

Announcements for This Lecture

Readings

- pp. 175–181
- Sections 2.5, 3.1.2-3.1.3
- (optional) PLive p. 2-5



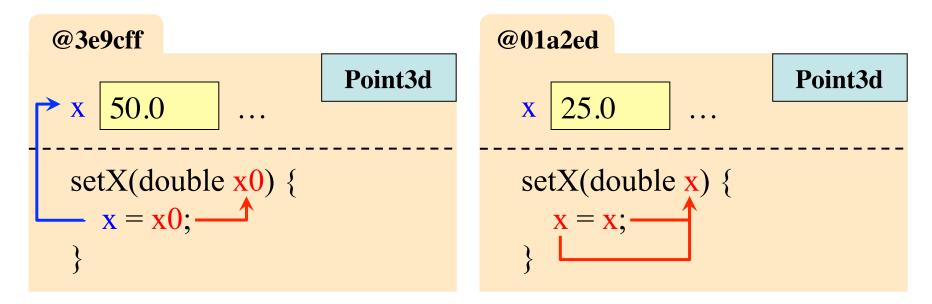
Assignments

- Assignment 1 due tonight
 - Before Midnight!!!
 - Will have get by class Thu
 - Revise if you are told
- New Assignment Posted
 - No code; written only
 - Meant to do while you revise
 - Due in class next week
- Will go to 2-week assignment schedule after Assignment 3

Strings & Refinement

Inside-Out Rule (See p. 83)

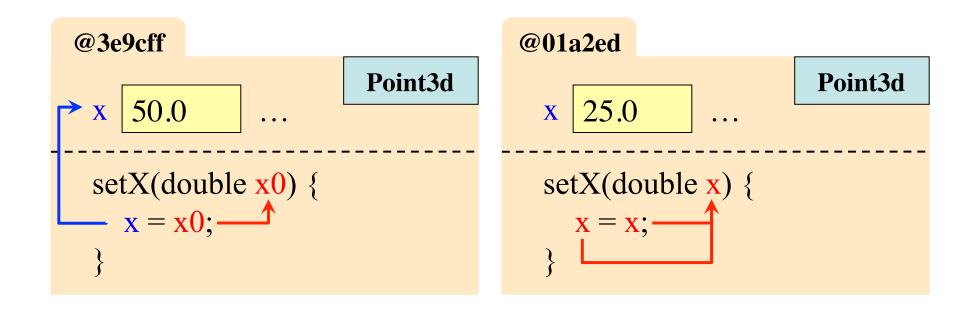
- Methods reference fields or static variables (of same class) 3
 - Can reference parameters of that method
 - Can reference local variables inside same braces {}
- If two of the same name, use the **closest** declaration



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Inside-Out Rule (See p. 83)

- Parameter x0 is found in the frame for the method call. Exists temporarily
- Parameter x "blocks" (or **shadows**) the reference to the field x.

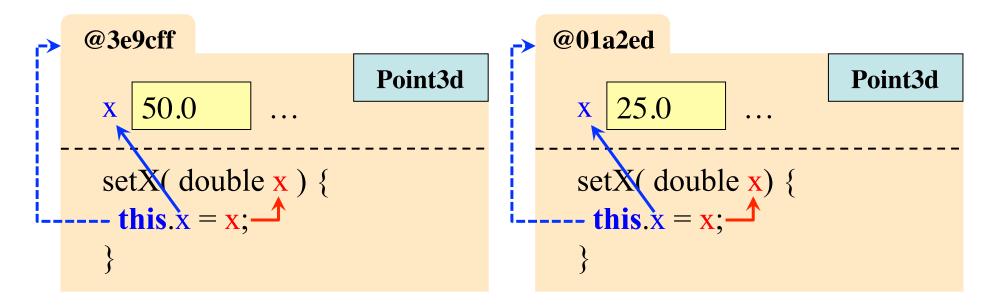


A Solution: this

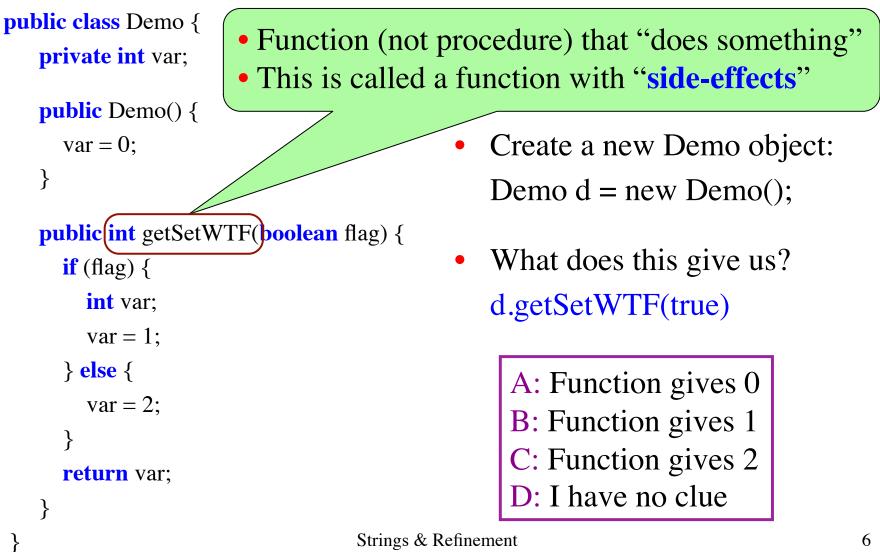
this is a built-in "variable" that gives an object name

• In object (folder) @3e9cff, this refers to @3e9cff

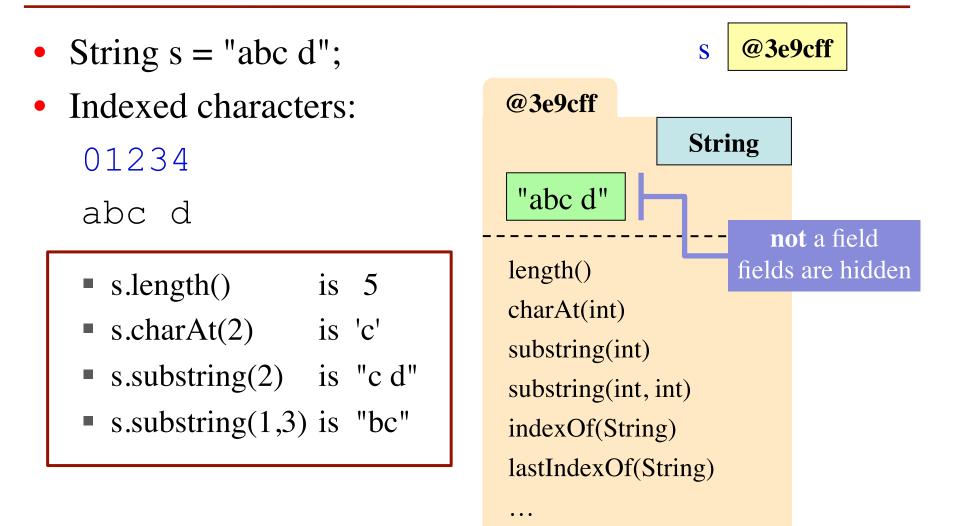
• In object (folder) @01a2ed, this refers to @01a2ed



How Well Are You Following?



String is a Class; Quoted Text is an Object



String Has a Lot of Useful Methods

- String s = "abc d";
- Indexed characters:

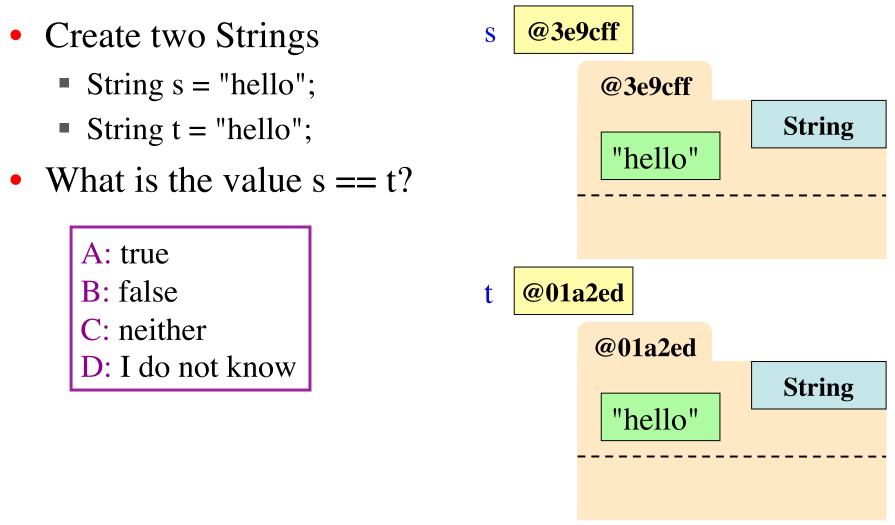
01234

abc d

- See text pp. 175–181
- Look in CD ProgramLive
- Look at API specs for String

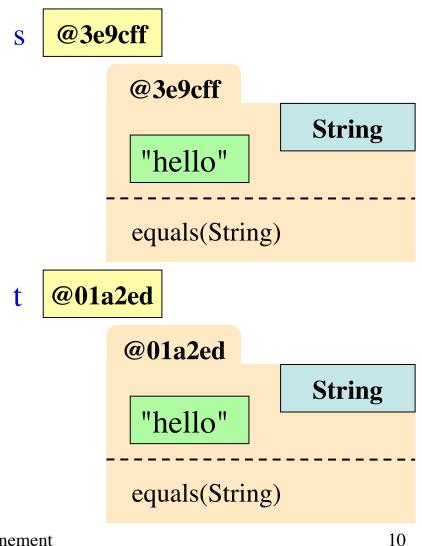
- s.substring(2,4) is "c " (NOT "c d")
- s.substring(2) is "c d"
- bcd ".trim() is "bcd" (trim beginning and ending blanks)
- s.indexOf("bc") is 1
 (index or position of first occurrence of in "bc" or -1 if none)

String Variables Hold Folder Names



String Variables Hold Folder Names

- Create two Strings
 - String s = "hello";
 - String t = "hello";
- Do not use == to test equality of s and t
 - s == t tests if same object
 - Not useful for Strings
- Use equals() instead
 - s.equals(t) tests if they have the same text

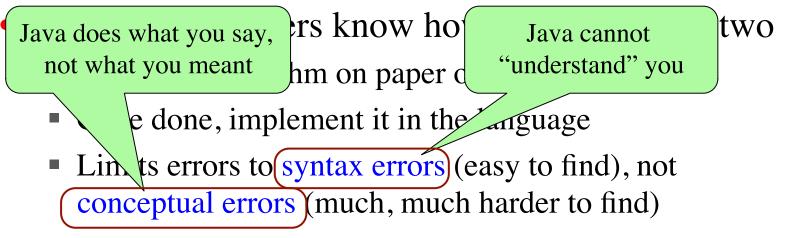


Algorithms: Heart of Computer Science

- Algorithm: A step-by-step procedure for how to do something (usually a calculation).
- **Implementation**: How to write an algorithm in a specific programming language
- Good programmers know how to separate the two
 - Work out algorithm on paper or in head
 - Once done, implement it in the language
 - Limits errors to syntax errors (easy to find), not conceptual errors (much, much harder to find)
- Key to designing algorithms: stepwise refinement

Algorithms: Heart of Computer Science

- **Algorithm**: A step-by-step procedure for how to do something (usually a calculation).
- **Implementation**: How to write an algorithm in a specific programming language



• Key to designing algorithms: stepwise refinement

Stepwise Refinement: Basic Principles

Write Specifications First

Write a method specification before writing its body

- Take Small Steps Do a little at a time; follow the Mañana Principle
- Compile Often

This can catch syntax errors

- Separate Concerns Focus on one step at a time
- Intersperse Programming and Testing When you finish a step, test it immediately

Mañana Principle

- If not in current step, delay to "tomorrow"
 - Use comments to write steps in English
 - Add "stubs" to ensure the program compiles (e.g. empty definitions or bogus return statements)
 - Slowly replace stubs/comments with real code
- Only create new local variables if you have to
- Sometimes results in creation of more methods
 - Replace the step with a method call
 - But leave the *method definition* empty for now
 - This is called top-down design

Example: Reordering a String

• lastNameFirst("Walker White") is "White, Walker"

```
/** Yields: copy of s but in the form <last-name>, <first-name>
 * Precondition: s is in the form <first-name> <last-name>
 * with one blank between the two names */
public static String lastNameFirst(String s) {
    // Find the first name
    // Find the last name
    // Put them together with a comma
    return ""; // Stub return
}
```

Example: Reordering a String

• lastNameFirst("Walker White") is "White, Walker"

/** Yields: copy of s but in the form <last-name>, <first-name> * Precondition: s is in the form <first-name> <last-name> with one blank between the two names */ * **public static** String lastNameFirst(String s) { int endOfFirst = s.indexOf(" "); String firstName = s.subString(0,endOfFirst); // Find the last name // Put them together with a comma **return** firstName; // Stub return (which you can test!) } 2/14/12 Strings & Refinement

Refinement: Creating Helper Methods

/**

- * **Yields**: copy of s but in the form
- * <last-name>, <first-name>
- * **Precondition**: s is in the form
- * <first-name> <last-name>
- * with one blank between names */

public static String

```
lastNameFirst(String s) {
```

- String first = firstName(s);
- // Find the last name
- // Put together with comma
 return first; // Stub

/**

}

- * Yields: first name in s
 * Precondition: s is in the form
 * <first-name> <last-name>
 * with one blank between names
 */
 public static String
 - firstName(String s) {
 - int end = s.indexOf(" ")
 - return s.subString(0,end);

}

Refinement: Creating Helper Methods

Do This Sparingly

- If you might use this step in **another** method later
- If implementation is rather long and complicated

public static String
 lastNameFirst(String s) {

String firstName = firstName(s);

// Find the last name

// Put together with comma
return firstName; // Stub

/** * Yields: first name in s * Precondition: s is in the form * <first-name> <last-name> * with one blank between names */ public static String firstName(String s) { int end = s.indexOf("") return s.subString(0,end);

}

}

Example: Reordering a String

• lastNameFirst("Walker White") is "White, Walker"

/** Yields: copy of s but in the form <last-name>, <first-name>
 * Precondition: s is in the form <first-name> <last-name>
 * with one or more blanks between the names */
public static String lastNameFirst(String s) {

```
// Find the first name
```

```
// Find the last name
```

// Put them together with a comma

```
return ""; // Stub return
```

```
}
```