CS2110, Recitation 1

Arguments to method main,
Packages,
Wrapper Classes,
Characters,
Strings

Demo: Create application

To create a new project that has a method called main with a body that contains the statement

```java
System.out.println("Hello World");
```

do this:

- Eclipse: File -> New -> Project
- File -> New -> Class
- Check the method main box
- In the class that is created, write the above statement in the body of main
- Hit the green play button or do menu item Run -> Run

Java Application

```java
public static void main(String[] args) {
    ...
}
```

Parameter: String array

A Java program that has a class with a static procedure main, as declared above, is called an application.

The program, i.e. the application, is run by calling method main. Eclipse has an easy way to do this.

Method main and its parameter

```java
public static void main(String[] args) {
    ...
}
```

Parameter: String array

In Eclipse, when you do menu item
- Run -> Run (or click the green Play button)
Eclipse executes the call `main(array with 0 arguments);`

To tell Eclipse what array of Strings to give as the argument, start by using menu item
- Run -> Run Configurations…
  (see next slide)

Window Run Configurations

This Arguments pane of Run Configurations window gives argument array of size 3:

- `args[0]`: "SpeciesData/a0.dat"
- `args[1]`: "2"

Click Arguments pane

Quotes OK, but not needed

Quotes needed because of space char

DEMO: Giving an argument to the call on main

Change the program to print the String that is in `args[0]`, i.e. change the statement in the body to

```java
System.out.println(args[0]);
```

Then

- Do Run -> Run Configurations
- Click the Arguments tab
- In the Program field, type in "Hallooo at here!"
- Click the run button in the lower right to execute the call on main with an array of size 1 …
PACKAGES AND THE JAVA API

API packages that come with Java
Visit course webpage, click Links, then Java 8 API Specs.
Link:
http://www.cs.cornell.edu/courses/CS2110/2017sp/links.html
Better yet, just google something like:
java 8 API
Scroll down in left col (Packages pane), click on java.lang

Package java.lang vs. other packages
You can use any class in package java.lang. Just use the class name, e.g.
Character
To use classes in other API packages, you have to give the whole name, e.g.
javax.swing.JFrame

So you have to write:
javax.swing.JFrame jf = new javax.swing.JFrame();

Use the import statement!
To be able to use just JFrame, put an import statement before the class definition:
imports only class JFrame.
Use the asterisk, as in line below, to import all classes in package:
import javax.swing.*;

Package
Package: Collection of Java classes and other packages.
See JavaSummary.pptx, slide 20
Available in the course website in the following location:
http://www.cs.cornell.edu/courses/CS2110/2017sp/links.html
Three kinds of packages
(1) The default package: in project directory /src
(2) Java classes that are contained in a specific directory on your hard drive (it may also contain sub-packages)
(3) Packages of Java classes that come with Java, e.g. packages java.lang, javax.swing.
Other packages on your hard drive

One can put a bunch of logically related classes into a package, which means they will all be in the same directory on hard drive. Reasons for doing this? We discuss much later.

Image of Eclipse Package Explorer:
3 projects:
- Project1
- Project2
- Project3

Default package has 2 classes:
- Rec02
- Rec02Tester

pack1 has 1 class: C

Hard drive
Eclipse Package Explorer

Eclipse does not make a directory for the default package; its classes go right in directory src

Importing the package

Every class in package pack1 must start with the package statement

```java
package pack1;
import javax.swing.*;
public class DemoPackage {
    public Rec02()
```

Every class outside the package should import its classes in order to use them

```java
import pack1.*;
public class MyFrame extends JFrame {
    MyFrame v = MyFrame();
    ...
}
```

CHAR AND CHARACTER

Primitive type char

Use single quotes

```java
char fred = 'a';
char wilma = 'b';
System.out.println(fred);
```

Unicode: 2-byte representation
Visit [www.unicode.org/charts/](http://www.unicode.org/charts/) to see all unicode chars

Special chars worth knowing about

- ` ' ` - space
- `\t` - tab character
- `\n` - newline character
- `\'` - single quote character
- `\"` - double quote character
- `\` - backslash character
- `\b` - backspace character - NEVER USE THIS
- `\f` - formfeed character - NEVER USE THIS
- `\r` - carriage return - NEVER USE THIS

Backslash, called the escape character
Casting char values

Cast a char to an int using unary prefix operator (int),
Gives unicode representation of char, as an int

(int) 'a'  gives 97
(char) 97  gives 'a'

Om, or Aum, the sound of the universe (Hinduism)

No operations on chars (values of type char)! BUT, if
used in a relation or in arithmetic, a char is automatically cast to
type int.

Relations <  >  <=  ==  !=

'a' < 'b'  same as  97 < 98, i.e. false
'a' + 1  gives  98

Specs for Class Character

Main pane now contains description of class Character:
1. The header of its declaration.
2. A description, including info about Unicode
3. Nested class summary (skip it)
4. Field summary (skip it)
5. Constructor summary (read)
6. Method summary (read)
7. Field detail (skip it)
8. Method detail (read)

Class Character

An object of class Character wraps a single char
(has a field that contains a single char)

Character c1= new Character("b");
Character c2= new Character("c");

Don't know field name

Character@b9

Find method compareTo
See a 1-sentence description
Click on method name
Takes you to a complete
description in Method detail section

Class Character

• Each instance of class Character wraps a char value — has a
field that contains a char value. Character allows a char value
to be treated as an object.

• Find methods in each object by looking at API specs on web:
docs.oracle.com/javase/8/docs/api/java/lang/Character.html

  c.charValue()  c's wrapped char, as a char
  c.equals(c1)  True iff c1 is a Character and wraps same char
  c.compareTo(c1)  0 if c == c1, < 0 if c < c1, > 0 if c > c1.
  c.toString() c's wrapped char, as a String

  ...  ...
**Static methods in class Character**

Lots of static functions. You have to look to see what is available. Below are examples:

- `isAlphabetic(c)`
- `isDigit(c)`
- `isLetter(c)`
- `isLowerCase(c)`
- `isUpperCase(c)`
- `isWhitespace(c)`
- `toLowerCase(c)`
- `toUpperCase(c)`

These return the obvious boolean value for parameter `c`, a char.

Whitespace chars are the space ` ' `, tab char, line feed, carriage return, etc.

We'll explain “static” soon.

These return a char.

You can import these using “import static java.lang.Character.*;”

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**== versus equals**

- `c1 == c2` is false if `c1`, `c2` contain same values
- `c3 == c1` is false
- `c1 == c1` is true
- `c1.equals(c2)` is true if `c2` is also a Character object and contains same char as `c1`

- `c1_Character@a1`
- `c2_Character@b9`
- `c3_null`

---

**Class String**

- `String s = “CS2110”;

String: special place in Java: no need for a new-expression. String literal creates object.

- `String@x2 String s = “CS2110”;`

Find out about methods of class String: docs.oracle.com/javase/8/docs/api/index.html?java/lang/String.html

Lots of methods. We explain basic ones

Important: String object is immutable: can’t change its value. All operations/functions create new String objects

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**STRING**

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**Operator +**

"abc" + "123" evaluates to "abc123"

If one operand of concatenation is a String and the other isn’t, the other is converted to a String. Sequence of + done left to right

- `1 + 2 + "ab$"` evaluates to "3ab$"
- "ab$" + 1 + 2 evaluates to "ab$"

- "+ is overloaded"

If one operand of concatenation is a String and the other isn’t, the other is converted to a String. Sequence of + done left to right

- " + is overloaded"

If one operand of concatenation is a String and the other isn’t, the other is converted to a String. Sequence of + done left to right

---

**Operator +**

System.out.println("c is: " + c + ", d is: " + d + ", e is: " + e);

Using several lines increases readability

Can use + to advantage in println statement. Good debugging tool.

- Note how each output number is annotated to know what it is.

Output:

- `c is: 32, d is: -3, e is: 201`

```java
System.out.println("c is: " + c + ", d is: " + d + ", e is: " + e);
```
Picking out pieces of a String

s.length(): number of chars in s — 5

Numbering chars: first one in position 0

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS</td>
<td>13</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

s.charAt(i): char at position i

s.substring(): new String containing
chars at positions from i to end
— s.substring(2) is "13"

s.substring(i,j): new String containing
chars at positions i..(j-1)
— s.substring(2,4) is "13"

Be careful: Char at j not included!

Other useful String functions

s.trim() — s but with leading/trailing whitespace removed
s.indexOf(s1) — position of first occurrence of s1 in s
(-1 if none)

s.lastIndexOf(s1) — similar to s.indexOf(s1)

s.contains(s1) — true iff String s1 is contained in s2

s.startsWith(s1) — true iff s starts with String s1

s.endsWith(s1) — true iff s ends with String s1

s.compareTo(s1) — 0 if s and s1 contain the same string,
< 0 if s is less (dictionary order),
> 0 if s is greater (dictionary order)

There are more functions! Look at the API specs!