

Procedural Programming: Your First Programs

Data Structures and Algorithms in Java

Outline

Outline

The Java Language

Programming in Java

Application Programming Interface (API)

Input and Output

Errors in a Program

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The Java Language

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General-purpose, high-level, object-oriented programming language

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Key features:

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- Write once, run anywhere

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Key features:

- Write once, run anywhere
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- Robust
- Secure

Programming in Java

Programming in Java

Step 1: Create/edit the program (eg, Program.java)

Programming in Java

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Step 2: Compile the program

```
$ _
```

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```
$ javac -d out src/Program.java
```

Programming in Java

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Programming in Java

Step 1: Create/edit the program (eg, `Program.java`)

Step 2: Compile the program

```
$ javac -d out src/Program.java  
$ _
```

Step 3: Run the generated program `out/Program.class`

```
$ _
```

Programming in Java

Step 1: Create/edit the program (eg, `Program.java`)

Step 2: Compile the program

```
$ javac -d out src/Program.java  
$ _
```

Step 3: Run the generated program `out/Program.class`

```
$ java Program
```

Programming in Java

Step 1: Create/edit the program (eg, Program.java)

Step 2: Compile the program

```
$ javac -d out src/Program.java  
$ _
```

Step 3: Run the generated program out/Program.class

```
$ java Program  
<program output>  
$ _
```

Programming in Java

Step 1: Create/edit the program (eg, Program.java)

Step 2: Compile the program

```
$ javac -d out src/Program.java  
$ _
```

Step 3: Run the generated program out/Program.class

```
$ java Program  
<program output>  
$ _
```

Repeat steps 1 — 3 until program output matches expected

Programming in Java

Programming in Java

Program (HelloWorld.java):

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- Standard output: the message "Hello, World"

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```
$ _
```

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```
$ javac -d out src/HelloWorld.java  
$ java HelloWorld
```

Programming in Java

Program (HelloWorld.java):

- Standard output: the message "Hello, World"

```
$ javac -d out src/HelloWorld.java
$ java HelloWorld
Hello, World
$ _
```

Programming in Java

Programming in Java

```
1 // Writes the message "Hello, World" as standard output.
2
3 import stdlib.Stdout;
4
5 public class HelloWorld {
6     // Entry point.
7     public static void main(String[] args) {
8         StdOut.println("Hello, World");
9     }
10 }
```


Application Programming Interface (API)

Application Programming Interface (API)

API is a set of protocols that allows different software applications to communicate with one another

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Example (API for the `stdlib.Stdout` library):

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API is a set of protocols that allows different software applications to communicate with one another

Example (API for the `stdlib.Stdout` library):

```
class StdOut
```

```
static void println(Object x) writes object x followed by newline to standard output
```

```
static void print(Object x) writes object x to standard output
```


Input and Output

Input and Output



Input and Output



Input types:

Input and Output



Input types:

- Command-line input

Input and Output



Input types:

- Command-line input
- Standard input

Input and Output



Input types:

- Command-line input
- Standard input
- File input

Input and Output



Input types:

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- Standard input
- File input

Output types:

Input and Output



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Input and Output

Input and Output ► Command-line Input

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Command-line inputs (aka arguments) are strings listed next to the program name during execution

```
$ _
```

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```
$ java Program input1 input2 input3 ...
```

Input and Output ► Command-line Input

Command-line inputs (aka arguments) are strings listed next to the program name during execution

```
$ java Program input1 input2 input3 ...
```

The inputs are accessed within the entry-point function as `args[0]`, `args[1]`, `args[2]`, ...

Input and Output ► Command-line Input

Input and Output ► Command-line Input

Example:

Input and Output ► Command-line Input

Example:

```
$ _
```

Input and Output ► Command-line Input

Example:

```
$ java Program Galileo "Isaac Newton" Einstein
```

Input and Output ► Command-line Input

Example:

```
$ java Program Galileo "Isaac Newton" Einstein
```

args[0]	args[1]	args[2]

Input and Output ► Command-line Input

Example:

```
$ java Program Galileo "Isaac Newton" Einstein
```

args[0]	args[1]	args[2]
Galileo		

Input and Output ► Command-line Input

Example:

```
$ java Program Galileo "Isaac Newton" Einstein
```

args[0]	args[1]	args[2]
Galileo	Isaac Newton	

Input and Output ► Command-line Input

Example:

```
$ java Program Galileo "Isaac Newton" Einstein
```

args[0]	args[1]	args[2]
Galileo	Isaac Newton	Einstein

Input and Output ► Command-line Input

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Program (UseArgument.java):

Input and Output ► Command-line Input

Program (`UseArgument.java`):

- Command-line input: a name

Input and Output ► Command-line Input

Program (`UseArgument.java`):

- Command-line input: a name
- Standard output: a message containing the name

Input and Output ► Command-line Input

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- Command-line input: a name
- Standard output: a message containing the name

```
$ _
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
- Standard output: a message containing the name

```
$ javac -d out src/UseArgument.java
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
- Standard output: a message containing the name

```
$ javac -d out src/UseArgument.java
$ _
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
- Standard output: a message containing the name

```
$ javac -d out src/UseArgument.java  
$ java UseArgument Alice
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
- Standard output: a message containing the name

```
$ javac -d out src/UseArgument.java
$ java UseArgument Alice
Hi, Alice. How are you?
$ _
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
- Standard output: a message containing the name

```
$ javac -d out src/UseArgument.java
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Hi, Alice. How are you?
$ java UseArgument Bob
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
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```
$ javac -d out src/UseArgument.java
$ java UseArgument Alice
Hi, Alice. How are you?
$ java UseArgument Bob
Hi, Bob. How are you?
$ _
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
- Standard output: a message containing the name

```
$ javac -d out src/UseArgument.java
$ java UseArgument Alice
Hi, Alice. How are you?
$ java UseArgument Bob
Hi, Bob. How are you?
$ java UseArgument Carol
```

Input and Output ► Command-line Input

Program (UseArgument.java):

- Command-line input: a name
- Standard output: a message containing the name

```
$ javac -d out src/UseArgument.java
$ java UseArgument Alice
Hi, Alice. How are you?
$ java UseArgument Bob
Hi, Bob. How are you?
$ java UseArgument Carol
Hi, Carol. How are you?
$ _
```

Input and Output ► Command-line Input

Input and Output ► Command-line Input

```
1 // Receives a name as command-line input; and writes a message containing
2 // that name as standard output.
3
4 import stdlib.Stdout;
5
6 public class UseArgument {
7     // Entry point.
8     public static void main(String[] args) {
9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.println(". How are you?");
12    }
13 }
```


Errors in a Program

Errors in a Program ► Compile-time Errors

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Compile-time errors are identified and reported by Java when it compiles a program

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```
$ _
```

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1 // Receives a name as command-line input; and writes a message containing
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9         StdOut.print("Hi, ");
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11        StdOut.println(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
```

Errors in a Program ► Compile-time Errors

Compile-time errors are identified and reported by Java when it compiles a program

Example:

```
1 // Receives a name as command-line input; and writes a message containing
2 // that name as standard output.
3
4 import stdlib.Stdout;
5
6 public class UseArgument {
7     // Entry point.
8     public static void main(String[] args) {
9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.println(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
UseArgument.java:10: error: ']' expected
        StdOut.print(args[0]);
                        ^
1 error
$ _
```

Errors in a Program

Errors in a Program ► Run-time Errors

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9         StdOut.print("Hi, ");
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11        StdOut.println(". How are you?");
12    }
13 }
```

```
$ _
```

Errors in a Program ► Run-time Errors

Run-time errors are identified and reported by Java when it runs a program

Example:

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```
$ javac -d out src/UseArgument.java
```

Errors in a Program ► Run-time Errors

Run-time errors are identified and reported by Java when it runs a program

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```
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10        StdOut.print(args[0]);
11        StdOut.println(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
$ java UseArgument
```

Errors in a Program ► Run-time Errors

Run-time errors are identified and reported by Java when it runs a program

Example:

```
1 // Receives a name as command-line input; and writes a message containing
2 // that name as standard output.
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8     public static void main(String[] args) {
9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.println(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
$ java UseArgument
Hi, Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: Index 0 out of bounds for length 0
    at UseArgument.main(UseArgument.java:10)
$ _
```

Errors in a Program

Errors in a Program ► Logic Errors

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Logic errors are neither identified nor reported by Java, but produce unintended output

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Logic errors are neither identified nor reported by Java, but produce unintended output

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3
4 import stdlib.Stdout;
5
6 public class UseArgument {
7     // Entry point.
8     public static void main(String[] args) {
9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.print(". How are you?");
12    }
13 }
```

```
$ _
```

Errors in a Program ► Logic Errors

Logic errors are neither identified nor reported by Java, but produce unintended output

Example:

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1 // Receives a name as command-line input; and writes a message containing
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9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.print(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
```

Errors in a Program ► Logic Errors

Logic errors are neither identified nor reported by Java, but produce unintended output

Example:

```
1 // Receives a name as command-line input; and writes a message containing
2 // that name as standard output.
3
4 import stdlib.Stdout;
5
6 public class UseArgument {
7     // Entry point.
8     public static void main(String[] args) {
9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.print(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
$ _
```

Errors in a Program ► Logic Errors

Logic errors are neither identified nor reported by Java, but produce unintended output

Example:

```
1 // Receives a name as command-line input; and writes a message containing
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4 import stdlib.Stdout;
5
6 public class UseArgument {
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8     public static void main(String[] args) {
9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.print(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
$ java UseArgument Alice
```

Errors in a Program ► Logic Errors

Logic errors are neither identified nor reported by Java, but produce unintended output

Example:

```
1 // Receives a name as command-line input; and writes a message containing
2 // that name as standard output.
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4 import stdlib.Stdout;
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9         StdOut.print("Hi, ");
10        StdOut.print(args[0]);
11        StdOut.print(". How are you?");
12    }
13 }
```

```
$ javac -d out src/UseArgument.java
$ java UseArgument Alice
Hi, Alice. How are you?$ _
```

