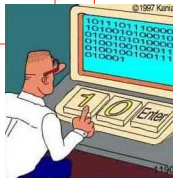


CS1110 Fall 2009. Instructors: David Gries & Lillian LeeWebsite: www.cs.cornell.edu/courses/cs1110/2009fa/**CS1110: Java**

- No prior programming experience
- No calculus
- Non-numerical problems
- Later assignments: processing images, games, playing music

CS1112: Matlab

- No prior programming experience
- One semester of calculus
- Math & engineering type problems



1

Methods to increase chances of success in the course**Reading for this lecture****Can't login to take quiz 1/first day survey?****Use of DrJava****Initial terminology and introduction to types**

See handout for lecture 0.

Academic Integrity. We ask you not to cheat, in any way, shape, or form. On our side, we will try our best to be fair about the amount of work we are giving you, in the grading of that work, and in giving you a course grade. For more info, see course website.

2

Recitations (Labs) in the ACCEL LAB - Mandatory

Here are the times of the recitations/labs: Attend ONE of them.

Tuesday: 12:2, 1:25, 2:30, 3:35

Wednesday: 12:2, 1:25, 2:30, 3:35 - currently undersubscribed

To get to the ACCEL Lab, go into the Engineering Library in Carpenter Hall, walk straight until you come to a staircase on your left, and go up the stairs. Look for the staff, who'll be wearing distinctive headgear.

Do not be concerned if you haven't been able to register for a recitation section. Just go to the one you want this week. We will straighten it out soon, so that you can register.

Using your own laptop will make it easier for all to be able to work in a crowded lab.

3

Reading for Thursday: Sec. 1.3 on classes & objects

You will not understand it all. It may seem hard. It isn't; it is just new.

Big problem: Lots of new terminology. Reading through the section will help you become familiar with it and will make Thursday's lecture seem easier.

Thursday, we will go through the material carefully and use DrJava to show you everything simply and clearly.

Reading ahead can make introduction of the material in class easier for you.

Learning steadily, in small doses, is superior to cramming every two-three weeks.

4

Variables. p. 26

- A variable is a name together with a value.
- A variable is a named box with a value in the box.

Memorize definition!

Write it down several times.

x 5 **int**

Here's variable x, with value 5. It can contain an **int** value.

area 20.1 **double**

Here's variable area, with value 20.1. It can contain a **double** value.

5

Declaration of a variable. p. 26

In Java, a *declaration of a variable* gives the name of the variable and the type of value it can contain.

Memorize these two definitions!

Write them down several times.

int x;

Here's a declaration of x, indicating that it can contain an **int** value.

double area;

Here's a declaration of area, indicating that it can contain a **double** value.

Assignment statement. p. 27

Execution of an assignment statement stores a value in a variable.

To execute the assignment

<var>= <expr>;

evaluate expression <expr> and store its value in variable <var>.

x = x + 1; Evaluate expression x+1 and store its value in variable x.

6