



# Building Java Programs

Chapter 2  
Lecture 2-1: Expressions and Variables

**reading: 2.1 - 2.2**

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# Data and expressions

**reading: 2.1**

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## The computer's view

- Internally, computers store everything as 1's and 0's
  - Example:

```
h      → 0110100
"hi"   → 01101000110101
104    → 0110100
```
- How can the computer tell the difference between an `h` and `104`?
- **type**: A category or set of data values.
  - Constrains the operations that can be performed on data
  - Many languages ask the programmer to specify types
  - Examples: integer, real number, string

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## Java's primitive types

- **primitive types**: 8 simple types for numbers, text, etc.
  - Java also has **object types**, which we'll talk about later

Name	Description	Examples
<code>int</code>	integers (up to $2^{31} - 1$ )	42, -3, 0, 926394
<code>double</code>	real numbers (up to $10^{308}$ )	3.1, -0.25, 9.4e3
<code>char</code>	single text characters	'a', 'X', '?', '\n'
<code>boolean</code>	logical values	true, false

- Why does Java distinguish integers vs. real numbers?

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## Integer or real number?

- Which category is more appropriate?

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/>

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## Expressions

- **expression:** A value or operation that computes a value.

- Examples:  $1 + 4 * 5$   
 $(7 + 2) * 6 / 3$   
42  
"Hello, world!"

- The simplest expression is a *literal value*.
- A complex expression can use operators and parentheses.

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# Arithmetic operators

- **operator**: Combines multiple values or expressions.
  - + addition
  - - subtraction (or negation)
  - \* multiplication
  - / division
  - % modulus (a.k.a. remainder)
- As a program runs, its expressions are *evaluated*.
  - 1 + 1 evaluates to 2
  - `System.out.println(3 * 4);` prints 12
    - How would we print the text `3 * 4` ?

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# Integer division with /

- When we divide integers, the quotient is also an integer.
    - 14 / 4 is 3, not 3.5
- |   |  |   |
|---|--|---|
| $\begin{array}{r} \underline{3} \\ 4 \ ) \ 14 \\ \underline{12} \\ 2 \end{array}$ | $\begin{array}{r} \underline{4} \\ 10 \ ) \ 45 \\ \underline{40} \\ 5 \end{array}$ | $\begin{array}{r} \underline{52} \\ 27 \ ) \ 1425 \\ \underline{135} \\ 75 \\ \underline{54} \\ 21 \end{array}$ |
|---|--|---|
- More examples:
    - 32 / 5 is 6
    - 84 / 10 is 8
    - 156 / 100 is 1
  - Dividing by 0 causes an error when your program runs.

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## Integer remainder with %

- The % operator computes the remainder from integer division.

- $14 \% 4$  is 2
- $218 \% 5$  is 3

$$\begin{array}{r} 3 \\ 4 \overline{) 14} \\ \underline{12} \\ 2 \end{array}$$

$$\begin{array}{r} 43 \\ 5 \overline{) 218} \\ \underline{20} \\ 18 \\ \underline{15} \\ 3 \end{array}$$

What is the result?

$45 \% 6$   
 $2 \% 2$   
 $8 \% 20$   
 $11 \% 0$

- Applications of % operator:

- Obtain last digit of a number:  $230857 \% 10$  is 7
- Obtain last 4 digits:  $658236489 \% 10000$  is 6489
- See whether a number is odd:  $7 \% 2$  is 1,  $42 \% 2$  is 0

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## Remember PEMDAS?

- **precedence:** Order in which operators are evaluated.

- Generally operators evaluate left-to-right.

$1 - 2 - 3$  is  $(1 - 2) - 3$  which is -4

- But \* / % have a higher level of precedence than + -

$1 + 3 * 4$  is 13

$6 + 8 / 2 * 3$   
 $6 + 4 * 3$   
 $6 + 12$  is 18

- Parentheses can force a certain order of evaluation:

$(1 + 3) * 4$  is 16

- Spacing does not affect order of evaluation

$1+3 * 4-2$  is 11

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## Precedence examples

$$1 * 2 + 3 * 5 \% 4$$

$$\begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{2} \end{array} + 3 * 5 \% 4$$

$$2 + \begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{15} \end{array} \% 4$$

$$2 + \begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{3} \end{array}$$

$$\begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{5} \end{array}$$

$$1 + 8 / 3 * 2 - 9$$

$$1 + \begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{2} \end{array} * 2 - 9$$

$$1 + \begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{4} \end{array} - 9$$

$$\begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{5} \end{array} - 9$$

$$\begin{array}{c} \diagdown \quad \diagup \\ | \\ \mathbf{-4} \end{array}$$

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## Precedence questions

- What values result from the following expressions?

- $9 / 5$
- $695 \% 20$
- $7 + 6 * 5$
- $7 * 6 + 5$
- $248 \% 100 / 5$
- $6 * 3 - 9 / 4$
- $(5 - 7) * 4$
- $6 + (18 \% (17 - 12))$

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## Real numbers (type double)

- Examples: 6.022 , -42.0 , 2.143e17
  - Placing .0 or . after an integer makes it a double.
- The operators + - \* / % ( ) all still work with double.
  - / produces an exact answer: 15.0 / 2.0 is 7.5
  - Precedence is the same: ( ) before \* / % before + -

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## Real number example

$$2.0 * 2.4 + 2.25 * 4.0 / 2.0$$

$$\begin{array}{l} \underbrace{2.0 * 2.4}_{4.8} + 2.25 * 4.0 / 2.0 \\ 4.8 + \underbrace{2.25 * 4.0}_{9.0} / 2.0 \\ 4.8 + \underbrace{9.0 / 2.0}_{4.5} \\ \underbrace{4.8 + 4.5}_{9.3} \end{array}$$

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# Precision in real numbers

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

- Example:

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

- The output is 0.30000000000000004!

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# Mixing types

- When `int` and `double` are mixed, the result is a double.

- `4.2 * 3` is 12.6

- The conversion is per-operator, affecting only its operands.

```
7 / 3 * 1.2 + 3 / 2
```

```
2 * 1.2 + 3 / 2
```

```
2.4 + 3 / 2
```

```
2.4 + 1
```

```
3.4
```

```
2.5 + 10 / 3 * 2.5 - 6 / 4
```

```
2.5 + 3 * 2.5 - 6 / 4
```

```
2.5 + 7.5 - 6 / 4
```

```
2.5 + 7.5 - 1
```

```
10.0 - 1
```

```
9.0 (not 9!)
```

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

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# String concatenation

- **string concatenation:** Using + between a string and another value to make a longer string.

```
"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"
```

- Use + to print a string and an expression's value together.
  - `System.out.println("Grade: " + (95.1 + 71.9) / 2);`
  - **Output:** Grade: 83.5

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# Variables

**reading: 2.2**

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# Receipt example

What's bad about the following code?

```
public class Receipt {
    public static void main(String[] args) {
        // Calculate total owed, assuming 8% tax / 15% tip
        System.out.println("Subtotal:");
        System.out.println(38 + 40 + 30);

        System.out.println("Tax:");
        System.out.println((38 + 40 + 30) * .08);
        System.out.println("Tip:");
        System.out.println((38 + 40 + 30) * .15);
        System.out.println("Total:");
        System.out.println(38 + 40 + 30 +
            (38 + 40 + 30) * .08 +
            (38 + 40 + 30) * .15);
    }
}
```

- The subtotal expression (38 + 40 + 30) is repeated
- So many println statements

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# Variables

- **variable:** A piece of the computer's memory that is given a name and type, and can store a value.
  - Like preset stations on a car stereo, or cell phone speed dial:



- Steps for using a variable:
  - *Declare* it - state its name and type
  - *Initialize* it - store a value into it
  - *Use* it - print it or use it as part of an expression

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# Declaration

- **variable declaration:** Sets aside memory for storing a value.
  - Variables must be declared before they can be used.

- Syntax:

**<type> <name>;**

- `int x;`

x	
---	--

- `double myGPA;`

myGPA	
-------	--

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# Assignment

- **assignment:** Stores a value into a variable.
  - The value can be an expression; the variable stores its result.

- Syntax:

**<name> = <expression>;**

- `int x;`  
`x = 3;`

x	3
---	---

- `double myGPA;`  
`myGPA = 1.0 + 2.25;`

myGPA	3.25
-------	------

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## Using variables

- Once given a value, a variable can be used in expressions:

```
int x;  
x = 3;  
System.out.println("x is " + x); // x is 3  
System.out.println(5 * x - 1); // 14
```

- You can assign a value more than once:

```
int x;  
x = 3;  
System.out.println(x + " here"); // 3 here  
  
x = 4 + 7;  
System.out.println("now x is " + x); // now x is 11
```

x	11
---	----

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## Declaration/initialization

- A variable can be declared/initialized in one statement.

- Syntax:

**<type> <name> = <expression>;**

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

x	14
---	----

- `double myGPA = 3.95;`

myGPA	3.95
-------	------

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## Assignment vs. algebra

- Assignment uses = , but it is not an algebraic equation.
  - = means, "store the value at right in variable at left"
  - `x = 3;` means, "x becomes 3" or "x should now store 3"
- **ERROR:** `3 = 1 + 2;` is an illegal statement, because 3 is not a variable.
- What happens here?

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

x	5
---	---

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## Assignment exercise

- What is the output of the following Java code?

```
int x;  
x = 3;  
int y = x;  
x = 5;  
y = y + x;  
System.out.println(x);  
System.out.println(y);
```

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## Assignment and types

- A variable can only store a value of its own type.
  - `int x = 2.5; // ERROR: incompatible types`
- An `int` value can be stored in a `double` variable.
  - The value is converted into the equivalent real number.
- `double myGPA = 4;`

myGPA	4.0
-------	-----
- `double avg = 11 / 2;`

avg	5.0
-----	-----

  - Why does `avg` store 5.0 and not 5.5?

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## Compiler errors

- A variable can't be used until it is assigned a value.
  - `int x;`  
`System.out.println(x); // ERROR: x has no value`
- You may not declare the same variable twice.
  - `int x;`  
`int x; // ERROR: x already exists`
  - `int x = 3;`  
`int x = 5; // ERROR: x already exists`
    - How can this code be fixed?

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## Printing a variable's value

- Use + to print a string and a variable's value on one line.

```
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.");
```

- Output:

```
Your grade was 83.2
There are 65 students in the course.
```

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## Receipt question

Improve the receipt program using variables.

```
public class Receipt {
    public static void main(String[] args) {
        // Calculate total owed, assuming 8% tax / 15% tip
        System.out.println("Subtotal:");
        System.out.println(38 + 40 + 30);

        System.out.println("Tax:");
        System.out.println((38 + 40 + 30) * .08);

        System.out.println("Tip:");
        System.out.println((38 + 40 + 30) * .15);

        System.out.println("Total:");
        System.out.println(38 + 40 + 30 +
            (38 + 40 + 30) * .15 +
            (38 + 40 + 30) * .08);
    }
}
```

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## Receipt answer

```
public class Receipt {
    public static void main(String[] args) {
        // Calculate total owed, assuming 8% tax / 15% tip
        int subtotal = 38 + 40 + 30;
        double tax = subtotal * .08;
        double tip = subtotal * .15;
        double total = subtotal + tax + tip;

        System.out.println("Subtotal: " + subtotal);
        System.out.println("Tax: " + tax);
        System.out.println("Tip: " + tip);
        System.out.println("Total: " + total);
    }
}
```