Handout 2

Basic Java Constructs: Variables, Primitive Types, Expressions
Keyboard input with Scanner class.
Formatting output with printf and DecimalFormat class.

Problem: Write a program that determines the length and cost of a phone call, given the starting and ending time based on 24-hour clock and the per-minute rate.

The program should work as follows: the user will be enter six parameters:
- the starting hour and minute, separated by white space,
- the ending hour and minute, separated by white space,
- the per-minute rate in dollars,
- the phone number from which the call was made,
- the phone number to which the call was made.

The program would then compute and output the length of the call in minutes, and the cost of the call in dollars, displaying 2 digits after the decimal period in the format shown in the example below.

Here’s a sample interaction, in which user input appears in bold.

This program computes the length and cost of a phone call.
Please enter the hour and minute of the start of the phone call: 12 15
Please enter the hour and minute of the end of the phone call: 13 34
Please enter the per-minute cost of the call: 0.25
Please enter the phone number of the origin: 781-891-3161
Please enter the phone number of the destination: 781-948-4357

From: 781-891-3161 To: 781-948-4357: Duration: 79 min
Rate: $0.25           Cost: $19.75

Design: specify
Input:

Output:
Data:

Algorithm:
Let’s implement this program, simultaneously introducing basic Java concepts.
1. Comments
   - any number of lines enclosed within */ */ block, or
   - starting with // to the end of line
   Comments are necessary for readability – element of good programming style
   Include introductory comments in every program, describing the content of the program.

2. Code to begin the program
   ```java
   public class PhoneCall {

   public static void main(String[] args) {

   }

   }
   ```
   Java applications all have similar code at the beginning.

First line `public class PhoneCall` declares a class.
Explanation:
   - `public` – is an access control keyword\(^1\), means can be used by other classes. For now all classes we define are going to be public.
   - `class` is a keyword that must be followed by the name of the class.
   - `PhoneCall` is the name of the class – you get to choose it
   - `File name must be the same as the name of the class it defines.```

Next: definition of method `main`:
```java
public static void main(String[] args) {

}
```
Main method contains all the instructions of this program.

\(^1\) Keyword – (a.k.a. reserved word) is a word that has a special meaning in a language and cannot be used for other purposes.
3. Start a program with instructions or the description to tell the user what the program does and/or how to use it:

```java
System.out.println("This program computes the length" +
" and cost of a phone call.");
```

4. Variable declarations, e.g.

```java
int hour_s, min_s; // hour and minute of start
int hour_e, min_e; // hour and minute of end of call
```

**Variable** - is a named location to store data
- It can hold only one type of data
- for example only integers, only floating point (real) numbers, or only characters
- All program variables must be declared before using them. A variable declaration associates a name with a storage location in memory and specifies the type of data it will store: e.g. `int`, `float`, `double`, `char`, `String`

```java
hour_s = 0
min_s = 0
```

**Named constant**: a variable that cannot be changed after the first assignment. Declared with keyword `final`, e.g.

```java
final int MIN_WAGE = 7.25;
```

5. Java has Primitive and Class data types

**Primitive types** (e.g. `char`, `int`, `float`, `double`, `long`)
- the simplest types, they define values that cannot decompose into other types (in other words are atomic)
- Each primitive type has operators that apply to values of that type: e.g. numeric operations, `boolean` operators (we’ll study later). Operators are used to form expressions.

**Class types** (e.g. `Scanner`, `DecimalFormat`, `String`) more complex, used to define objects
- composed of other types (primitive or class types)
- both data and methods
6. **Assignment operator =**
   Used to set, or assign a variable is to store a given value in the location denoted by the variable name.

**Examples:**

1. // initialize and later decrement the variable
   ```java
   int count = 10;// initialize counter to ten
   count = count - 1;// decrement counter
   ```

2. //whole expression on the right hand side
   ```java
   int days;
   days = 366*numLeapYears + 365*(numYearsTotal-numLeapYears);
   ```

Not the same as equality in algebra, It means -
“Store the value of the expression on the right side to the variable on the left side.”

Can have any expression on the right hand side of =
**Restriction:** the type of the variable **must be compatible** with the type of the expression on the right hand side.

7. Decimal numbers are represented with types **double** and **float**, e.g.

   ```java
   double rate = 0.33;
   float limit = 2*10.567
   ```

Values of these types are only approximate representation of the numbers.

8 **Characters**

   are actually stored as integers according to a special code: each printable character (letter, number, punctuation mark, space, and tab) is assigned a different integer code
   the codes are different for upper and lower case
   for example 97 may be the integer value for ‘a’ and 65 for ‘A’

Java uses Unicode (Unicode includes all the ASCII codes plus additional ones for languages with an alphabet other than English).

Casting a char value to int produces the ASCII/Unicode value
**Problem:** what would the following code segment display?

```java
char answer = 'y';
System.out.println(answer);
System.out.println((int)answer);
```

Some special “invisible” characters: ‘\n’ – end of line, ‘\t’ – tab, ‘\’-single quote.
9. Strings
   - will study in more detail later. A class type that represents sequences of
     characters enclosed in double quotes, e.g. "This is a string", "" – empty
     string.

10. Keyboard input using Scanner class.
   Class Scanner has methods to read values entered via keyboard input.

   a. Need to include the following line above the class definition

   ```java
   import java.util.Scanner;
   ```
   This statement tells Java to
   – Make the Scanner class available to the program
   – Find the Scanner class in a library of classes (i.e., Java package) named
     java.util

   b. Need to create an object of Scanner class inside the main method as follows:

   ```java
   Scanner anyName = new Scanner(System.in);
   ```

   Once a Scanner object has been created, a program can then use that object to
   read user input from the keyboard using methods of the Scanner class These
   methods are type-specific

   ```java
   anyName.nextInt();  // returns an integer entered by the user. Skips all white
                      // space (space, tab, end-of-line characters) that appear before the integer.
   anyName.nextDouble(); // double
   anyName.nextBoolean();
   anyName.next();        // returns the String value consisting of characters up to,
                          // but not including the next white space (or end of line). Essentially, reads one word, where word is a sequence of
                          // non-white space characters.
   anyName.nextLine();   // returns the String value consisting of characters up to,
                          // but not including the end of the current line. Unlike the
                          // other methods, does not skip the end-of-line character, instead treats it as the end of the line.
   ```

Subtle point:
- The method `nextLine` of the class Scanner reads the remainder of a line of text
  starting wherever the last keyboard reading left off. This can cause problems when
  combining it with different methods for reading from the keyboard such as `nextInt`

Example: Given the code,

```java
Scanner keyboard = new Scanner(System.in);
int n = keyboard.nextInt();
String s1 = keyboard.nextLine();
String s2 = keyboard.nextLine();
```
and user input,

```
2
Heads are better than
1 head.
```

what are the values of \( n \), \( s_1 \), and \( s_2 \)?

**Answer:** \( n \) will be set to 2, \( s_1 \) will be equal to "", and \( s_2 \) will be equal to "Heads are better than"

**Explanation:** \( \backslash n \) below denotes the “invisible” end of line character. Here’s what the user input looks like

```
2\nHeads are better than\n1 head.\n```

If the following results were desired instead
\( n \) equal to 2, \( s_1 \) equal to "heads are better than", and \( s_2 \) equal to "1 head"
then an extra invocation of `nextLine()` would be needed to get rid of the end of line character \( \backslash n \).

```java
Scanner keyboard = new Scanner(System.in);
int n = keyboard.nextInt();
keyboard.nextLine(); // to get rid of \n after number
String s1 = keyboard.nextLine();
String s2 = keyboard.nextLine();
```

This only happens when the program needs to read a new line with `nextLine()` after using any other Scanner reading methods (next(), nextInt(), nextDouble(), etc..)
11. Arithmetic operators.

Work on all numeric types: +  -  *  /  %  ()

Order of precedence:
  i. ()
  ii. *, /, %
  iii. +,-

Note: The result of an expression involving only of whole number types (byte, short, int, long) is always a whole number (byte, short, int, long). If at least one of the operands has real number type (double, float), the result is a real number (double, float).

Practice problems:

2. int a = 5, b = 3, e;
   double c = 2, d;

   // what is stored in each of the assigned variables (d and e)?
   d = a/b;
   e = a/b;
   // what is printed by the following?
   System.out.println(a/b);
   System.out.println(a/3.0);

3. What is the result of the following computations given the following declarations:
   int a = 5, b = 3, c = 2 ?
   int d = a - b * c;   int d = (a - b) * c;
   int d = a - b / a - c;   int d = a / b + a % c;

4. Change the PhoneCall program to display the duration of the call in hours and minutes instead of just minutes.

12. Arithmetic expressions and type conversion.

Recall that the type of the variable must be compatible with the type of the expression on the right hand side. So, would the following be legal?

    double x;
    int n = 5;
    x = n;

    the value returned by n is cast to a double, then assigned to variable x as 5.000…
    (as accurately as the whole number 5 can be encoded as a floating point number).

    This is called implicit casting because it is done automatically.
The following chart describes the allowable automatic type conversion (a.k.a. type casting):

```
byte → short → int → long → float → double
```

The logic behind it: can automatically convert so long as the new type represents a larger range of values.

Otherwise, need to explicitly specify the conversion via type casting: e.g.

```java
int n;
double x = 2.89;
n = (int)x; // legal in java. n will be set to 2.
```

**NOTE:** using typecasting from double to int for rounding will produce incorrect results. Use `Math.round();` instead. `Math.round(3.4) → 3, Math.round (3.5) → 4`

13. Output and formatting.
- we’ll use 2 methods available Java using printf and DecimalFormat.

- **System.out.printf()** – is a method that takes any number of parameters. The first parameter must be the formatting string. Formatting string may contain placeholders for the values of other parameters that will be substituted during printing. These placeholders can define how exactly these parameters are printed.

  **Placeholders (a.k.a. conversion characters, format specifiers)**

  – complete description on page 64
  - `%d` - ordinary integer
  - `%f` - floating point
  - `%s` - string
  - `%c` - character.

**Examples:**
1. The code segment

   ```java
double price = 19.8;
System.out.printf("The price is %6.2f", price);
```

   will output the line

   **The price is $19.80**

   The format specifier "%6.2f" indicates the maximum number of digits displayed

   is 6, display exactly 2 digits after the decimal point (.2)

2. The code segment

   ```java
String name = "Anne Lee";
int age = 25;
double GPA = 3.4;
System.out.printf("%s is %d years old and has GPA %.2f", name, age, GPA);
```

   will output **Anne Lee is 25 years old and has GPA 3.40**
- **DecimalFormat class**
  - The DecimalFormat class must first be imported
  - A DecimalFormat object is associated with a pattern when it is created using the `new` command
  - The object can then be used with the method `format` to create strings that satisfy the format

**Example:**

```java
/* Created on Mar 3, 2005 9:26:21 AM
* Modified textbook example.
* Demonstrates the use of DecimalFormat class for
* formatting the decimal values for printing.
*/
import java.text.DecimalFormat; // required import statement

public class DecimalFormatDemo {
    public static void main(String[] args) {
        // create a formatting pattern
        // 0 in the pattern stands for a required digit
        // # stands for an optional
        DecimalFormat p = new DecimalFormat("00.000");
        DecimalFormat p1 = new DecimalFormat("0.00");
        DecimalFormat p2 = new DecimalFormat("#00.000");
        DecimalFormat p3 = new DecimalFormat("000.000");

        double d = 12.3456789;
        System.out.println("Unformatted: " + d);
        // prints 12.3456789
        System.out.println("Pattern 00.000");
        System.out.println(p.format(d)); // prints 12.346
        System.out.println("Pattern 0.00");
        System.out.println(p1.format(d)); // prints 12.35
        System.out.println("Pattern #00.00");
        System.out.println(p2.format(d)); // prints 12.346
        System.out.println("Pattern 000.00");
        System.out.println(p3.format(d)); // prints 012.346

        double money = 19.8;
        System.out.println("Unformatted: " + money);
        System.out.println("Pattern 0.00");
        System.out.println("$" + p1.format(money)); // prints $19.80
    }
}
```

Look at the following program and try to understand what it does.

```java
import java.text.DecimalFormat;
import java.util.Scanner;
public class Mystery {
    public static void main(String[] args) {
        int a, b, c, d;
        Scanner kbrd = new Scanner(System.in);
        System.out.println("Pls enter first two params");
        a = kbrd.nextInt(); b = kbrd.nextInt();
        System.out.println("Pls enter next two params");
        c = kbrd.nextInt();
        d = kbrd.nextInt();
        int m1 = a*60 + b;
        int m2 = c*60 + d;
        int t = m2-m1;
        DecimalFormat frm = new DecimalFormat("00");
        //display output
        System.out.println(frm.format(t));
    }
}
```

To make programs readable:
- Document program with comments.
- Use named constants where appropriate:

**Named Constants**, e.g.

```java
    // declare a CONSTANT:
    final int BENTLEY_MAX_CLASS_SIZE = 35;
```

- are similar variables, but cannot be changed.
- declared with the keyword final

Advantages of using named constants:
**Example**: use MORTGAGE_INTEREST_RATE instead of 8.5

**Why?**
- Easier to understand a program because reader can tell from the name, what’s denoted by the value.
- Easier to modify a program because value can be changed in one place (the definition) instead of being changed everywhere in the program.
- Use meaningful names for variables, constants, classes, etc.
- Use indentation and line spacing as shown in the examples in the text
- Always include a “prologue” (an brief explanation of the program at the beginning of the file)