Homework HW1

The answers you handed in at the end of lecture 1 showed mass confusion! Perhaps 80% of you weren’t sure what to write. **This was not graded! It was only to help us and you assess the situation.**

Doing HW1 will eliminate the confusion. Piazza note @34, (find a link to it in the pinned Piazza Recitation/Homework note.)

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**Evaluation, Execution, Syntax, Semantics.**

Presenting an algorithm in English (2.5 minutes).

Executing the assignment statement (2.5 minutes).

Do HW1 and submit on the CMS
PPT slides, JavaHyperText.

CMS. Visit course webpage, click “Links”, then “CMS for 2110”.

Download ppt slides the evening before each lecture, have them available in class. Please don’t ask questions on the piazza about that material the day before the lecture!

Got a Java question? See first if it’s answered on JavaHyperText
Try Java out in https://tryjshell.org

On Piazza note @29, Preston Rozwood talked about JShell. Problem: You need Java 9 to use it. Maybe next semester we’ll switch to 9.

Eric Wang then suggested using

https://tryjshell.org

Where you can type in Java snippets and have them executed/evaluated. It’s not as easy to use as DrJava, but it can help in some cases. You don’t need Java version 9 to use it. It’s not using the Java on your computer.

Thank, Preston and Eric!
Python and Matlab have objects and classes.

Strong-typing nature of Java changes how OO is done and how useful it is. Put aside your previous experience with OO (if any). This lecture:

**First**: describe objects, demoing their creation and use.

**Second**: Show you a class definition, a blueprint for objects, and how it contains definitions of methods (functions and procedures) that appear in each object of the class.

**Third**: Talk about keyword null.

**Fourth**: Introduce Exceptions
Homework

1. Study material of this lecture.
2. Visit JavaHyperText, click on Code Style. Study Documentation
   3.1 Kinds of comments
   3.2 Don’t over-comment
   3.4 Method specifications
      3.4.1 Precondition and postcondition
3. Spend a few minutes perusing slides for lecture 3; bring them to lecture 3.
References to JavaHyperText entries

Objects: object
Calling methods: method call
Class definition: class
public, private: public private
method
Parameter vs argument:
  parameter, argument
Inside-out rule
Methods may have parameters
Method calls may have arguments

Fields of an object may be mentioned. We cover these in next lecture

Function: a method that returns a result.
Procedure: method that does not return a result, void method.
Drawing an object of class `javax.swing.JFrame`

Object is associated with a window on your computer monitor.

- **Name of object, giving class name and its memory location (hexadecimal).**
  - `JFrame@25c7`

- **Java creates name when it creates object.**

**Methods**
- `setTitle(String)`
- `getTitle()`
- `getX()`
- `getY()`
- `setLocation(int, int)`
- `getWidth()`
- `getHeight()`
- `setSize(int, int)`
- `hide()`
- `show()`
- ...

**Object contains methods (functions and procedures), which can be called to operate on the object.**

**Function:** returns a value; call on it is an expression

**Procedure:** does not return a value; call on it is a statement.
Evaluation of new-expression creates an object

Evaluation of

```java
new javax.swing.JFrame()
```

creates an object and gives as its value the name of the object

If evaluation creates this object, value of expression is

```java
JFrame@25c7
```

```
2 + 3 + 4
```

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A class variable contains the name of an object

Type JFrame: Names of objects of class JFrame

```
javax.swing.JFrame h;
h = new javax.swing.JFrame();
```

If evaluation of new-exp creates the object shown, name of object is stored in h

Consequence: a class variable contains not an object but name of an object, pointer to it. Objects are referenced indirectly.
A class variable contains the name of an object

If variable \( h \) contains the name of an object, you can call methods of the object using dot-notation:

**Procedure calls:** \( h\.show() \); \( h\.setTitle(\text{"this is a title"}) \);

**Function calls:** \( h\.getX() \) \( h\.getX() + h\.getWidth() \)

\[ x = y; \]
\[ g = h; \]

\( h \) \( JFrame@25c7 \)

\( JFrame@25c7 \)

- hide()
- show()
- setTitle(String)
- getTitle()
- getX()
- getY()
- setLocation(int, int)
- getWidth()
- getHeight()
- setSize(int,int)

...
**Class definition**: Describes format of an object (instance) of the class.

```java
/**
 * description of what the class is for
 */

public class C {
    declarations of methods (in any order)
}
```

This is a comment

Access modifier `public` means `C` can be used anywhere

Class definition `C` goes in its own file named `C.java`

On your hard drive, have separate directory for each Java project you write; put all class definitions for program in that directory. You’ll see this when we demo.
/* An instance (object of the class) has (almost) no methods */

public class C {
}

Then, execution of

C k;
k = new C();

creates object shown to right and stores its name in k
Class extends (is a subclass of) JFrame

/** An instance is a subclass of JFrame */
public class C extends javax.swing.JFrame {

}

C: subclass of JFrame
JFrame: superclass of C
C inherits all methods that are in a JFrame

Object has 2 partitions:
one for JFrame methods,
one for C methods

C@6667

JFrame
hide() show()
setTitle(String) getTitle()
getX() getY() setLocation(int, int)
getWidth() getHeight() ...

C

Easy re-use of program part!
/** An instance is a subclass of JFrame with a function area */
public class C extends javax.swing.JFrame {
    /** Return area of window */
    public int area() {
        return getWidth() * getHeight();
    }
}

You know it is a function because it has a return type

Spec, as a comment

Function calls automatically call functions that are in the object
Inside-out rule for finding declaration

```java
/** An instance ... */
public class C extends javax.swing.JFrame {
    /** Return area of window */
    public int area() {
        return getWidth() * getHeight();
    }
}
```

To what declaration does a name refer? **Use inside-out rule:**
Look first in method body, starting from name and moving out; then look at parameters; then look outside method in the object.
Inside-out rule for finding declaration

```java
/** An instance ... */
public class C extends JFrame {
    /** Return area of window */
    public int area() {
        return getWidth() * getHeight();
    }
}
```

Function area: in each object, `getWidth()` calls function `getWidth` in the object in which it appears.
/** An instance is a JFrame with more methods /*/
public class C extends javax.swing.JFrame {
    public int area() {
        return getWidth() * getHeight();
    }

    /** Set width of window to its height */
    public void setWtoH() {
        setSize(getHeight(), getHeight());
    }
}

Call on procedure setSize

It is a procedure because it has void instead of return type
Using an object of class Date

```java
/** An instance is a JFrame with more methods */
public class C extends javax.swing.JFrame {
    
    /** Put the date and time in the title */
    public void setTitleToDate() {
        setTitle((new java.util.Date()).toString());
    }
}
```

An object of class java.util.Date contains the date and time at which it was created. It has a function toString(), which yields the data as a String.
null denotes the absence of a name.

v2.getName() is a mistake! Program stops with a NullPointerException

You can write assignments like:  v1 = null;
and expressions like:             v1 == null
When the assert statement is executed and `x` is not 6, an object of class `AssertionError` is created and “thrown”. It contains info needed to print out a nice message.
When 5/0 is evaluated, an object of class ArithmeticException is created and “thrown”. It contains info needed to print out a nice message.

Exception in thread "main"  
java.lang.ArithmeticException: / by zero  
at A0.m(A0.java:15)  
at A0.main(A0.java:6)
You will learn all about exceptions in next week’s recitation!

 Throwable
   Error
   IOException
   AssertionError
   …
 Exception
   RuntimeException
   ArithmeticException
   NullPointerException
   IllegalArgumentException
   …