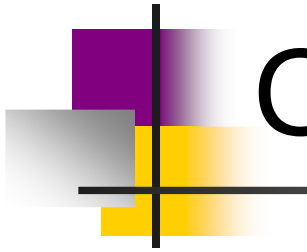
Building Java Programs

Chapter 2: Primitive Data and Definite Loops



Chapter outline

Lecture 4

- **primitive types**
- **expressions and precedence**
- **variables: declaration, initialization, assignment**
- **string concatenation**
- **modify-and-reassign operators**
- **`System.out.print`**

Lecture 5

- the `for` loop
- nested loops

Lecture 6

- drawing complex figures
- variable scope
- class constants

Primitive data, expressions, and variables

- suggested reading: 2.1 - 2.2

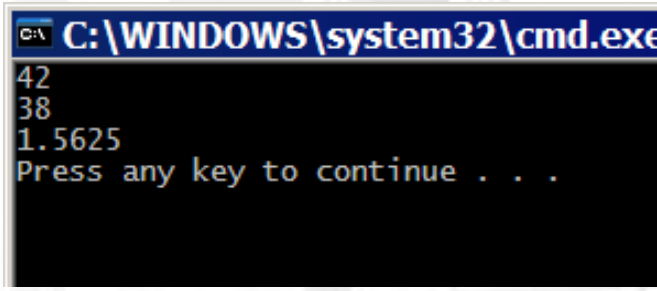
Programs that examine data

- We have already seen that we can print text using `println` and strings:

```
System.out.println("Hello, world!");
```

- Now we will learn how to print and manipulate other kinds of data, such as numbers:

```
System.out.println(42);
System.out.println(3 + 5 * 7);
System.out.println(12.5 / 8.0);
```



Data types

- **type**: A category or set of data values.
  - Many languages have a notion of data *types* and ask the programmer to specify what type of data is being manipulated.
  - Example: integer, real number, string

- Internally, the computer stores all data as 0s and 1s.
  - examples: 42 --> 101010
    "hi" --> 0110100001101001

Java's primitive types

- **primitive types**: Java's built-in simple data types for numbers, text characters, and logic.
  - Java has eight primitive types.
  - Types that are not primitive are called *object* types. (seen later)

- Four primitive types we will use:

Name	Description	Examples
`int`	integers (whole numbers)	`42, -3, 0, 926394`
`double`	real numbers	`3.14, -0.25, 9.4e3`
`char`	single text characters	`'a', 'X', '?', '\n'`
`boolean`	logical values	`true, false`

Expressions

- **expression**: A data value, or a set of operations that compute a data value.

  Example: `1 + 4 * 3`

  - The simplest expression is a *literal value*.
  - A more complex expression can have *operators* and parentheses.
    - The values that an operator applies to are called *operands*.

- Five arithmetic operators we will use:

+	addition
-	subtraction or negation
*	multiplication
/	division
%	modulus, a.k.a. remainder

Evaluating expressions

- When your Java program executes and encounters a line with an expression, the expression is *evaluated* (its value is computed).
  - The expression `3 * 4` is evaluated to obtain `12`.
  - `System.out.println(3 * 4)` prints `12`, not `3 * 4`. (How could we print the text `3 * 4` on the screen?)

- When an expression contains more than one operator of the same kind, it is evaluated left-to-right.
  - Examples: `1 + 2 + 3` is `(1 + 2) + 3` which is `6`
    `1 - 2 - 3` is `(1 - 2) - 3` which is `-4`

Integer division with /

- When we divide integers, the result is also an integer: the quotient.
  - Therefore, `14 / 4` evaluates to `3`, not `3.5`.

```
   3
4 ) 14
    12
     2
```

```
    52
27 ) 1425
     135
      75
      54
      21
```

  - Examples:
    - `1425 / 27` is `52`
    - `35 / 5` is `7`
    - `84 / 10` is `8`
    - `156 / 100` is `1`

  - Dividing by 0 causes a runtime error in your program.

Integer remainder with %

- The % operator computes the remainder from a division of integers.
  - Example: `14 % 4` is 2
  - Example: `218 % 5` is 3

```
   3
4 ) 14
   12
    2
```

```
   43
5 ) 218
   20
    18
    15
     3
```

- What are the results of the following expressions?

```
45 % 6
2 % 2
8 % 20
11 % 0
```

Applications of % operator

- What expression obtains the last digit (units place) of a number?
  - Example: From 230857, obtain the 7.
- How could we obtain the last 4 digits of a Social Security Number?
  - Example: From 658236489, obtain 6489.
- What expression obtains the second-to-last digit (tens place) of a number?
  - Example: From 7342, obtain the 4.
- Can the % operator help us determine whether a number is odd? Can it help us determine whether a number is divisible by, say, 27?

Operator precedence

- **precedence**: Order in which operations are computed in an expression.
  - Multiplicative operators * / % have a higher level of precedence than additive operators + - .

    `1 + 3 * 4` is 13

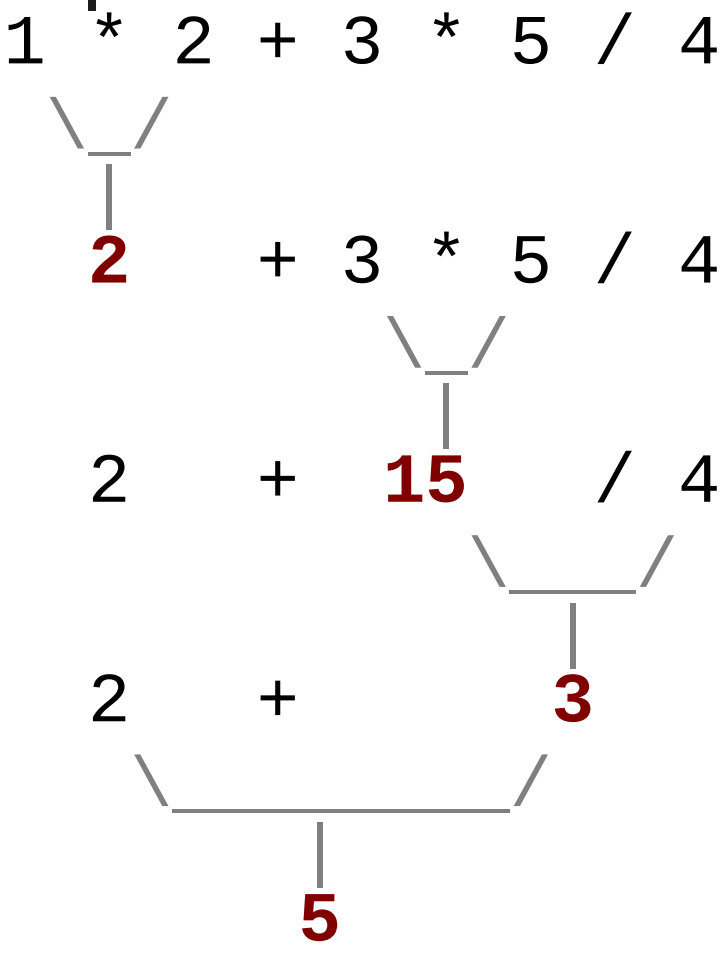
  - Parentheses can be used to force a certain order of evaluation.

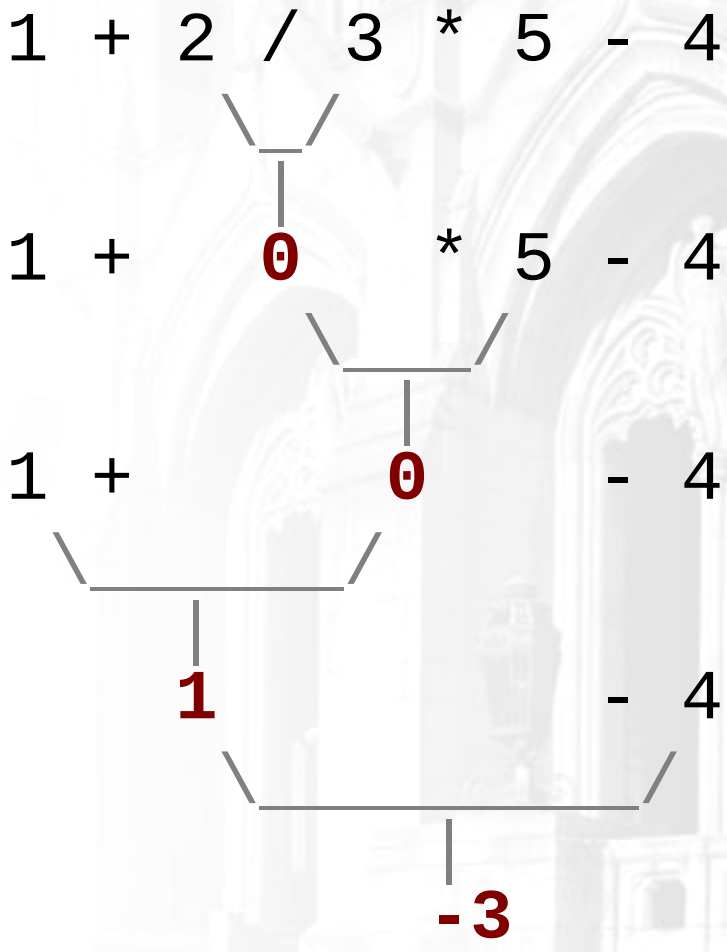
    `(1 + 3) * 4` is 16

  - Spacing does not affect order of evaluation.

    `1+3 * 4-2` is 11

Precedence examples





Precedence questions

- What values result from the following expressions?
  - `9 / 5`
  - `695 % 20`
  - `7 + 6 * 5`
  - `7 * 6 + 5`
  - `248 % 100 / 5`
  - `6 * 3 - 9 / 4`
  - `(5 - 7) * 4`
  - `6 + (18 % (17 - 12))`

- Which parentheses above are unnecessary (which do not change the order of evaluation?)

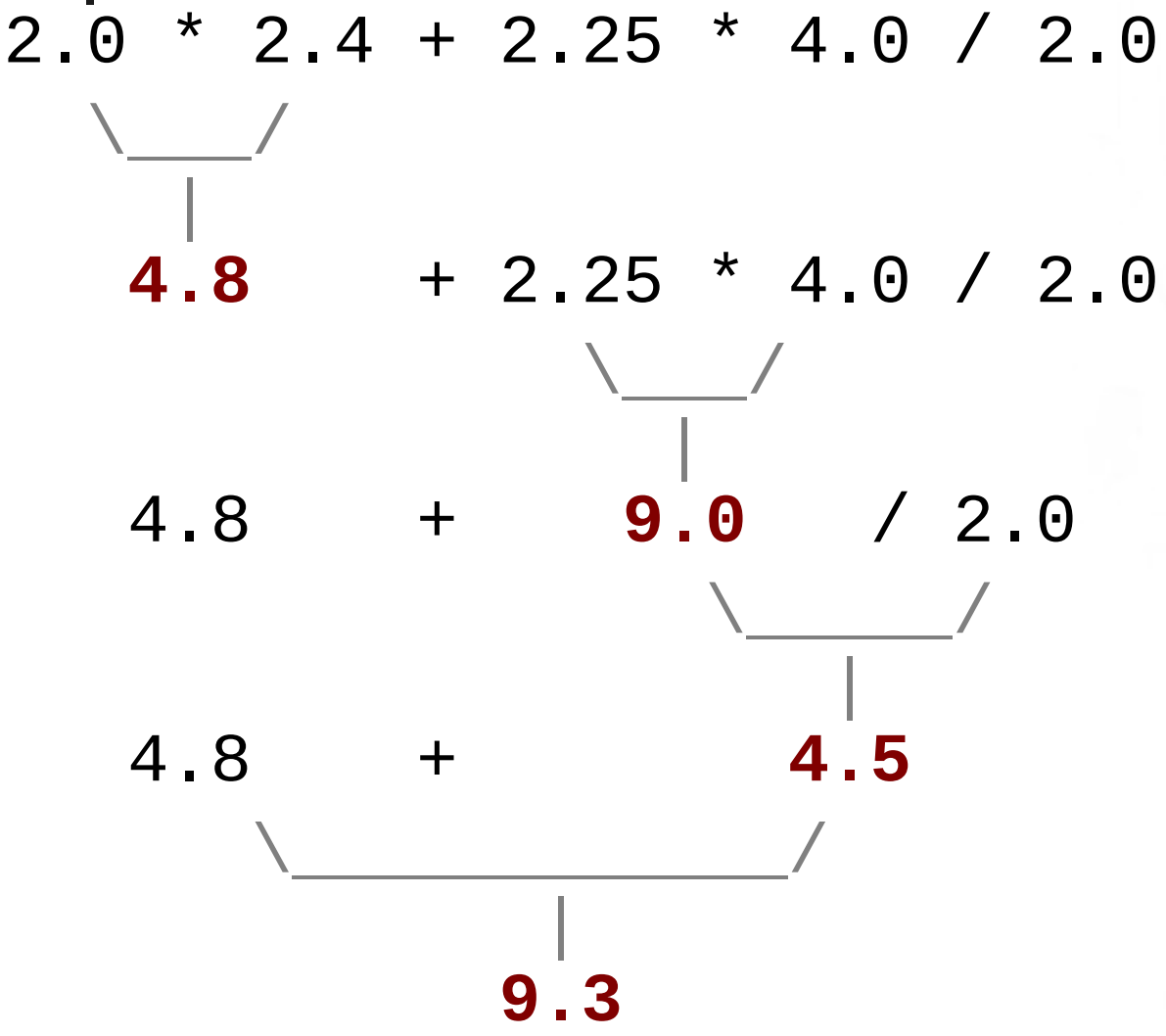
Real numbers (double)

- Java can also manipulate real numbers (type `double`).
  - Examples: `6.022` `-15.9997` `42.0` `2.143e17`

- The operators `+ - * / % ( )` all work for real numbers as well.
  - The `/` produces an exact answer when used on real numbers. Example: `15.0 / 2.0` is `7.5`

- The same rules of precedence that apply to integers also apply to real numbers.
  - `( )` before `* / %` before `+ -`

Real number example



Real number precision

- The computer internally represents real numbers in an imprecise way.
- Example:

```
System.out.println(0.1 + 0.2);
```

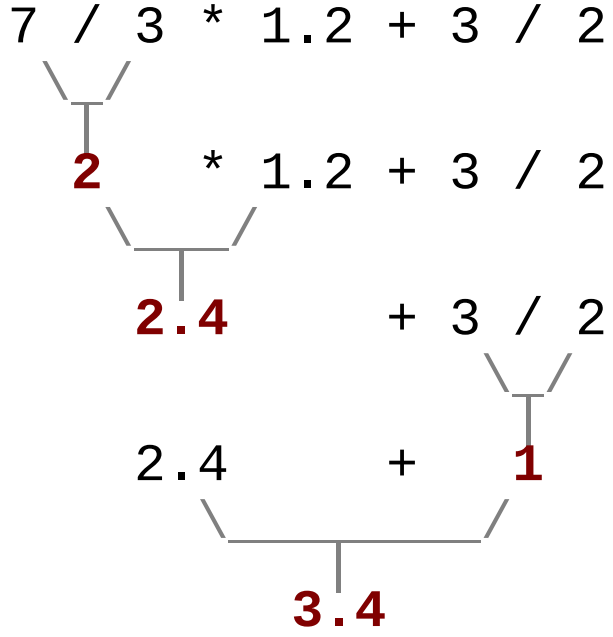
  - The mathematically correct answer should be 0.3
  - Instead, the output is 0.30000000000000004

- Later we will learn some ways to produce a better output for examples like the above.

Mixing integers and reals

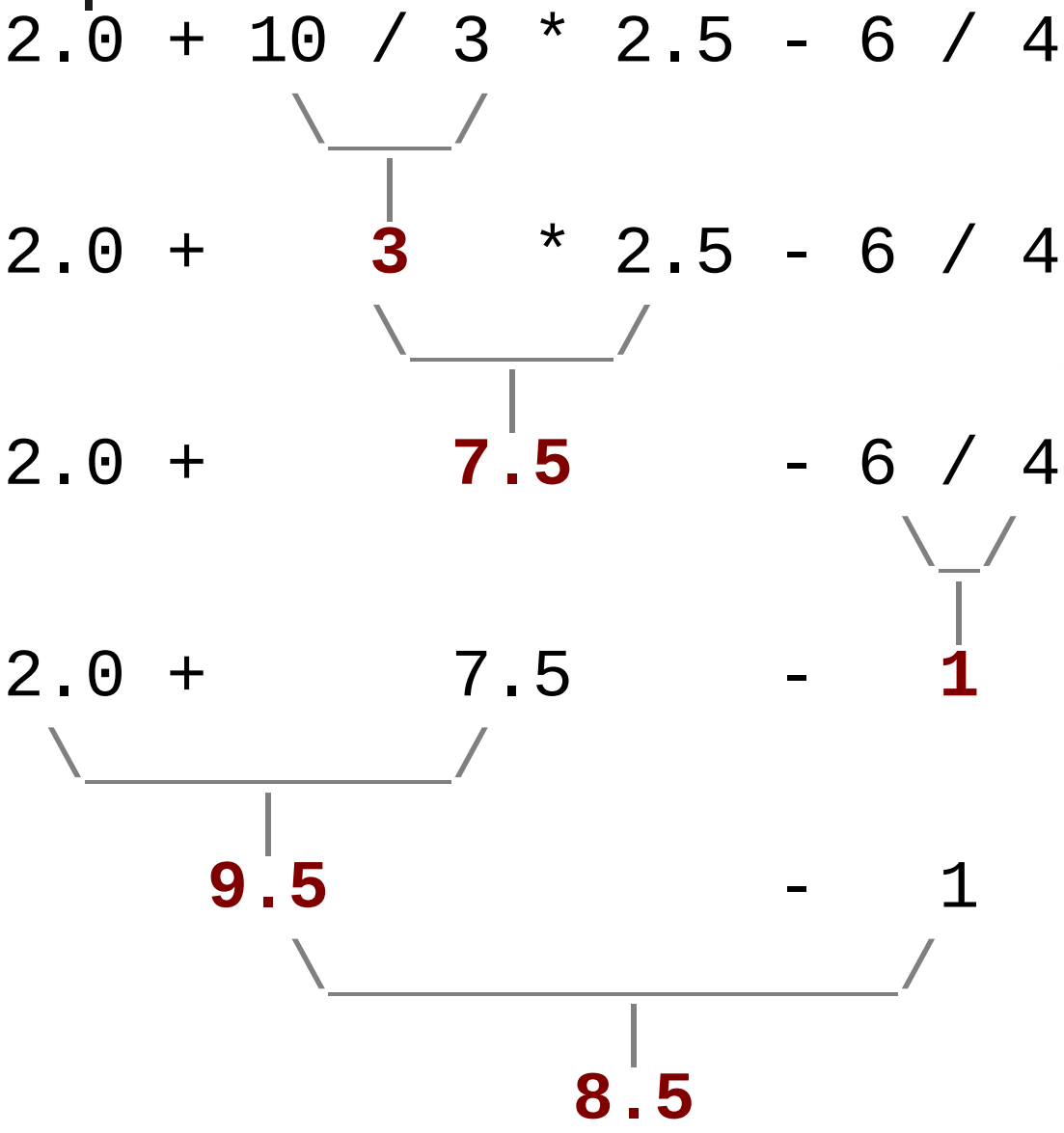
- When a Java operator is used on an integer and a real number, the result is a real number.
  - Examples: `4.2 * 3` is `12.6`
    `1 / 2.0` is `0.5`

- The conversion occurs on a per-operator basis. It affects only its two operands.



  - Notice how `3 / 2` is still `1` above, not `1.5`.

Mixed types example



The computer's memory

- Expressions are somewhat like using the computer as a calculator.
  - A good calculator has "memory" keys to store and retrieve a computed value.
  - In what situation(s) is this useful?
  - We'd like the ability to save and restore values in our Java programs, like the memory keys on the calculator.

Variables

- **variable**: A piece of your computer's memory that is given a name and type and can store a value.
  - Usage:
    - compute an expression's result
    - store that result into a variable
    - use that variable later in the program
  - Unlike a calculator, which may only have enough to store a few values, we can declare as many variables as we want.
- Variables are a bit like preset stations on a car stereo:

Declaring variables

- **variable declaration statement**: A Java statement that creates a new variable of a given type.
  - A variable is *declared* by writing a statement that says its type, and then its name.

- Declaration statement syntax:

  <type> <name> ;

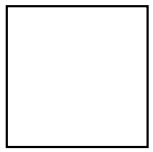
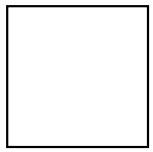
  - The <*name*> is an identifier.
  - Examples:
```
int x;
double myGPA;
```

More on declaring variables

- Declaring a variable sets aside a piece of memory in which you can store a value.

```
int x;
int y;
```

  - Part of the computer's memory:

x  y  (The memory has no value in it yet.)

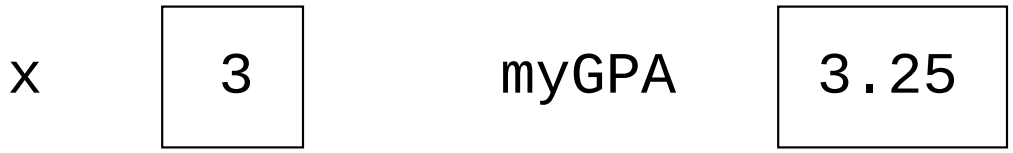
Assignment statements

- **assignment statement**: A Java statement that stores a value into a variable's memory location.
  - Variables must be declared before they can be assigned a value.

- Assignment statement syntax:

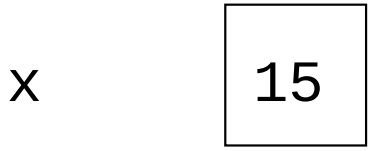
  <name> = ***<value>*** ;

  - Example: `x = 3;`
  - Example: `myGPA = 3.25;`



More about assignment

- The **<*value*>** assigned to a variable can be a complex expression.
  - The expression is evaluated; the variable stores the result.
  - Example: `x = (2 + 8) / 3 * 5;`



- A variable can be assigned a value more than once.
  - Example:

```
int x;
x = 3;
System.out.println(x);   // 3

x = 4 + 7;
System.out.println(x);   // 11
```

Using variables' values

- Once a variable has been assigned a value, it can be used in an expression, just like a literal value.

```
int x;
x = 3;
System.out.println(x * 5 - 1);
```

  - The above has output equivalent to:

```
System.out.println(3 * 5 - 1);
```

Assignment and algebra

- Though the assignment statement uses the = character, it is not an algebraic equation.
  - = means, "store the value on the right in the variable on the left"
  - Some people read `x = 3;` as, "x becomes 3" or, "x gets 3"
  - We would not say `3 = 1 + 2;` because 3 is not a variable.

- What happens when a variable is used on both sides of an assignment statement?

```
int x;
x = 3;
x = x + 2;   // what happens?
```

Some errors

- A compiler error will result if you declare a variable twice, or declare two variables with the same name.
  - Example:

```
int x;
int x;                          // ERROR: x already exists
```

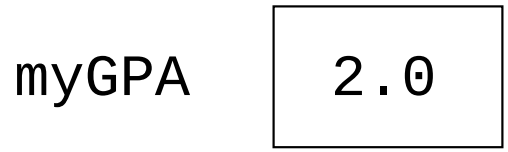
- A variable that has not been assigned a value cannot be used in an expression or `println` statement.
  - Example:

```
int x;
System.out.println(x);   // ERROR: x has no value
```

Assignment and types

- A variable can only store a value of its own type.
  - Example:
```
int x;
x = 2.5;   // ERROR: x can only store int
```

- An `int` value can be stored in a `double` variable.
  - The value is converted into the equivalent real number.
  - Example:
```
double myGPA;
myGPA = 2;
```



Assignment examples

- What is the output of the following Java code?

```
int number;
number = 2 + 3 * 4;
System.out.println(number - 1);

number = 16 % 6;
System.out.println(2 * number);
```

- What is the output of the following Java code?

```
double average;
average = (11 + 8) / 2;
System.out.println(average);

average = (5 + average * 2) / 2;
System.out.println(average);
```

Declaration/initialization

- A variable can be declared and assigned an initial value in the same statement.

- Declaration/initialization statement syntax:

  <type> ***<name>*** = ***<value>*** ;

  - Examples:
    ```
    double myGPA = 3.95;
    int x = (11 % 3) + 12;
    ```

same effect as:

```
double myGPA;
myGPA = 3.95;

int x;
x = (11 % 3) + 12;
```

Multiple declaration error

- The compiler will fail if you try to declare-and-initialize a variable twice.
  - Example:

```
int x = 3;
System.out.println(x);

int x = 5;       // ERROR: variable x already exists
System.out.println(x);
```

  - This is the same as trying to declare x twice.

  - How can the code be fixed?

Multiple declarations per line

- It is legal to declare multiple variables on one line:

  <type> ***<name>***, ***<name>***, ..., ***<name>*** ;

  - Examples:

```
int a, b, c;
double x, y;
```

- It is also legal to declare/initialize several at once:

  <type> ***<name>*** = ***<value>*** , ..., ***<name>*** = ***<value>*** ;

  - Examples:

```
int a = 2, b = 3, c = -4;
double grade = 3.5, delta = 0.1;
```

- The variables must be of the same type.

Integer or real number?

- Categorize each of the following quantities by whether an `int` or `double` variable would best to store it:

integer (`int`)	real number (`double`)

1. Temperature in degrees Celsius
2. The population of lemmings
3. Your grade point average
4. A person's age in years
5. A person's weight in pounds
6. A person's height in meters
7. Number of miles traveled
8. Number of dry days in the past month
9. Your locker number
10. Number of seconds left in a game
11. The sum of a group of integers
12. The average of a group of integers

- credit: Kate Deibel, http://www.cs.washington.edu/homes/deibel/CATs/

String concatenation

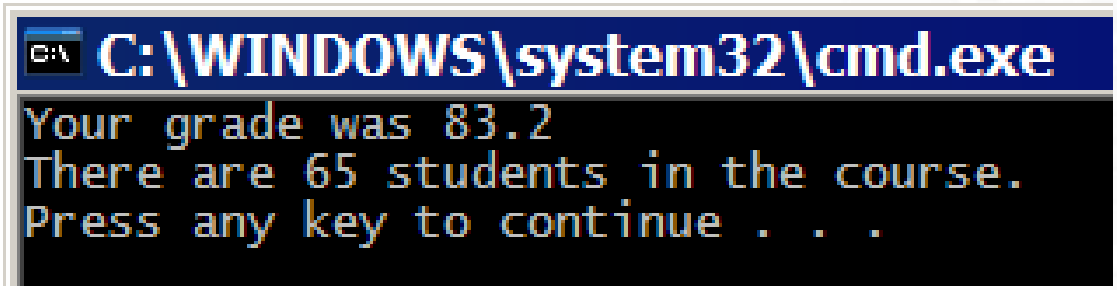
- **string concatenation**: Using the + operator between a String and another value to make a longer String.
  - Examples: (Recall: Precedence of + operator is below * / %)

```
"hello" + 42     is "hello42"
1 + "abc" + 2    is "1abc2"
"abc" + 1 + 2    is "abc12"
1 + 2 + "abc"    is "3abc"
"abc" + 9 * 3    is "abc27"
"1" + 1          is "11"
4 - 1 + "abc"    is "3abc"

"abc" + 4 - 1    causes a compiler error... why?
```

Printing String expressions

- String expressions with + are useful so that we can print more complicated messages that involve computed values.

```
double grade = (95.1 + 71.9 + 82.6) / 3.0;
System.out.println("Your grade was " + grade);

int students = 11 + 17 + 4 + 19 + 14;
System.out.println("There are " + students +
                   " students in the course.");
```



Example variable exercise

- Write a Java program that stores the following data:
  - Section AA has 17 students.
  - Section AB has 8 students.
  - Section AC has 11 students.
  - Section AD has 23 students.
  - Section AE has 24 students.
  - Section AF has 7 students.
  - The average number of students per section.

and prints the following:

```
There are 24 students in Section AE.
There are an average of 15 students per section.
```

Modify-and-assign operators

- Java has several shortcut operators that allow you to quickly modify a variable's value:

Shorthand	Equivalent longer version
`<variable> += <value> ;`	`<variable> = <variable> + <value> ;`
`<variable> -= <value> ;`	`<variable> = <variable> - <value> ;`
`<variable> *= <value> ;`	`<variable> = <variable> * <value> ;`
`<variable> /= <value> ;`	`<variable> = <variable> / <value> ;`
`<variable> %= <value> ;`	`<variable> = <variable> % <value> ;`

- Examples:
  - `x += 3;` `// x = x + 3;`
  - `gpa -= 0.5;` `// gpa = gpa - 0.5;`
  - `number *= 2;` `// number = number * 2;`

Increment and decrement

- The *increment* and *decrement* operators increase or decrease a variable's value by 1.

Shorthand	***Equivalent longer version***
`<variable> ++ ;`	`<variable> = <variable> + 1;`
`<variable> -- ;`	`<variable> = <variable> - 1;`

- Examples:

```
int x = 2;
x++;                          // x = x + 1;
                              // x now stores 3

double gpa = 2.5;
gpa++;                        // gpa = gpa + 1;
                              // gpa now stores 3.5
```

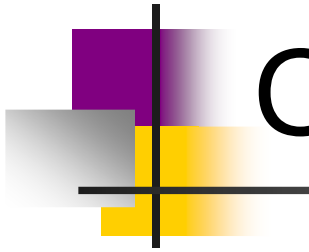
System.out.print command

- `System.out.println` prints a line of output and then advances to a new line.
- Another command named `System.out.print` prints the given output without moving to the next line.
  - This allows you to print partial messages that can appear on the same line as each other.
- Example:

```
System.out.print("Kind of");
System.out.print("Like a cloud,");
System.out.println("I was up");
System.out.print("Way up in the sky");
```

Output:

```
Kind ofLike a cloud,I was up
Way up in the sky
```



Chapter outline

Lecture 4

- primitive types
- expressions and precedence
- variables: declaration, initialization, assignment
- string concatenation
- modify-and-reassign operators
- `System.out.print`

Lecture 5

- **the `for` loop**
- **nested loops**

Lecture 6

- drawing complex figures
- variable scope
- class constants

The `for` loop

- suggested reading: 2.3

Repetition with `for` loops

- So far, when we wanted to perform a task multiple times, we have written redundant code:

```
System.out.println("Building Java Programs");
System.out.println();  // print 5 blank lines
System.out.println();
System.out.println();
System.out.println();
System.out.println();
System.out.println("by Stuart Reges and Marty Stepp");
```

- Java has a statement called a *for loop statement* that instructs the computer to perform a task many times.

```
System.out.println("Building Java Programs");
for (int i = 1; i <= 5; i++) {   // print 5 blank lines
    System.out.println();
}
System.out.println("by Stuart Reges and Marty Stepp");
```

for loop syntax

- **for loop**: A block of Java code that executes a group of statements repeatedly until a given test fails.
  - General syntax:

```
for (<initialization> ; <test> ; <update>) {
    <statement>;
    <statement>;
    ...
    <statement>;
}
```

header

body

  - Example:

```
for (int i = 1; i <= 10; i++) {
    System.out.println("His name is Robert Paulson");
}
```

for loop over range of ints

- We'll write for loops over integers in a given range.
  - The loop declares a *loop counter* variable that is used in the test, update, and body of the loop.

```
for (int <name> = 1; <name> <= <value>; <name>++)
```

  - Example:

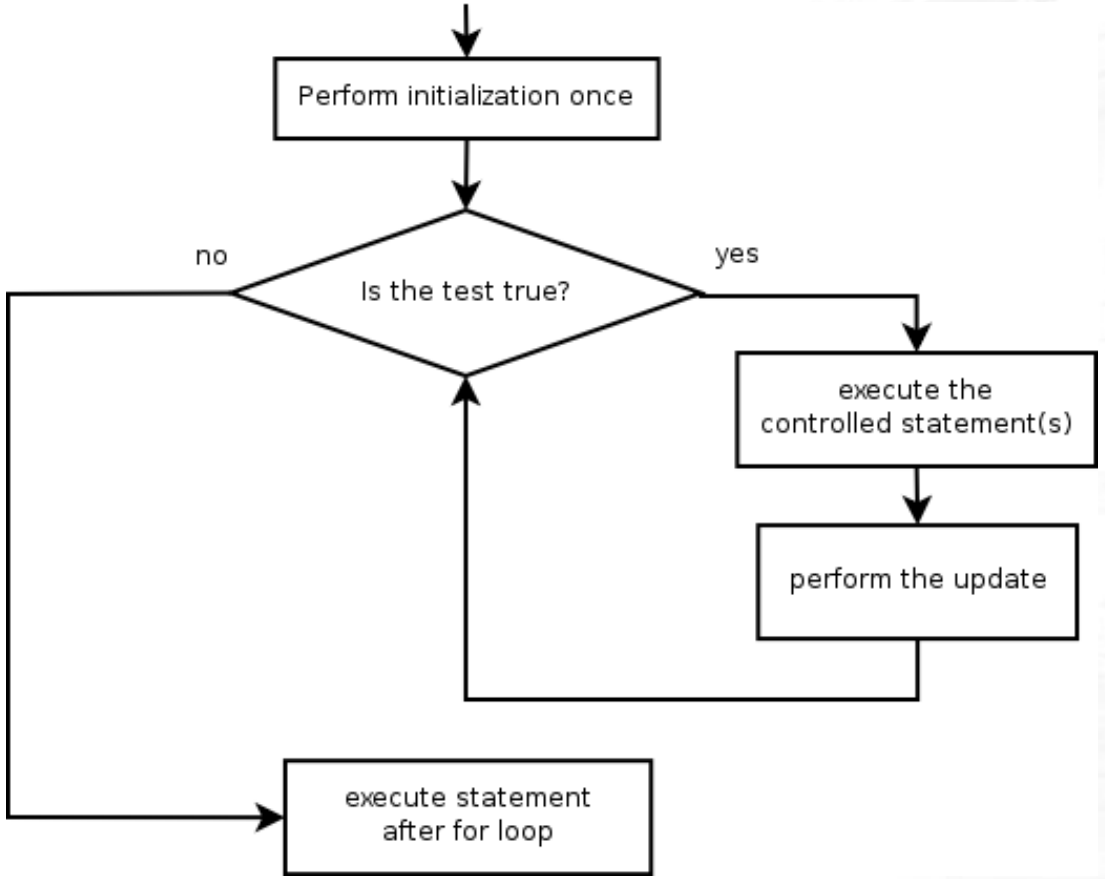
```
for (int i = 1; i <= 6; i++) {
    System.out.println(i + " squared is " + (i * i));
}
```

  - Possible interpretation: "For each int *i* from 1 through 6, ..."
  - Output:

```
1 squared is 1
2 squared is 4
3 squared is 9
4 squared is 16
5 squared is 25
6 squared is 36
```

for loop flow diagram

- Behavior of the `for` loop:
  - Start out by performing the ***<initialization>*** once.
  - Repeatedly execute the ***<statement(s)>*** followed by the ***<update>*** as long as the ***<test>*** is still a true statement.



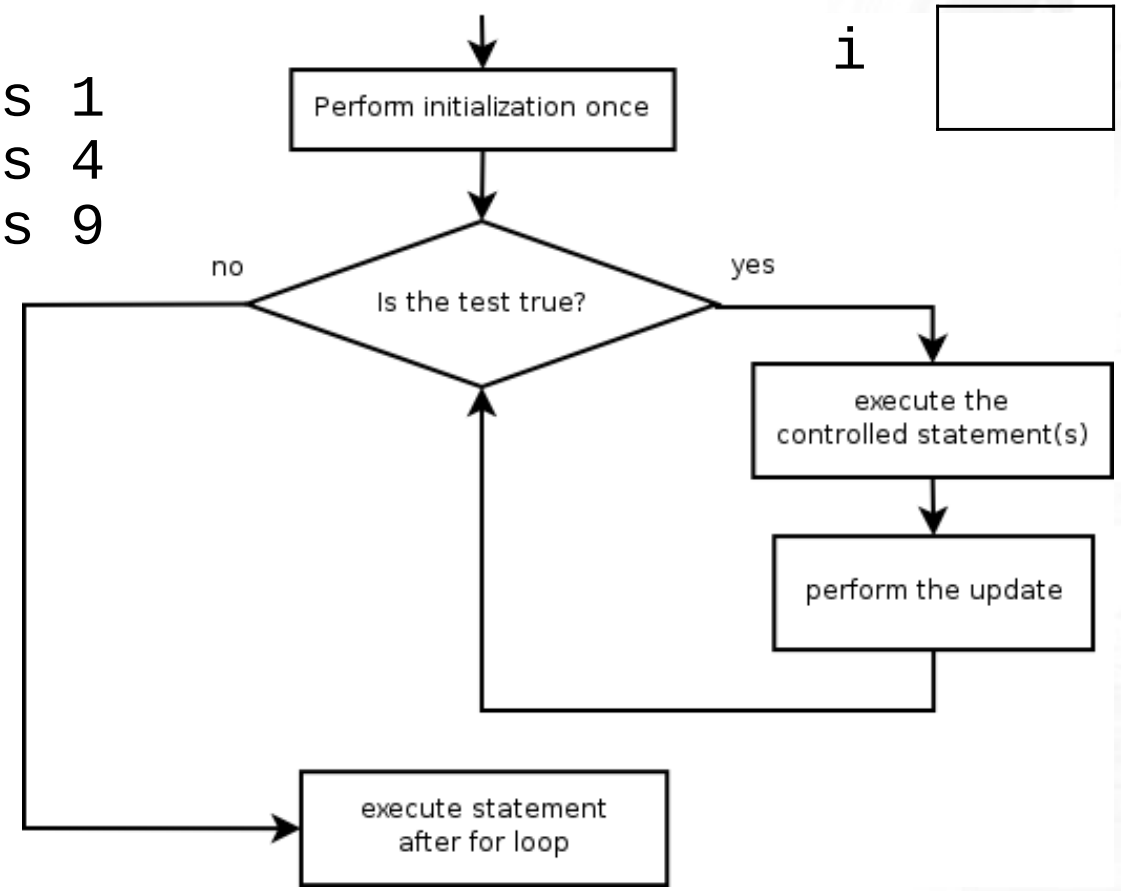
Loop walkthrough

Let's walk through the following `for` loop:

```
for (int i = 1; i <= 3; i++) {
    System.out.println(i + " squared is " + (i * i));
}
```

Output

```
1 squared is 1
2 squared is 4
3 squared is 9
```



Another example for loop

- Example:

```
System.out.println("+----+");
for (int i = 1; i <= 3; i++) {
    System.out.println("\\    /");
    System.out.println("/    \\");
}
System.out.println("+----+");
```

  - Output:

```
+----+
\    /
/    \
\    /
/    \
\    /
/    \
+----+
```

Some for loop variations

- The initial and final values for the loop counter variable can be arbitrary numbers or expressions:
  - Example:

```
for (int i = -3; i <= 2; i++) {
    System.out.println(i);
}
```

Output:

```
-3
-2
-1
0
1
2
```

  - Example:

```
for (int i = 1 + 3 * 4; i <= 5248 % 100; i++) {
    System.out.println(i + " squared is " + (i * i));
}
```

Downward-counting for loop

- The update can also be a -- or other operator, to make the loop count down instead of up.
  - This also requires changing the test to say >= instead of <= .

```
System.out.print("T-minus ");
for (int i = 5; i >= 1; i--) {
     System.out.print(i + " ");
}
System.out.println("Blastoff!");
```

Output:

```
T-minus 5 4 3 2 1 Blastoff!
```

Single-line for loop

- When a for loop only has one statement in its body, the { } braces may be omitted.

```
for (int i = 1; i <= 6; i++)
    System.out.println(i + " squared is " + (i * i));
```

- However, this can lead to mistakes where a line appears to be inside a loop, but is not:

```
for (int i = 1; i <= 3; i++)
    System.out.println("This is printed 3 times");
    System.out.println("So is this... or is it?");
```

Output:

```
This is printed 3 times
This is printed 3 times
This is printed 3 times
So is this... or is it?
```

for loop questions

- Write a loop that produces the following output.

```
On day #1 of Christmas, my true love sent to me
On day #2 of Christmas, my true love sent to me
On day #3 of Christmas, my true love sent to me
On day #4 of Christmas, my true love sent to me
On day #5 of Christmas, my true love sent to me
...
On day #12 of Christmas, my true love sent to me
```

- Write a loop that produces the following output.

```
2 4 6 8
Who do we appreciate
```

Mapping loops to numbers

- Suppose that we have the following loop:

```
for (int count = 1; count <= 5; count++) {
    ...
}
```

  - What statement could we write in the body of the loop that would make the loop print the following output?

```
3 6 9 12 15
```

- Answer:

```
for (int count = 1; count <= 5; count++) {
    System.out.print(3 * count + " ");
}
```

Mapping loops to numbers 2

- Now consider another loop of the same style:

```
for (int count = 1; count <= 5; count++) {
    ...
}
```

  - What statement could we write in the body of the loop that would make the loop print the following output?

```
4 7 10 13 16
```

- Answer:

```
for (int count = 1; count <= 5; count++) {
    System.out.print(3 * count + 1 + " ");
}
```

Loop number tables

- What statement could we write in the body of the loop that would make the loop print the following output?

```
2  7  12  17  22
```

- To find the pattern, it can help to make a table of the count and the number to print.
  - Each time count goes up by 1, the number should go up by 5.
  - But count * 5 is too great by 3, so we must subtract 3.

count	number to print	count * 5	count * 5 - 3
1	2	5	2
2	7	10	7
3	12	15	12
4	17	20	17
5	22	25	22

Loop table question

- What statement could we write in the body of the loop that would make the loop print the following output?

```
17 13 9 5 1
```

- Let's create the loop table together.
  - Each time count goes up 1, the number should ...
  - But this multiple is off by a margin of ...

count	number to print	count * -4	count * -4 + 21
1	17	-4	17
2	13	-8	13
3	9	-12	9
4	5	-16	5
5	1	-20	1

Degenerate loops

- Some loops execute 0 times, because of the nature of their test and update.

```
// a degenerate loop
for (int i = 10; i < 5; i++) {
    System.out.println("How many times do I print?");
}
```

- Some loops execute endlessly (or far too many times), because the loop test never fails. A loop that never terminates is called an *infinite loop*.

```
for (int i = 10; i >= 1; i++) {
    System.out.println("Runaway Java program!!!");
}
```

Nested loops

- **nested loop**: Loops placed inside one another.
  - The inner loop's counter variable should have a different name so that it will not conflict with the variable from the outer loop.

```
for (int i = 1; i <= 3; i++) {
    System.out.println("i = " + i);
    for (int j = 1; j <= 2; j++) {
        System.out.println("  j = " + j);
    }
}
```

Output:

```
i = 1
  j = 1
  j = 2
i = 2
  j = 1
  j = 2
i = 3
  j = 1
  j = 2
```

More nested loops

- In this example, all of the statements in the outer loop's body are executed 5 times.
  - The inner loop prints 10 numbers each of those 5 times, for a total of 50 numbers printed.

```
for (int i = 1; i <= 5; i++) {
    for (int j = 1; j <= 10; j++) {
        System.out.print((i * j) + " ");
    }
    System.out.println();  // to end the line
}
```

Output:

```
1 2 3 4 5 6 7 8 9 10
2 4 6 8 10 12 14 16 18 20
3 6 9 12 15 18 21 24 27 30
4 8 12 16 20 24 28 32 36 40
5 10 15 20 25 30 35 40 45 50
```

Nested for loop exercise

- What is the output of the following nested for loops?

```
for (int i = 1; i <= 6; i++) {
    for (int j = 1; j <= 10; j++) {
        System.out.print("*");
    }
    System.out.println();
}
```

- Output:

```
**********
**********
**********
**********
**********
**********
```

Nested for loop exercise

- What is the output of the following nested for loops?

```
for (int i = 1; i <= 6; i++) {
    for (int j = 1; j <= i; j++) {
        System.out.print("*");
    }
    System.out.println();
}
```

- Output:

```
*
**
***
****
*****
******
```

Nested for loop exercise

- What is the output of the following nested for loops?

```
for (int i = 1; i <= 6; i++) {
    for (int j = 1; j <= i; j++) {
        System.out.print(i);
    }
    System.out.println();
}
```

- Output:

```
1
22
333
4444
55555
666666
```

Nested for loop exercise

- What nested for loops produce the following output?

```
1, 1
2, 1
3, 1
1, 2
2, 2
3, 2
```

- Answer:

```
for (int y = 1; y <= 2; y++) {
    for (int x = 1; x <= 3; x++) {
        System.out.println(x + ", " + y);
    }
}
```

Nested for loop exercise

- What nested `for` loops produce the following output?

inner loop (repeated characters on each line)

```
....1
...2
..3
.4
5
```

outer loop (loops 5 times because there are 5 lines)

- This is an example of a nested loop problem where we build multiple complex lines of output:
  - outer "vertical" loop for each of the lines
  - inner "horizontal" loop(s) for the patterns within each line

Nested `for` loop exercise

- First we write the outer loop, which always goes from 1 to the number of lines desired:

```
for (int line = 1; line <= 5; line++) {
    ...
}
```

- We notice that each line has the following pattern:
  - some number of dots (0 dots on the last line)
  - a number

```
....1
...2
..3
.4
5
```

Nested for loop exercise

- Next we make a table to represent any necessary patterns on that line:

```
....1
...2
..3
.4
5
```

line	# of dots	value displayed	
1	4	1	
2	3	2	
3	2	3	
4	1	4	
5	0	5	

- Answer:

```
for (int line = 1; line <= 5; line++) {
    for (int j = 1; j <= (-1 * line + 5); j++) {
        System.out.print(".");
    }
    System.out.println(line);
}
```

Nested for loop exercise

- A for loop can have more than one loop nested in it. What is the output of the following nested for loops?

```
for (int i = 1; i <= 5; i++) {
    for (int j = 1; j <= (5 - i); j++) {
        System.out.print(" ");
    }
    for (int k = 1; k <= i; k++) {
        System.out.print(i);
    }
    System.out.println();
}
```

- Answer:

```
    1
   22
  333
 4444
55555
```

Common nested loop bugs

- It is easy to accidentally type the wrong loop counter variable.
  - What is the output of the following nested loops?

```
for (int i = 1; i <= 10; i++) {
    for (int j = 1; i <= 5; j++) {
        System.out.print(j);
    }
    System.out.println();
}
```

  - What is the output of the following nested loops?

```
for (int i = 1; i <= 10; i++) {
    for (int j = 1; j <= 5; i++) {
        System.out.print(j);
    }
    System.out.println();
}
```

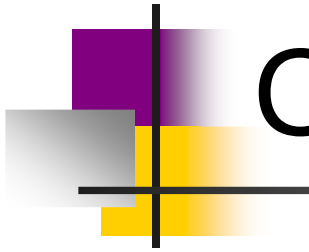
How to comment: for loops

- Place a comment on complex loops explaining *what* they do from a conceptual standpoint, not the mechanics of the syntax.
  - Bad:

```
// This loop repeats 10 times, with i from 1 to 10.
for (int i = 1; i <= 10; i++) {
    for (int j = 1; j <= 5; j++) {  // loop goes 5 times
        System.out.print(j);  // print the j
    }
    System.out.println();
}
```

  - Better:

```
// Prints 12345 ten times on ten separate lines.
for (int i = 1; i <= 10; i++) {
    for (int j = 1; j <= 5; j++) {
        System.out.print(j);
    }
    System.out.println();  // end the line of output
}
```



Chapter outline

Lecture 4

- primitive types
- expressions and precedence
- variables: declaration, initialization, assignment
- string concatenation
- modify-and-reassign operators
- `System.out.print`

Lecture 5

- the `for` loop
- nested loops

Lecture 6

- **drawing complex figures**
- **variable scope**
- **class constants**

Drawing complex figures

- suggested reading: 2.4 - 2.5

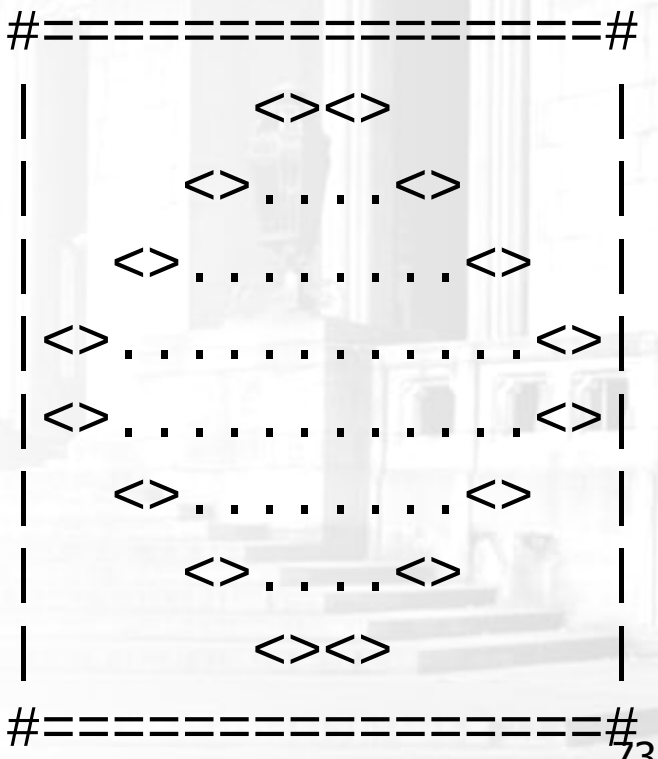
Drawing complex figures

- Write a Java program that produces the following figure as its output.
  - Write nested `for` loops to capture the repetition.

```
#================#
|       <><>     |
|     <>....<>   |
|   <>........<> |
|<>............<>|
|<>............<>|
|   <>........<> |
|     <>....<>   |
|       <><>     |
#================#
```

Drawing complex figures

- When the task is as complicated as this one, it may help to write down some steps on paper before we write our code:
  - 1. A *pseudo-code* description of the algorithm (written in English)
  - 2. A table of each line's contents, to help see the pattern in the input



Pseudo-code

- **pseudo-code**: A written English description of an algorithm to solve a programming problem.

- Example: Suppose we are trying to draw a box of stars on the screen which is 12 characters wide and 7 tall.
  - A possible pseudo-code for this algorithm:

```
print 12 stars.
for each of 5 lines,
    print a star.
    print 10 spaces.
    print a star.
print 12 stars.
```

```
************
*          *
*          *
*          *
*          *
*          *
************
```

A pseudo-code algorithm

- A possible pseudo-code for our complex figure task:

1. *Draw top line with # , 16 =, then #*
2. *Draw the top half with the following on each line:*

   |

   some spaces (decreasing in number as we go downward)

   <>

   some dots (decreasing in number as we go downward)

   <>

   more spaces (same number as above)

   |
3. *Draw the bottom half, which is the same as the top half but upside-down*
4. *Draw bottom line with # , 16 =, then #*

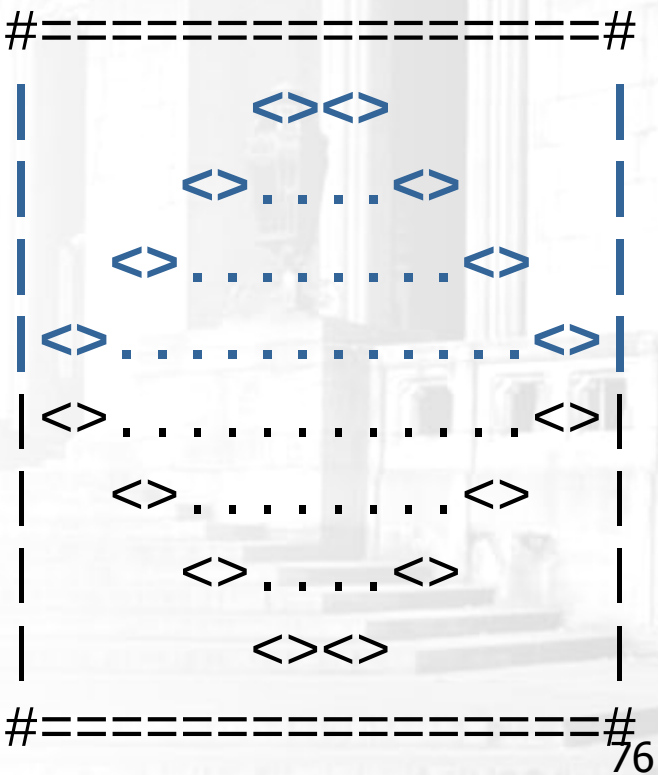
```
#================#
|       <><>     |
|     <>....<>   |
|   <>........<> |
|<>..........<>|
|<>..........<>|
|   <>........<> |
|     <>....<>   |
|       <><>     |
#================#
```

- Our pseudo-code suggests that we should write a table to learn the pattern in the top and bottom halves of the figure.

Tables to examine output

- A table of the contents of the lines in the "top half" of the figure:
  - What expressions connect each line with its number of spaces and dots?

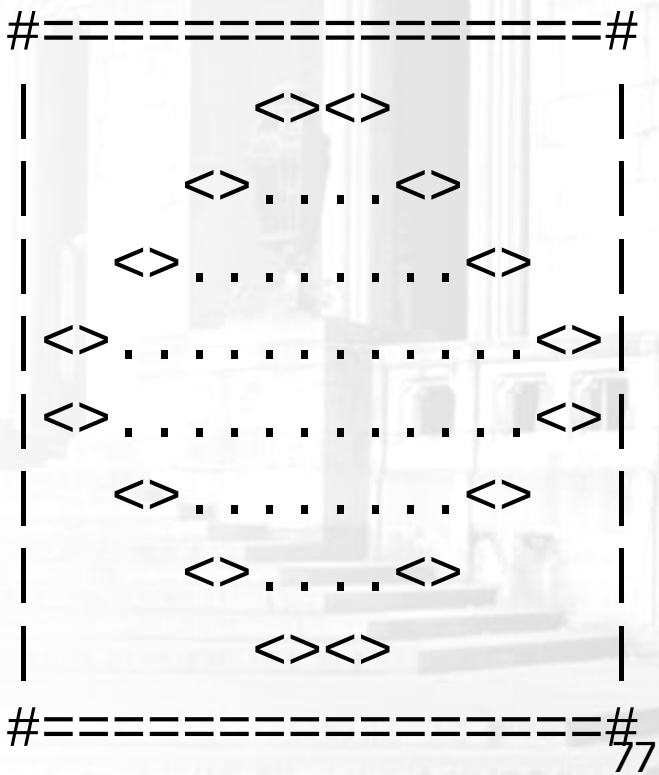
line	spaces	line * -2 + 8	dots	4 * line - 4
1	6	6	0	0
2	4	4	4	4
3	2	2	8	8
4	0	0	12	12



Implementing the figure

- Let's implement the code for this figure together.

- Some questions we should ask ourselves:
  - How many loops do we need on each line of the top half of the output?
  - Which loops are nested inside which other loops?
  - How should we use static methods to represent the structure and redundancy of the output?



Partial solution

```
// Prints the expanding pattern of <> for the top half of the figure.
public static void drawTopHalf() {
    for (int line = 1; line <= 4; line++) {
        System.out.print("|");

        for (int space = 1; space <= (line * -2 + 8); space++) {
            System.out.print(" ");
        }

        System.out.print("<>");

        for (int dot = 1; dot <= (line * 4 - 4); dot++) {
            System.out.print(".");
        }

        System.out.print("<>");

        for (int space = 1; space <= (line * -2 + 8); space++) {
            System.out.print(" ");
        }

        System.out.println("|");
    }
}
```

Scope and class constants

- suggested reading: 2.4

Variable scope

- **scope**: The portion of a program where a given variable exists.
  - A variable's scope is from its declaration to the end of the { } braces in which it was declared.
    - If a variable is declared in a `for` loop, it exists only in that loop.
    - If a variable is declared in a method, it exists only in that method.

```
public static void example() {
    int x = 3;
    for (int i = 1; i <= 10; i++) {
        System.out.println(x);
    }
    // i no longer exists here
} // x ceases to exist here
```

i's scope

x's scope

Scope and using variables

- It is illegal to try to use a variable outside of its scope.

```
public static void main(String[] args) {
    example();
    System.out.println(x);  // illegal

    for (int i = 1; i <= 10; i++) {
        int y = 5;
        System.out.println(y);
    }
    System.out.println(y);  // illegal
}

public static void example() {
    int x = 3;
    System.out.println(x);
}
```

Overlapping scope

- It is legal to declare variables with the same name, as long as their scopes do not overlap:

```
public static void main(String[] args) {
    int x = 2;

    for (int i = 1; i <= 5; i++) {
        int y = 5;
        System.out.println(y);
    }
    for (int i = 3; i <= 5; i++) {
        int y = 2;
        int x = 4;  // illegal
        System.out.println(y);
    }
}

public static void anotherMethod() {
    int i = 6;
    int y = 3;
    System.out.println(i + ", " + y);
}
```

Problem: redundant values

- Sometimes we have values (called *magic numbers*) that are used throughout the program.
  - A normal variable cannot be used to fix the magic number problem, because it is out of scope.

```
public static void main(String[] args) {
    int max = 3;
    printTop();
    printBottom();
}

public static void printTop() {
    for (int i = 1; i <= max; i++) {        // ERROR: max not found
        for (int j = 1; j <= i; j++) {
            System.out.print(j);
        }
        System.out.println();
    }
}

public static void printBottom() {
    for (int i = max; i >= 1; i--) {        // ERROR: max not found
        for (int j = i; j >= 1; j--) {
            System.out.print(max);          // ERROR: max not found
        }
        System.out.println();
    }
}
```

Class constants

- **class constant**: A special kind of variable that can be seen throughout the program.
  - The value of a constant can only be set when it is declared. It can not be changed while the program is running.

- Class constant syntax:

```
public static final <type> <name> = <value> ;
```

  - Constants' names are usually written in ALL_UPPER_CASE.
  - Examples:

```
public static final int DAYS_IN_WEEK = 7;
public static final double INTEREST_RATE = 3.5;
public static final int SSN = 658234569;
```

Class constant example

- Making the 3 a class constant removes the redundancy:

```
public static final int MAX_VALUE = 3;

public static void main(String[] args) {
    printTop();
    printBottom();
}

public static void printTop() {
    for (int i = 1; i <= MAX_VALUE; i++) {
        for (int j = 1; j <= i; j++) {
            System.out.print(j);
        }
        System.out.println();
    }
}

public static void printBottom() {
    for (int i = MAX_VALUE; i >= 1; i--) {
        for (int j = i; j >= 1; j--) {
            System.out.print(MAX_VALUE);
        }
        System.out.println();
    }
}
```

Constants and figures

- Consider the task of drawing the following figures:

```
+/\/\/\/\/\+
|           |
+/\/\/\/\/\+

+/\/\/\/\/\+
|           |
|           |
|           |
|           |
|           |
+/\/\/\/\/\+
```

  - Each figure is strongly tied to the number 5 (or a multiple of 5, such as 10 ...)
  - Let's use a class constant so that these figures will be easily resizable.

Repetitive figure code

- Note the repetition of numbers based on 5 in the code:

```
public static void drawFigure1() {
    drawPlusLine();
    drawBarLine();
    drawPlusLine();
}

public static void drawPlusLine() {
    System.out.print("+");
    for (int i = 1; i <= 5; i++) {
        System.out.print("/\\");
    }
    System.out.println("+");
}

public static void drawBarLine() {
    System.out.print("|");
    for (int i = 1; i <= 10; i++) {
        System.out.print(" ");
    }
    System.out.println("|");
}
```

Output:

```
+/\/\/\/\/\+
|           |
+/\/\/\/\/\+
```

- It would be cumbersome to resize the figure.

Fixing our code with constant

- A class constant will fix the "magic number" problem:

```
public static final int FIGURE_WIDTH = 5;

public static void drawFigure1() {
    drawPlusLine();
    drawBarLine();
    drawPlusLine();
}

public static void drawPlusLine() {
    System.out.print("+");
    for (int i = 1; i <= FIGURE_WIDTH; i++) {
        System.out.print("/\\");
    }
    System.out.println("+");
}

public static void drawBarLine() {
    System.out.print("|");
    for (int i = 1; i <= 2 * FIGURE_WIDTH; i++) {
        System.out.print(" ");
    }
    System.out.println("|");
}
```

Output:

```
+/\/\/\/\/\+
|           |
+/\/\/\/\/\+
```

Complex figure w/ constant

- Modify your code from the previous slides to use a constant so that it can show figures of different sizes.
  - The figure originally shown has a size of 4.

```
#==================#
|        <><>       |
|      <>....<>     |
|    <>........<>   |
|  <>............<> |
|  <>............<> |
|    <>........<>   |
|      <>....<>     |
|        <><>       |
#==================#
```

A figure of size 3:

```
#============#
|     <><>     |
|   <>....<>   |
| <>........<> |
| <>........<> |
|   <>....<>   |
|     <><>     |
#============#
```

Partial solution

```
public static final int SIZE = 4;

// Prints the expanding pattern of <> for the top half of the figure.
public static void drawTopHalf() {
    for (int line = 1; line <= SIZE; line++) {
        System.out.print("|");

        for (int space = 1; space <= (line * -2 + (2 * SIZE)); space++) {
            System.out.print(" ");
        }

        System.out.print("<>");

        for (int dot = 1; dot <= (line * 4 - 4); dot++) {
            System.out.print(".");
        }

        System.out.print("<>");

        for (int space = 1; space <= (line * -2 + (2 * SIZE)); space++) {
            System.out.print(" ");
        }

        System.out.println("|");
    }
}
```

Observations about constant

- Adding a constant often changes the amount that is added to a loop expression, but usually the multiplier (slope) is unchanged.

```
public static final int SIZE = 4;

for (int space = 1; space <= (line * -2 + (2 * SIZE)); space++) {
  System.out.print(" ");
}
```

- A constant doesn't always replace every occurrence of the original value.

```
for (int dot = 1; dot <= (line * 4 - 4); dot++) {
  System.out.print(".");
}
```

Another complex figure

- Write a Java program that produces the following figure as its output.
  - Write nested `for` loops to capture the repetition.
  - Use static methods to capture structure and redundancy.

```
====+====
#   |   #
#   |   #
#   |   #
====+====
#   |   #
#   |   #
#   |   #
====+====
```

- After implementing the program, add a constant so that the figure can be resized.