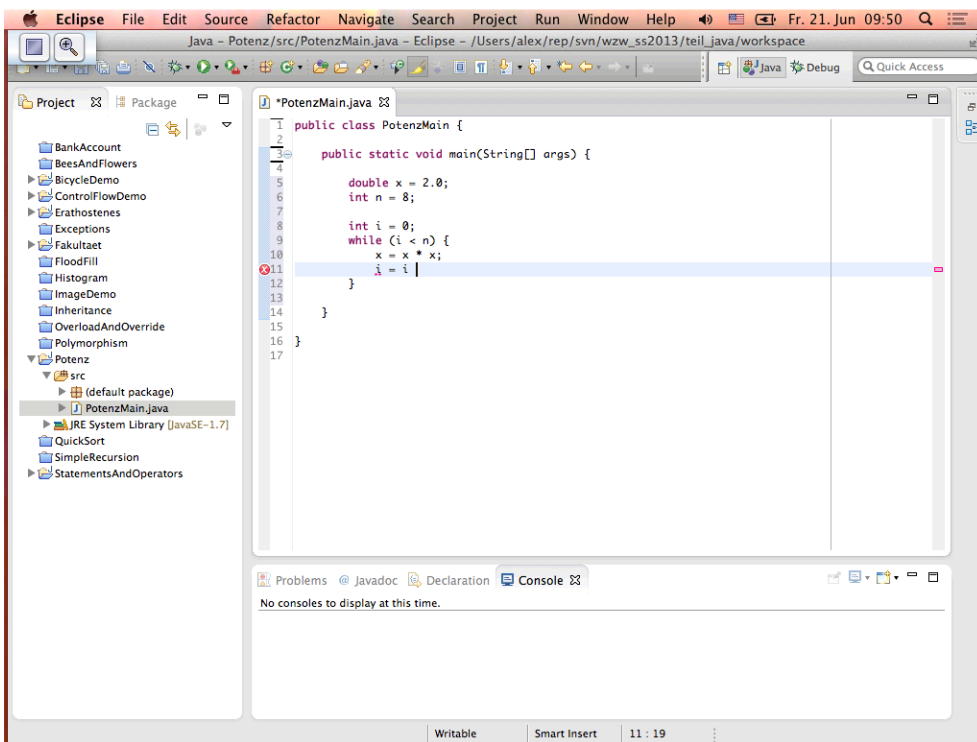
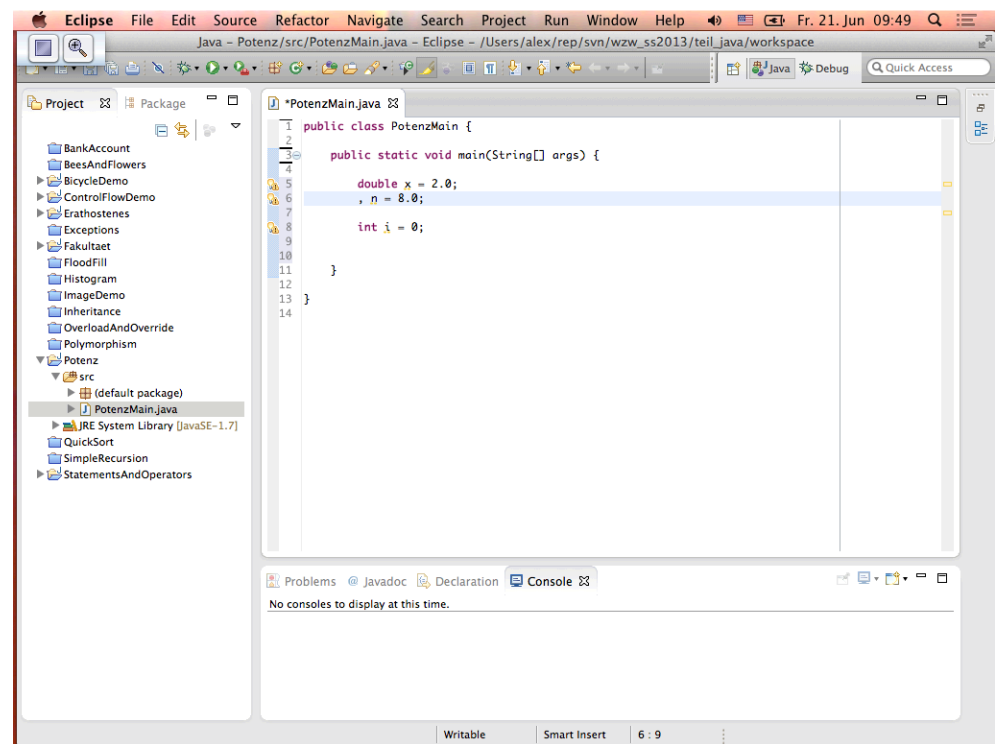
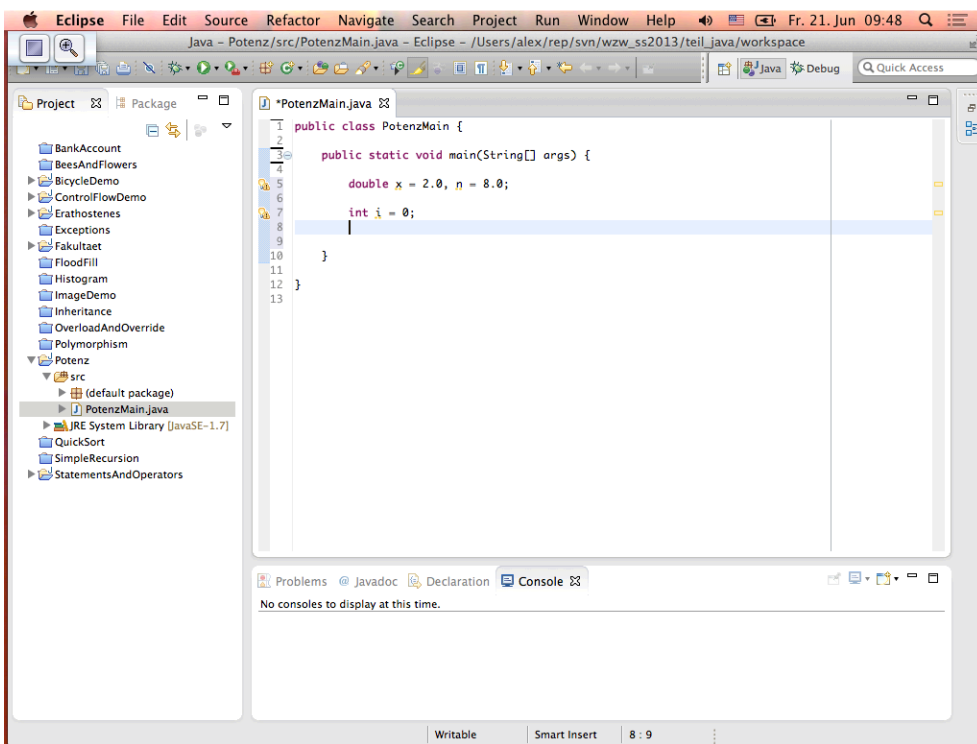
type filter text

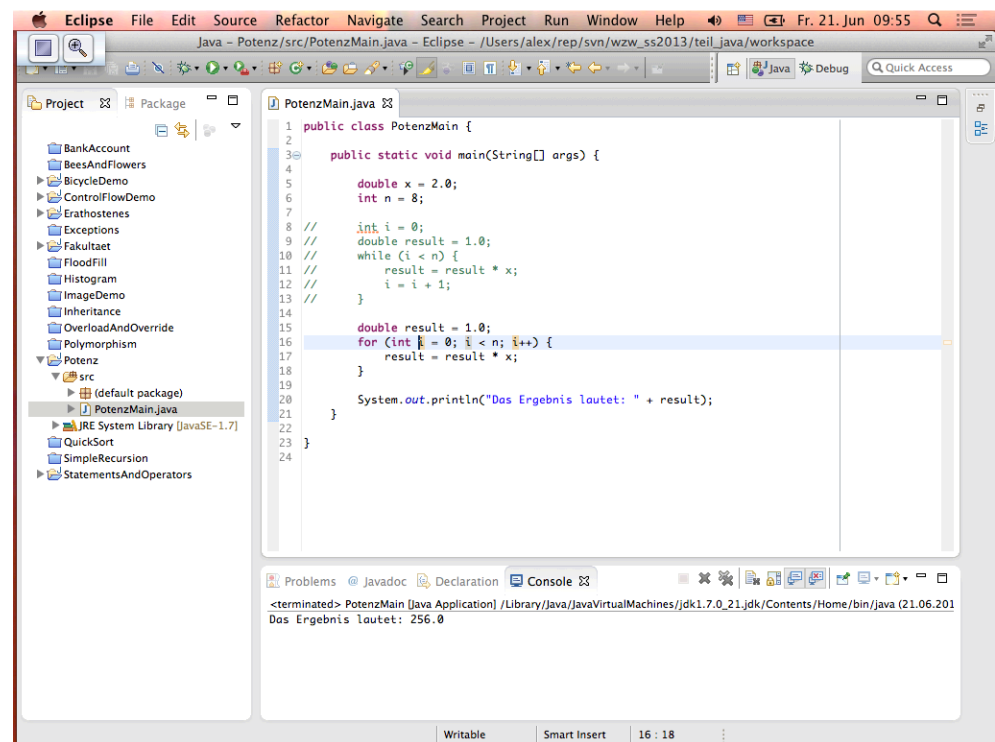
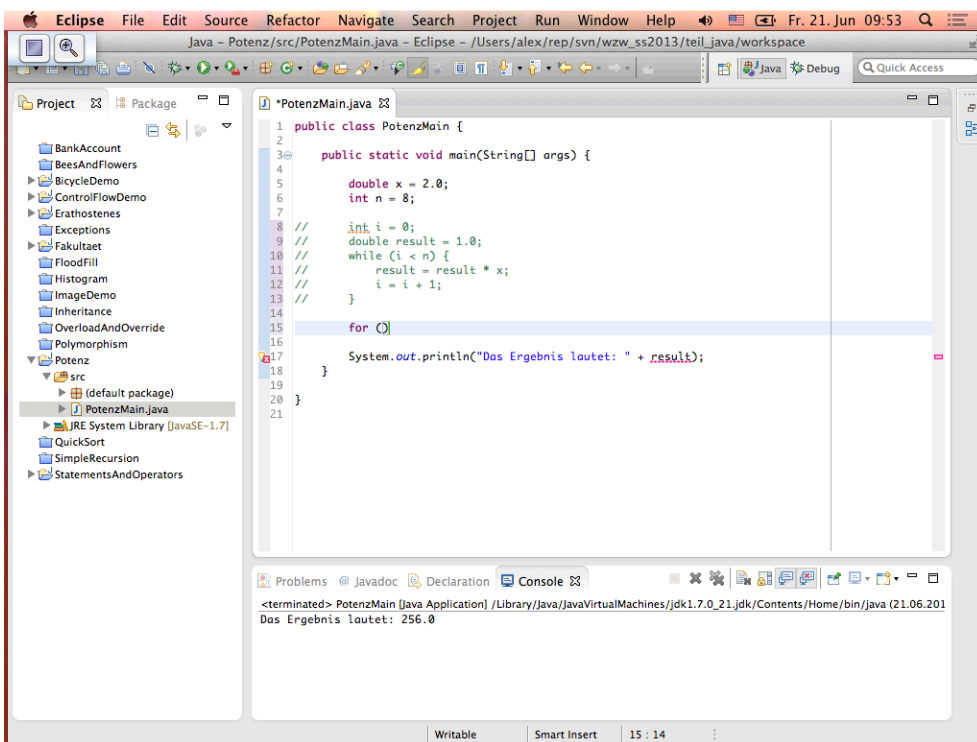
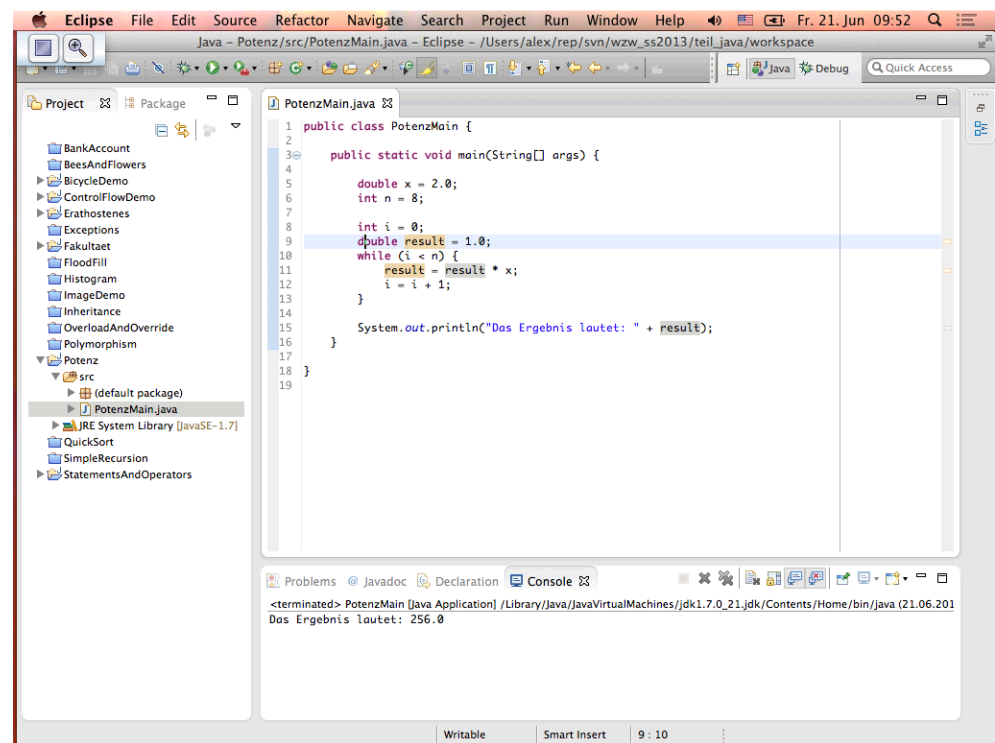
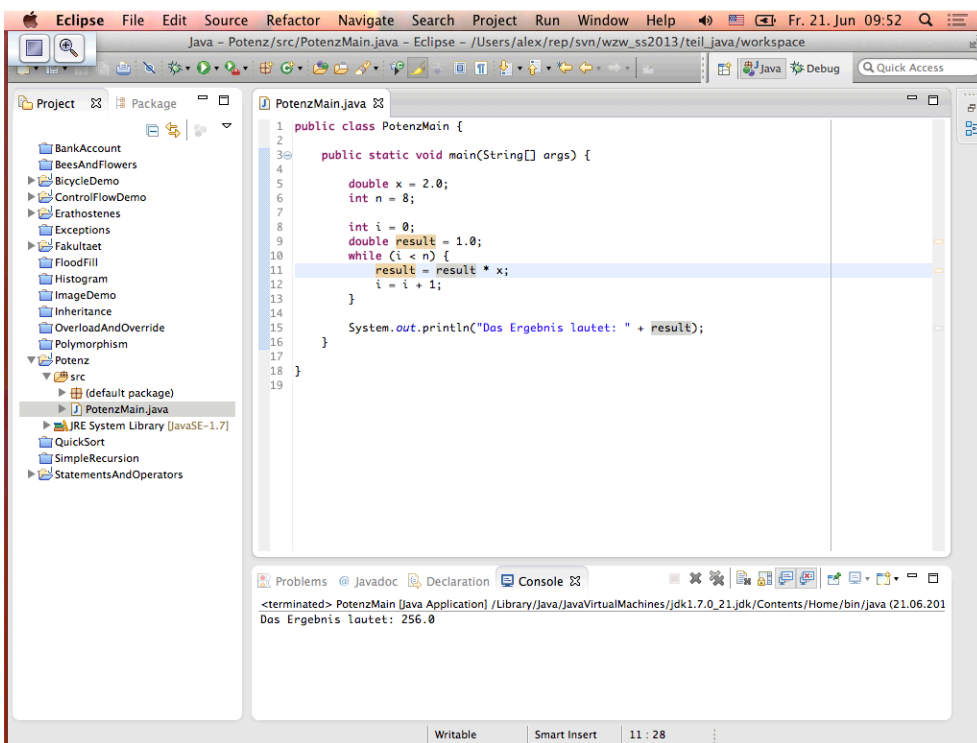
- General
- CVS
- Java
 - Java Project
 - Java Project from Existing Ant Buildfile
- Maven
- Examples

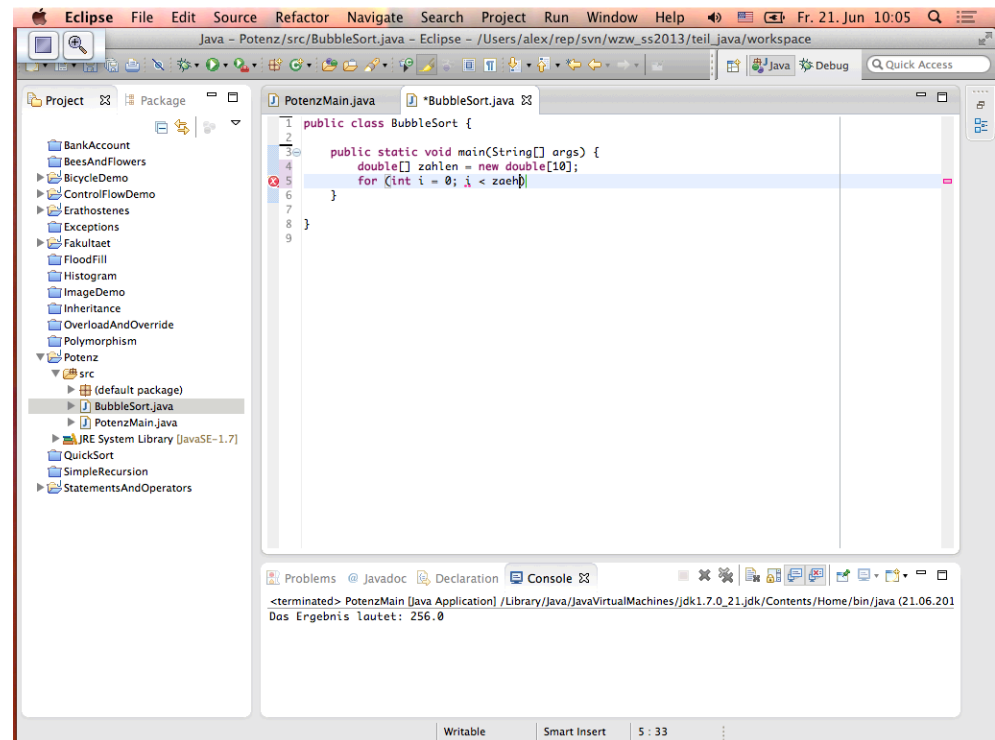
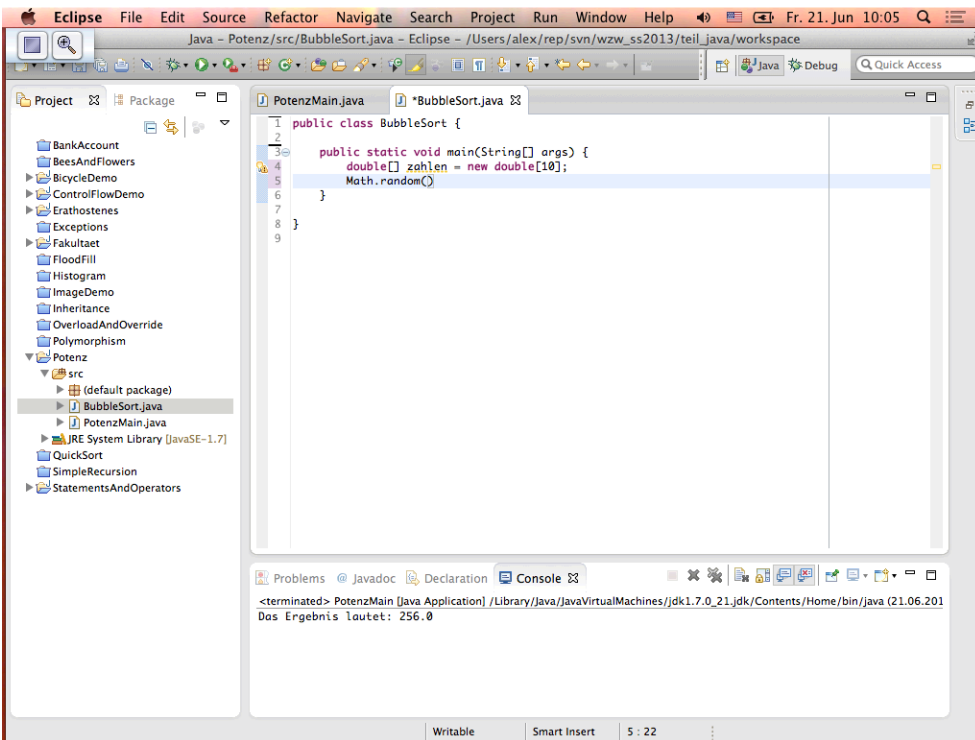
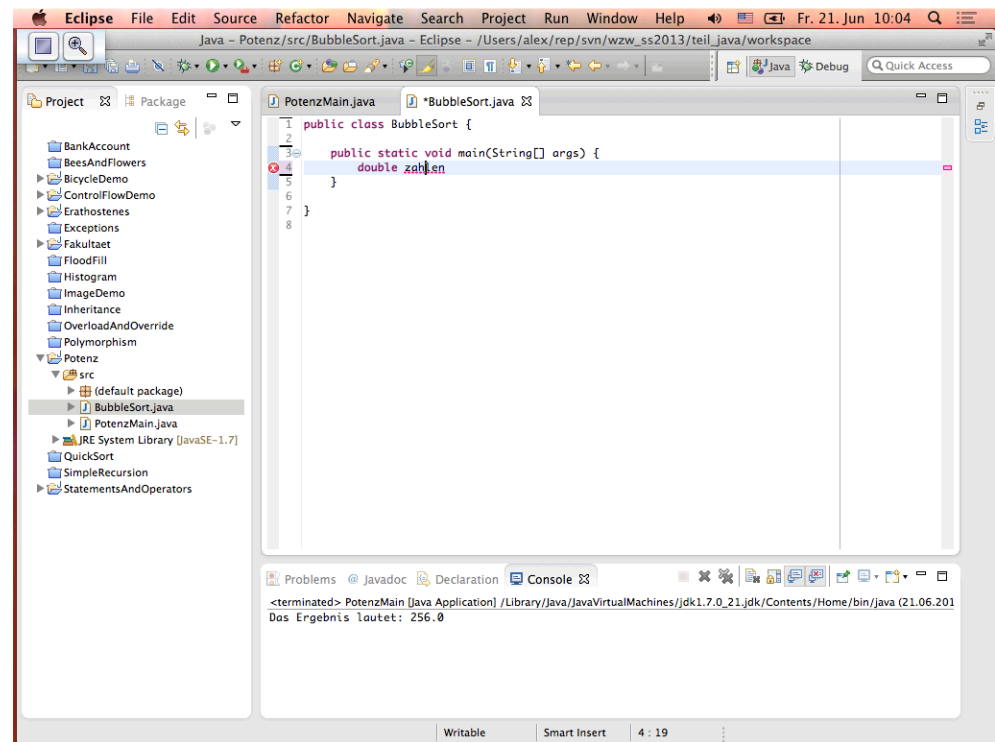
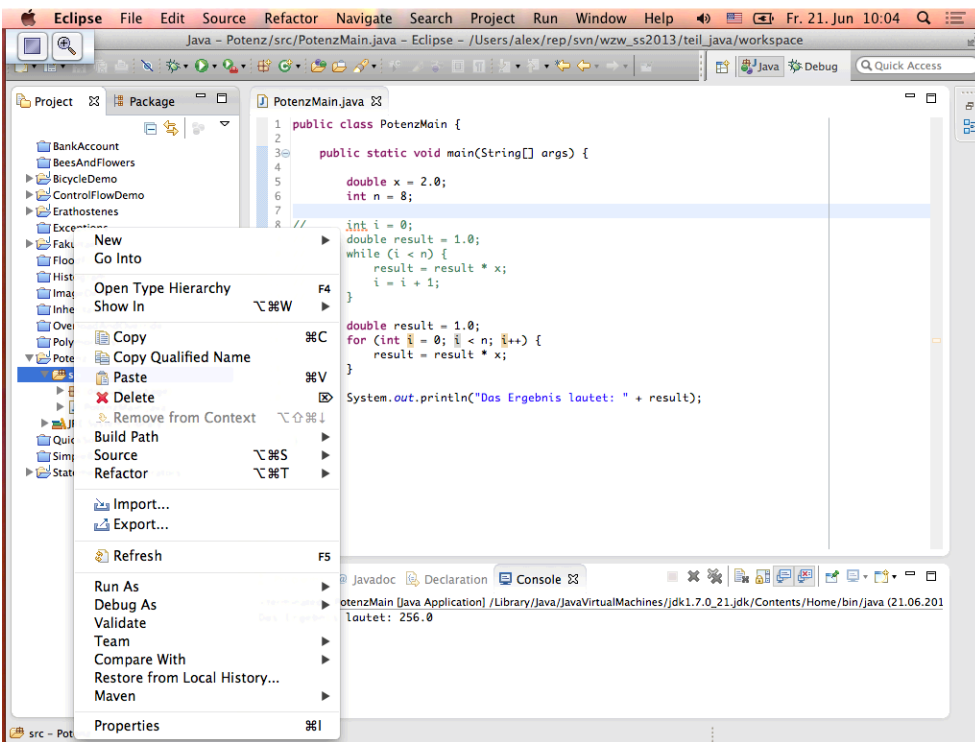
< Back Next > Cancel Finish

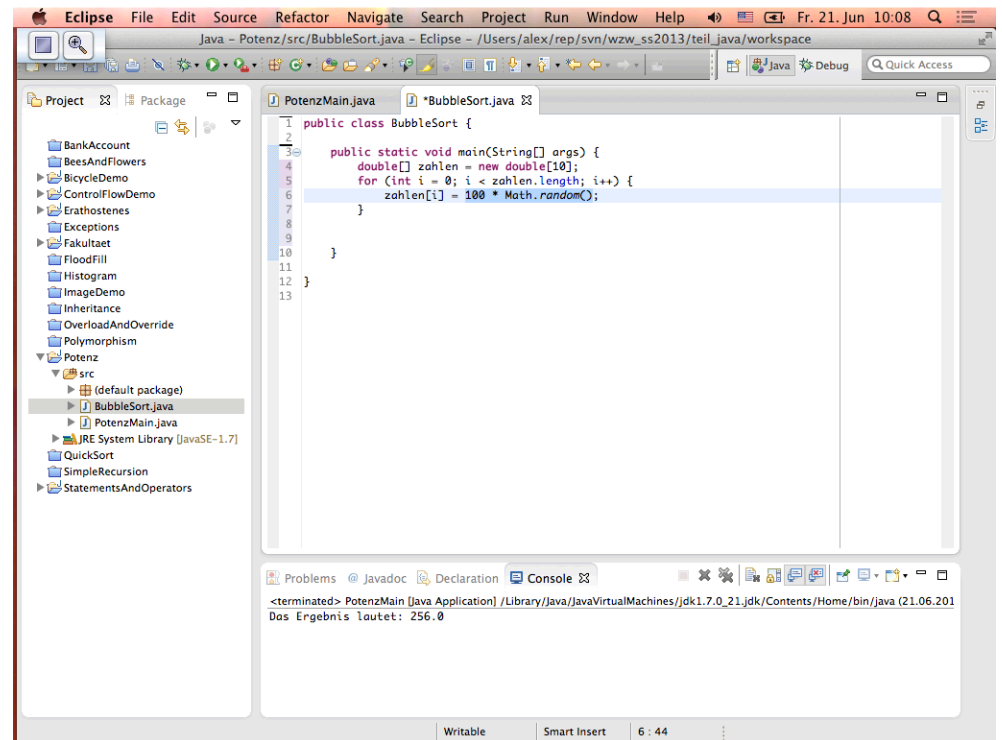
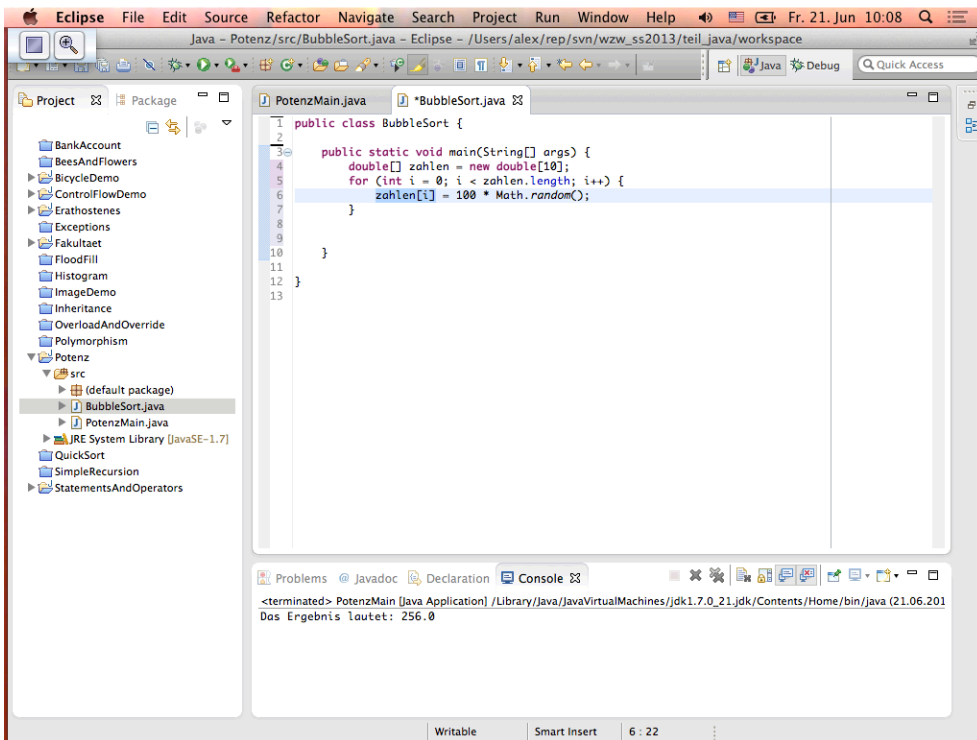
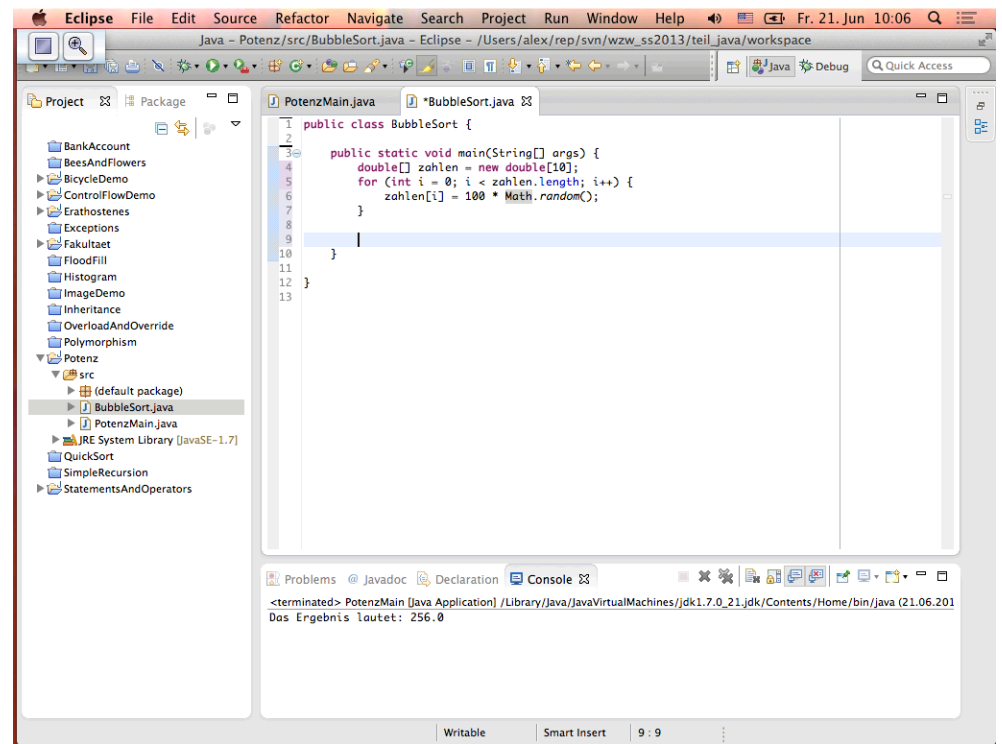
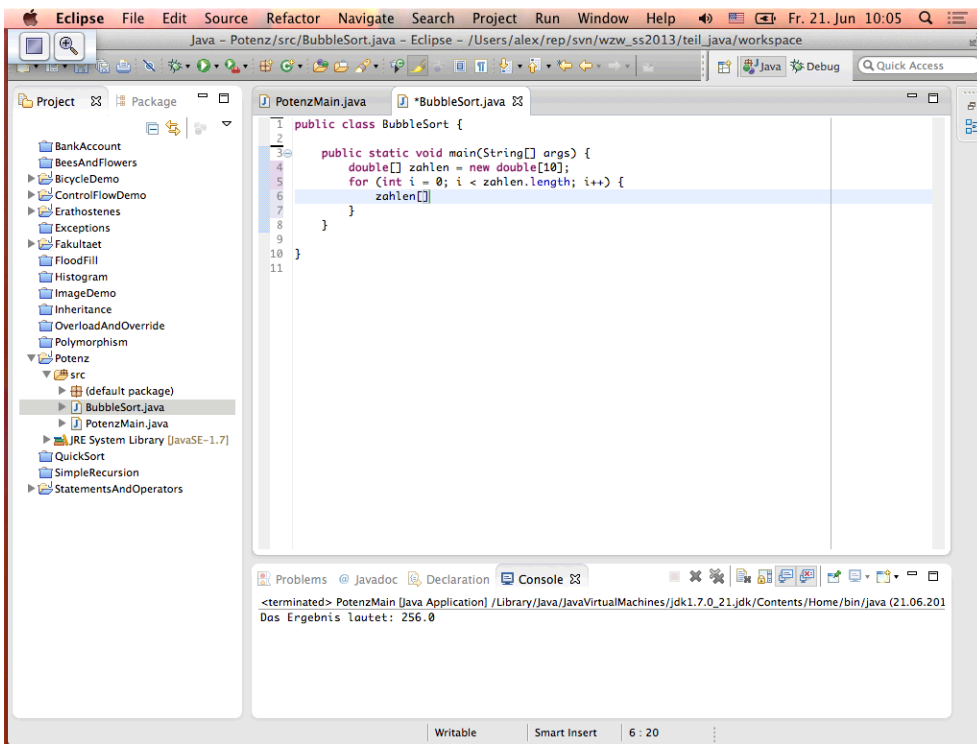
No consoles to display at this time.

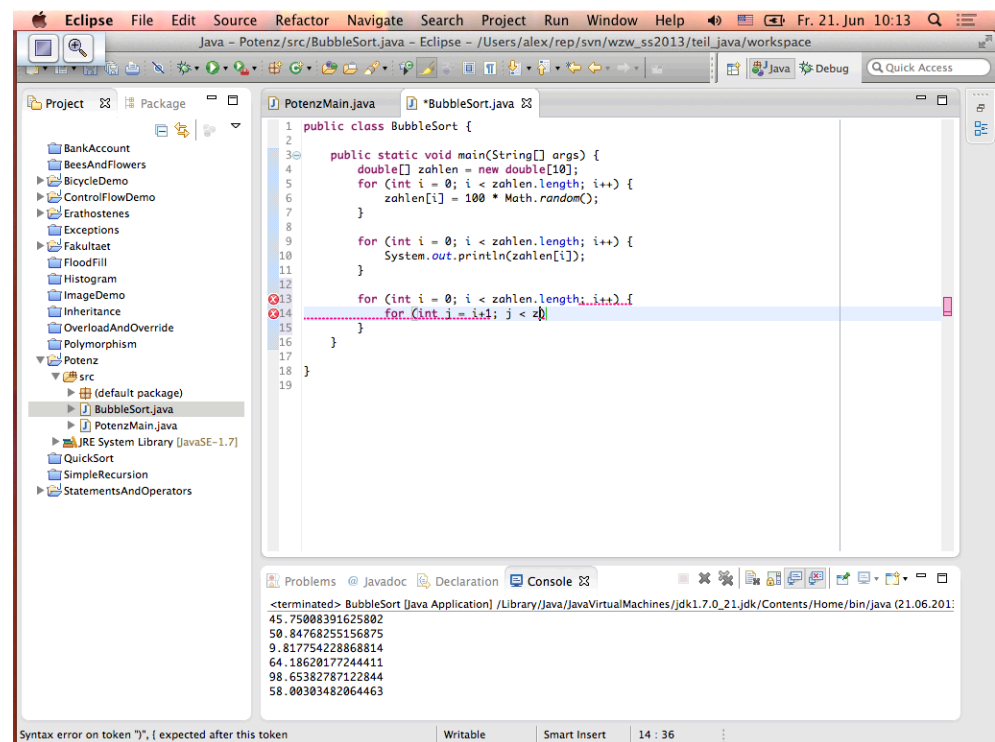
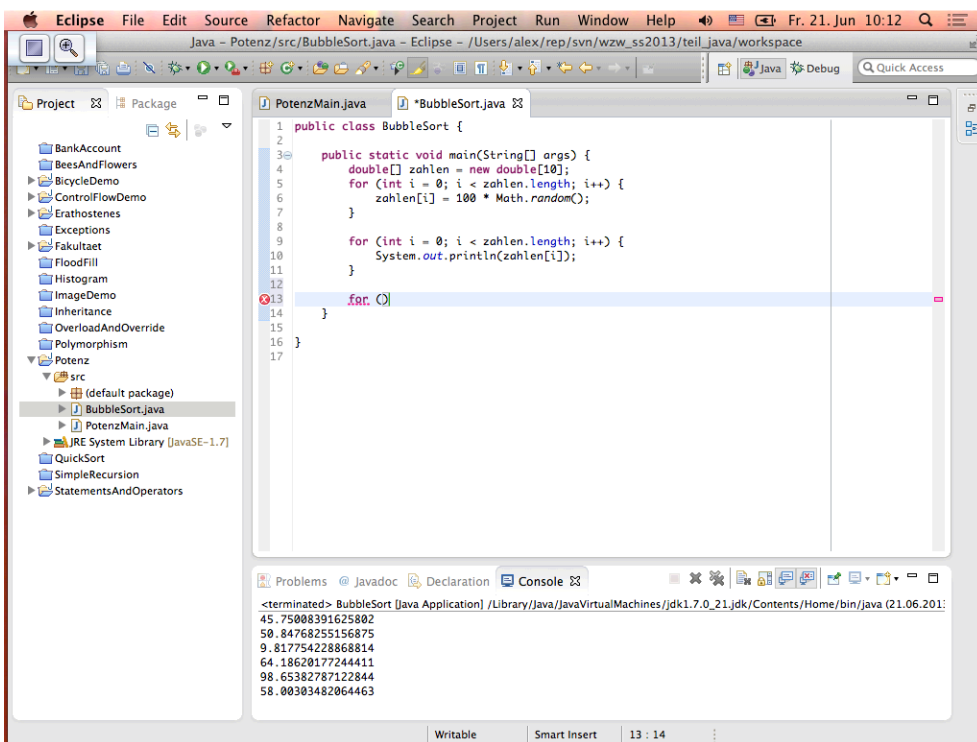
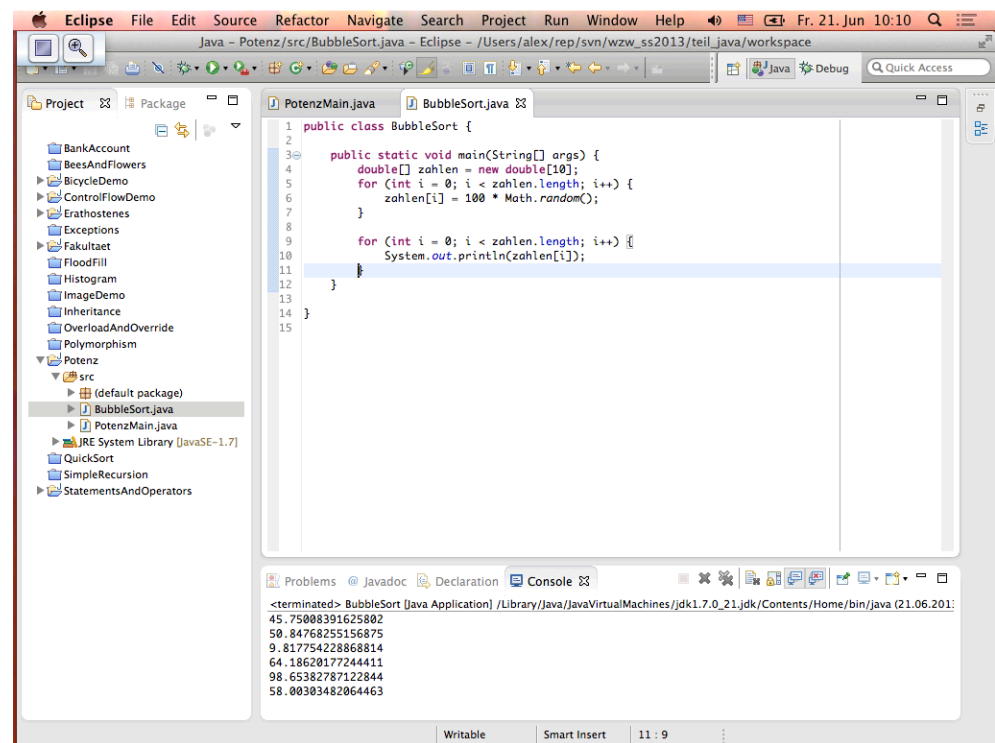
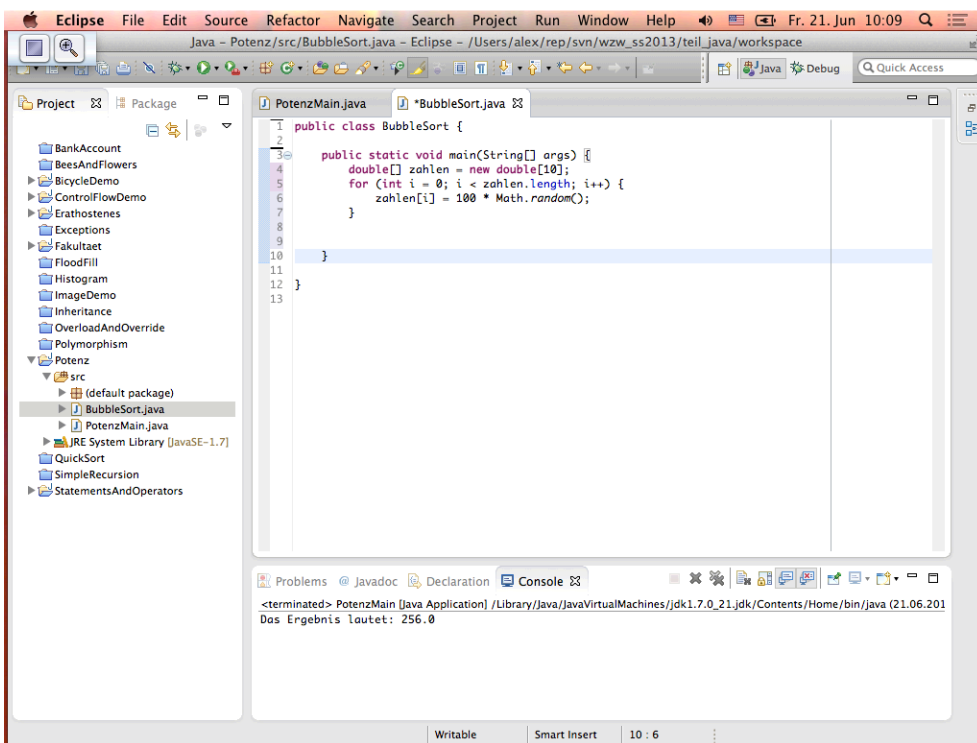


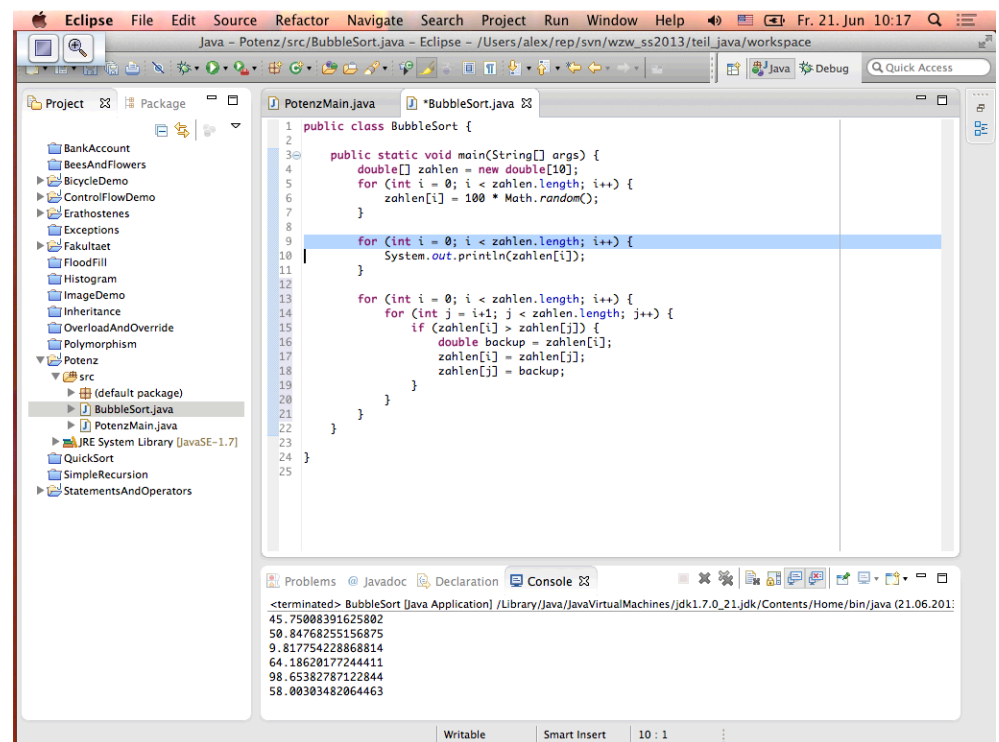
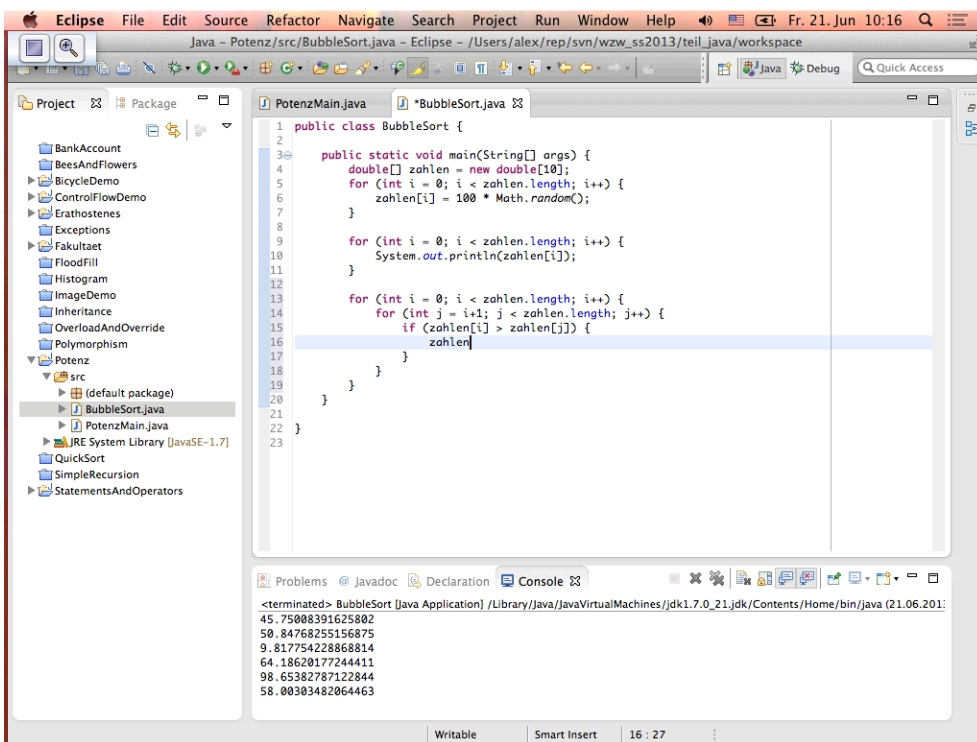
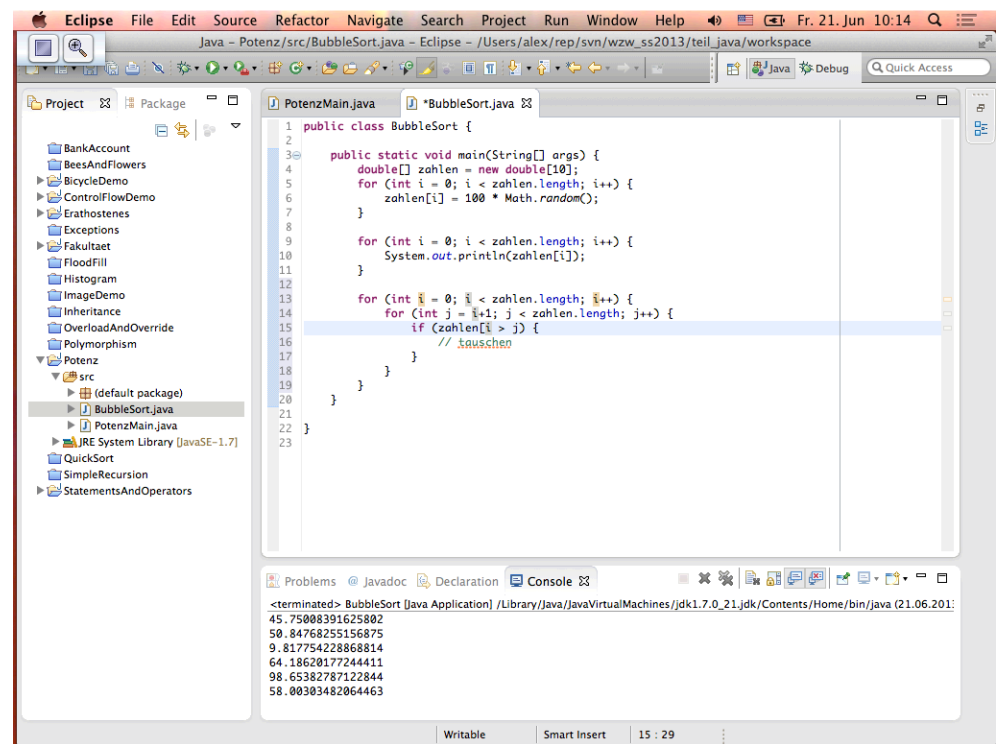
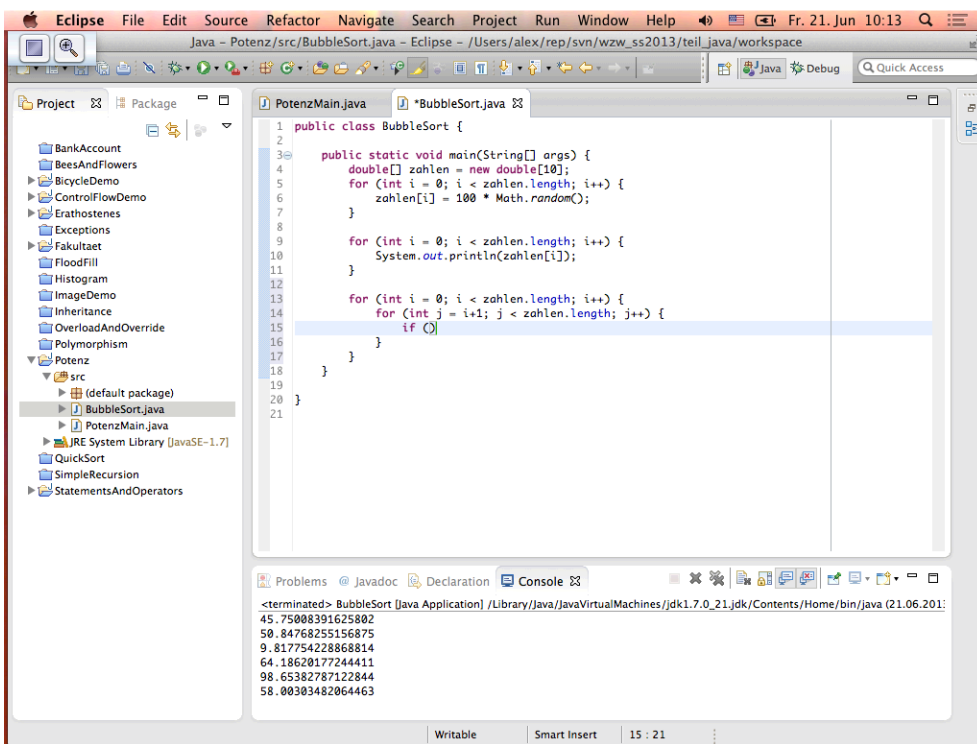












Eclipse IDE screenshot showing the initial state of the BubbleSort.java file. The code is as follows:

```

1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         double[] zahlen = new double[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = 100 * Math.random();
7         }
8
9         for (int i = 0; i < zahlen.length; i++) {
10            System.out.println(zahlen[i]);
11        }
12
13        for (int i = 0; i < zahlen.length; i++) {
14            for (int j = i+1; j < zahlen.length; j++) {
15                if (zahlen[i] > zahlen[j]) {
16                    double backup = zahlen[i];
17                    zahlen[i] = zahlen[j];
18                    zahlen[j] = backup;
19                }
20            }
21        }
22    }
23 }

```

The console output shows a list of 10 random numbers:

```

<terminated> BubbleSort [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (21.06.201:
46.02322101126373
68.67539556325409
50.471372781477356
25.200013263483136
62.44449461845307
49.1740536258274
52.44408558534167
72.70417559921626
13.124430157723321
26.895743870543022

13.124430157723321
25.200013263483136
26.895743870543022
46.02322101126373
49.1740536258274

```

Eclipse IDE screenshot showing the BubbleSort.java file with a modification to the inner loop. The code is as follows:

```

1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         double[] zahlen = new double[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = 100 * Math.random();
7         }
8
9         for (int i = 0; i < zahlen.length; i++) {
10            System.out.println(zahlen[i]);
11        }
12
13        for (int i = 0; i < zahlen.length; i++) {
14            for (int j = i+1; j < zahlen.length; j++) {
15                if (zahlen[i] > zahlen[j]) {
16                    double backup = zahlen[i];
17                    zahlen[i] = zahlen[j];
18                    zahlen[j] = backup;
19                }
20            }
21        }
22    }
23 }
24 System.out.println();
25 for (int i = 0; i < zahlen.length; i++) {
26     System.out.println(zahlen[i]);
27 }

```

The console output is identical to the first screenshot, showing the same 10 random numbers.

Eclipse IDE screenshot showing the BubbleSort.java file with a new variable 'heiner' added. The code is as follows:

```

1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         double[] zahlen = new double[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = 100 * Math.random();
7         }
8
9         double heiner = 123.4;
10
11        for (int i = 0; i < zahlen.length; i++) {
12            System.out.println(zahlen[i]);
13        }
14
15        for (int i = 0; i < zahlen.length; i++) {
16            for (int j = i+1; j < zahlen.length; j++) {
17                if (zahlen[i] > zahlen[j]) {
18                    double backup = zahlen[i];
19                    zahlen[i] = zahlen[j];
20                    zahlen[j] = backup;
21                }
22            }
23        }
24
25        System.out.println();

```

The console output is identical to the previous screenshots, showing the same 10 random numbers.

Eclipse IDE screenshot showing the BubbleSort.java file with the 'heiner' variable printed. The code is as follows:

```

1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         double[] zahlen = new double[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = 100 * Math.random();
7         }
8
9         int heiner = 123.4;
10
11        for (int i = 0; i < zahlen.length; i++) {
12            System.out.println(zahlen[i]);
13        }
14
15        for (int i = 0; i < zahlen.length; i++) {
16            for (int j = i+1; j < zahlen.length; j++) {
17                if (zahlen[i] > zahlen[j]) {
18                    double backup = zahlen[i];
19                    zahlen[i] = zahlen[j];
20                    zahlen[j] = backup;
21                }
22            }
23        }
24
25        System.out.println();

```

The console output is identical to the previous screenshots, showing the same 10 random numbers.

Eclipse IDE screenshot showing a Java application. The main editor displays the code for `BubbleSort.java`. The code is as follows:

```

1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         double[] zahlen = new double[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = 100 * Math.random();
7         }
8
9         int heiner = (int) 123.4;
10
11        for (int i = 0; i < zahlen.length; i++) {
12            System.out.println(zahlen[i]);
13        }
14
15        for (int i = 0; i < zahlen.length; i++) {
16            for (int j = i+1; j < zahlen.length; j++) {
17                if (zahlen[i] > zahlen[j]) {
18                    double backup = zahlen[i];
19                    zahlen[i] = zahlen[j];
20                    zahlen[j] = backup;
21                }
22            }
23        }
24
25        System.out.println();

```

The console output shows a list of 10 random double values:

```

<terminated> BubbleSort [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21_jdk/Contents/Home/bin/java (21.06.201:
46.02322101126373
68.67539556325409
50.471372781477356
25.200013263483136
62.44449461845307
49.1740536258274
52.44408558534167
72.70417559921626
13.124430157723321
26.895743870543022
13.124430157723321

```

Eclipse IDE screenshot showing the same Java application. The code in `BubbleSort.java` is identical to the first screenshot. The console output is the same as in the first screenshot.

Eclipse IDE screenshot showing a modified version of the Java application. The code in `BubbleSort.java` is as follows:

```

1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         int[] zahlen = new int[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = (int) 100.0 * Math.random();
7         }
8
9         for (int i = 0; i < zahlen.length; i++) {
10            System.out.println(zahlen[i]);
11        }
12
13        for (int i = 0; i < zahlen.length; i++) {
14            for (int j = i+1; j < zahlen.length; j++) {
15                if (zahlen[i] > zahlen[j]) {
16                    double backup = zahlen[i];
17                    zahlen[i] = zahlen[j];
18                    zahlen[j] = backup;
19                }
20            }
21        }
22
23        System.out.println();
24        for (int i = 0; i < zahlen.length; i++) {
25            System.out.println(zahlen[i]);

```

The console output is identical to the previous screenshots:

```

<terminated> BubbleSort [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21_jdk/Contents/Home/bin/java (21.06.201:
46.02322101126373
68.67539556325409
50.471372781477356
25.200013263483136
62.44449461845307
49.1740536258274
52.44408558534167
72.70417559921626
13.124430157723321
26.895743870543022
13.124430157723321

```

Eclipse IDE screenshot showing the same modified Java application. The code in `BubbleSort.java` is identical to the previous screenshot. The console output is the same as in the previous screenshot.

```

1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         int[] zahlen = new int[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = (int) (100.0 * Math.random());
7         }
8
9         for (int i = 0; i < zahlen.length; i++) {
10            System.out.println(zahlen[i]);
11        }
12
13        for (int i = 0; i < zahlen.length; i++) {
14            for (int j = i+1; j < zahlen.length; j++) {
15                if (zahlen[i] > zahlen[j]) {
16                    int backup = zahlen[i];
17                    zahlen[i] = zahlen[j];
18                    zahlen[j] = backup;
19                }
20            }
21        }
22
23        System.out.println();
24        for (int i = 0; i < zahlen.length; i++) {
25            System.out.println(zahlen[i]);
26        }
27    }
28 }

```

Problems @ Javadoc Declaration Console

```

<terminated> BubbleSort [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_21.jdk/Contents/Home/bin/java (21.06.2011:
46.02322181126373
68.67539556325409
50.471372781477356
25.200013263483136
62.44449461845387
49.1740536258274
52.44408558534167
72.70417559921626
13.124430157723321
26.895743870543022
13.124430157723321

```

3 Classes, Objects, Inheritance

Deepening readings:

- <http://java.sun.com/docs/books/tutorial/java/javaOO/classes.html>
- <http://java.sun.com/docs/books/tutorial/java/javaOO/objects.html>
- <http://java.sun.com/docs/books/tutorial/java/land/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 newGear) {
        gear = newGear;
    }

    public void speed() {
        speed = speed;
    }

    public void apply() {
        speed = speed;
    }
}

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: [ITutorial]

3 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 newValue) {
        cadence = newValue;
    }

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

    public void speed() {
        speed = speed;
    }

    public void apply() {
        speed = speed;
    }
}

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;
    }
}

```

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

Source: [ITutorial]

3 Classes, Objects, Inheritance

```

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

    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;
    }
}

```

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

Source: [JTutorial]

3 Classes, Objects, Inheritance

```

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

    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;
    }
}

```

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

Source: [JTutorial]

3 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 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;
    }
}

```

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

Source: [JTutorial]

3 Classes, Objects, Inheritance

Why do we need constructors?

- Ensure **complete** and **consistent** initialization after object creation
- Access (non-default) superclass constructors**:
Construct object according to definition of superclass, then add specifics
- Provide **several** constructors for varying 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;
    }

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

```

```

Eclipse File Edit Source Refactor Navigate Search Project Run Window Help
Java - Potenz/src/BubbleSort.java - Eclipse - /Users/alex/rep/svn/wzw_ss2013/teil_java/workspace
PotenzMain.java BubbleSort.java
1 public class BubbleSort {
2
3     public static void main(String[] args) {
4         int[] zahlen = new int[10];
5         for (int i = 0; i < zahlen.length; i++) {
6             zahlen[i] = (int) (100.0 * Math.random());
7         }
8
9         for (int i = 0; i < zahlen.length; i++) {
10            System.out.println(zahlen[i]);
11        }
12
13        for (int i = 0; i < zahlen.length; i++) {
14            for (int j = i+1; j < zahlen.length; j++) {
15                if (zahlen[i] > zahlen[j]) {
16                    int backup = zahlen[i];
17                    zahlen[i] = zahlen[j];
18                    zahlen[j] = backup;
19                }
20            }
21        }
22
23        System.out.println();
24        for (int i = 0; i < zahlen.length; i++) {
25            System.out.println(zahlen[i]);
26        }
27    }
28 }

```

3 Classes, Objects, Inheritance

Why do we need constructors?

- Ensure **complete** and **consistent** initialization after object creation
- **Access (non-default) superclass constructors:**
Construct object according to definition of superclass, then add specifics
- Provide **several** constructors for varying 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;
    }

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

```

3 Classes, Objects, Inheritance

Example:

```

class Person {
    String firstName;
    String lastName;
    long taxIdent;

    Person(String fName, String lName) {
        firstName = fName;
        lastName = lName;
        taxIdent = createUniqueTaxIdentifier(); // side-effect!
    }
}

class Student extends Person {
    long matrikelNr;

    //Student(String fName, String lName, long matrikel) {
    //    super(firstName, lastName);
    //    matrikelNr = matrikel;
    //}

    // Manual initialization, easy to make a mistake (e.g. what about 'taxIdent'?)
    Student student1 = new Student();
    student1.firstName = "Max";
    student1.lastName = "Mustermann";
    student1.matrikelNr = 1234567890;

    // Complete, consistent, convenient
    Student student2 = new Student("Max", "Mustermann", 1234567890);
}

```

3 Classes, Objects, Inheritance

Example:

```

class Person {
    String firstName;
    String lastName;
    long taxIdent;

    Person(String fName, String lName) {
        firstName = fName;
        lastName = lName;
        taxIdent = createUniqueTaxIdentifier(); // side-effect!
    }
}

class Student extends Person {
    long matrikelNr;

    Student(String fName, String lName, long matrikel) {
        super(firstName, lastName);
        matrikelNr = matrikel;
    }

    // Manual initialization, easy to make a mistake (e.g. what about 'taxIdent'?)
    Student student1 = new Student();
    student1.firstName = "Max";
    student1.lastName = "Mustermann";
    student1.matrikelNr = 1234567890;

    // Complete, consistent, convenient
    Student student2 = new Student("Max", "Mustermann", 1234567890);
}

```