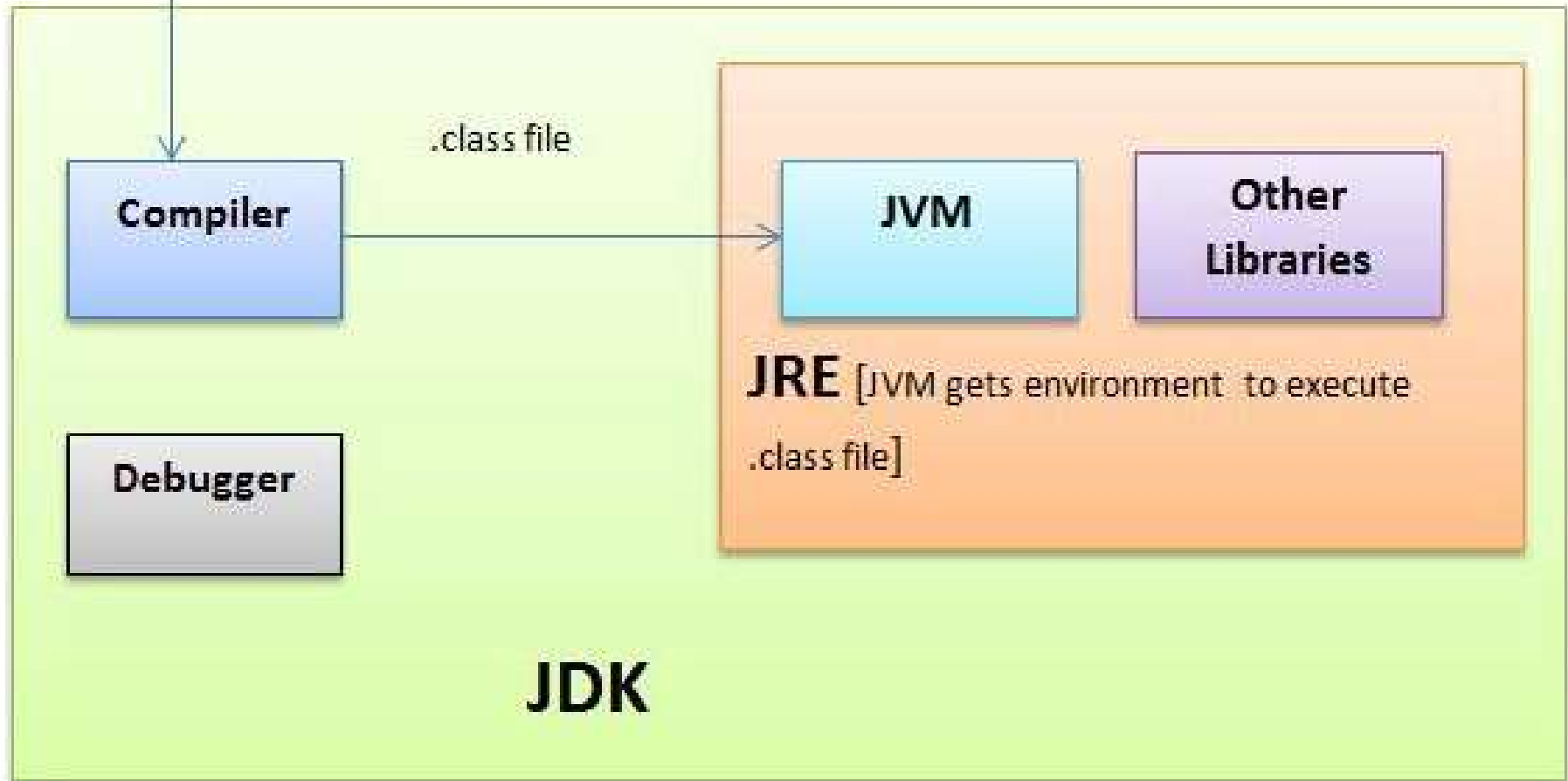


COMP 110/L Lecture 3

Mahdi Ebrahimi

Slides are adapted from Dr. Kyle Dewey

Source files (.java files)



Outline

- Types (`int` and `String`)
- String concatenation
- Variables
- User input

Types

Expressions

- From the last lab, you wrote code like:
 - `"Hello, world!"`
 - `2 * (1 + 4)`
- Each of these is an expression (produces a value)

Types

- All values are of a particular type
 - `"Hello, world!"`: `String`
 - `2 * (1 + 4)`: `int` (**integers**)
- Transitively, all expressions are of a particular type

String Concatenation

String Concatenation

Strings can be combined together with the + operator.

String Concatenation

Strings can be combined together with the + operator.

```
"foo" + "bar"
```

String Concatenation

Strings can be combined together with the + operator.

```
"foo" + "bar"  
"foobar"
```

String Concatenation

Strings can be combined together with the + operator.

```
"foo" + "bar"  
"foobar"
```

```
"foo" + "bar" + "baz"
```

String Concatenation

Strings can be combined together with the + operator.

```
"foo" + "bar"  
"foobar"
```

```
"foo" + "bar" + "baz"  
"foobarbaz"
```

Demo:

`StringConcat.java`

Concatenation with `int`

String concatenation also works with
Strings and integers (`int`).

Concatenation with `int`

String concatenation also works with
Strings and integers (`int`).

```
"foo" + 7
```

Concatenation with `int`

String concatenation also works with
Strings and integers (`int`).

```
"foo" + 7
```

```
"foo7"
```


Concatenation with `int`

String concatenation also works with
Strings and integers (`int`).

```
"foo" + 7
```

```
"foo7"
```

```
"bar" + 28
```

Concatenation with `int`

String concatenation also works with
Strings and integers (`int`).

```
"foo" + 7
```

```
"foo7"
```

```
"bar" + 28
```

```
"bar28"
```

Demo:

`IntStringConcat.java`

2 vs. "2"

Variables

Variables

- Related to variables in math
- A named “box” you can put a value in

Variables

A variable is a container which holds values that are used in a Java program.

Do you remember the basic math you learned in school?

$$y = x + 1$$

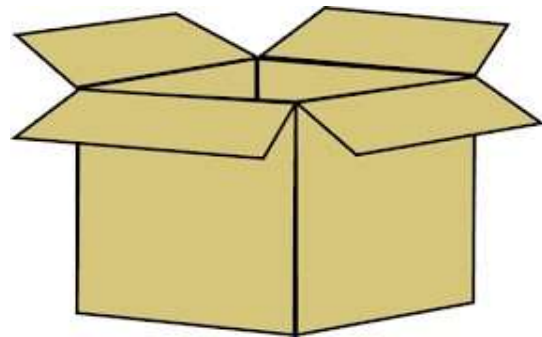
Here, as you can see, **the y variable changes when the x variable is different**. For example:

- if $x = 1$, then $x + 1 = 2$
- if $x = 2$, then $x + 1 = 3$
- if $x = 1.5$, then $x + 1 = 2.5$

In Java, variables play the same role as in the above math example: $y = x + 1$. So, variables are containers that hold values.

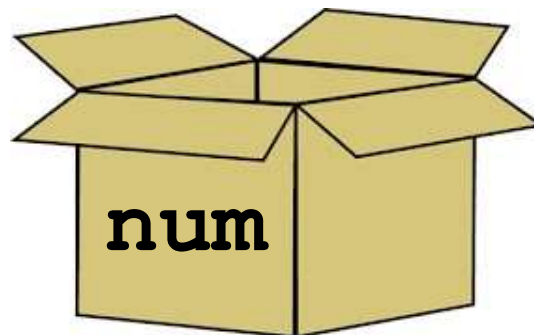
Variables

- Related to variables in math
- A named “box” you can put a value in



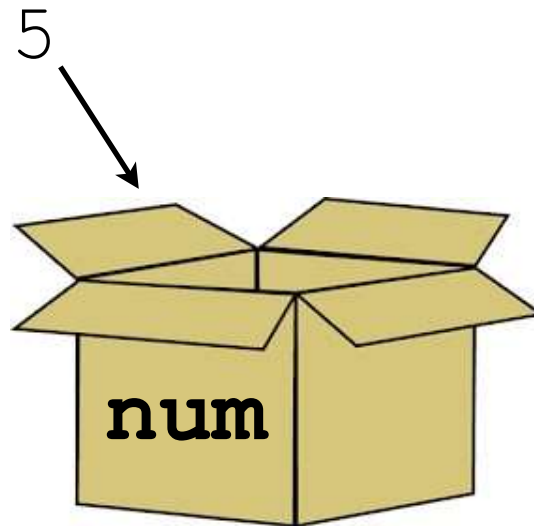
Variables

- Related to variables in math
- A named “box” you can put a value in



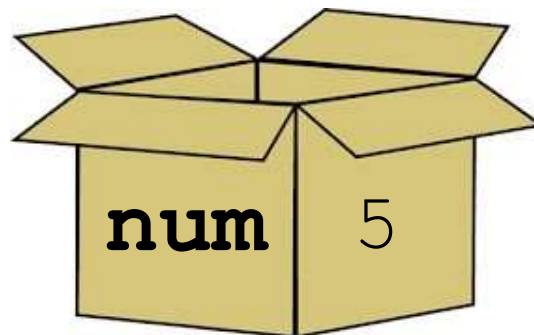
Variables

- Related to variables in math
- A named “box” you can put a value in



Variables

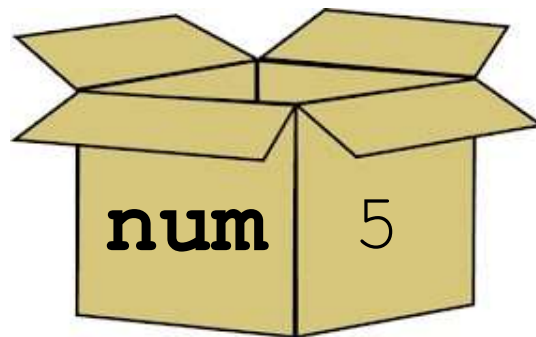
- Related to variables in math
- A named “box” you can put a value in



Variables

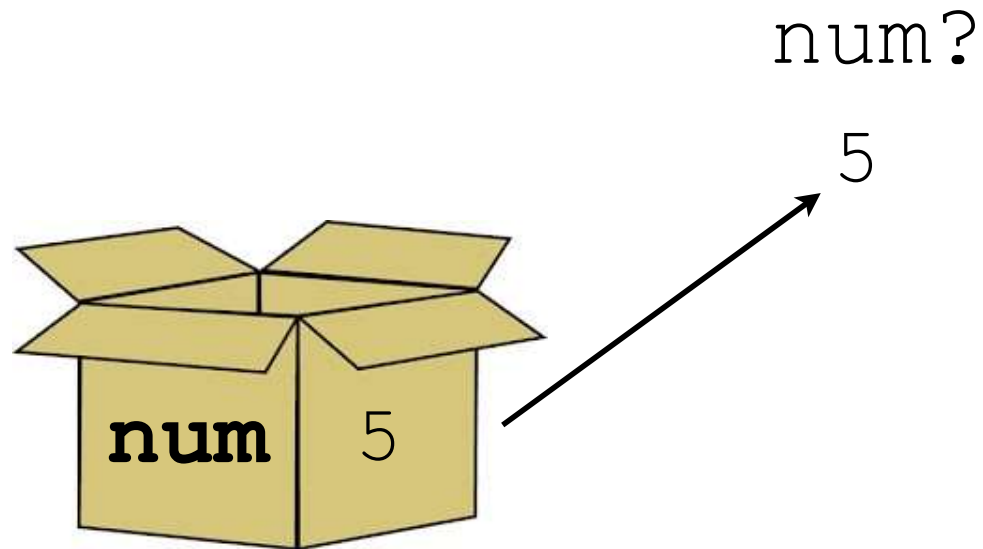
- Related to variables in math
- A named “box” you can put a value in

num?



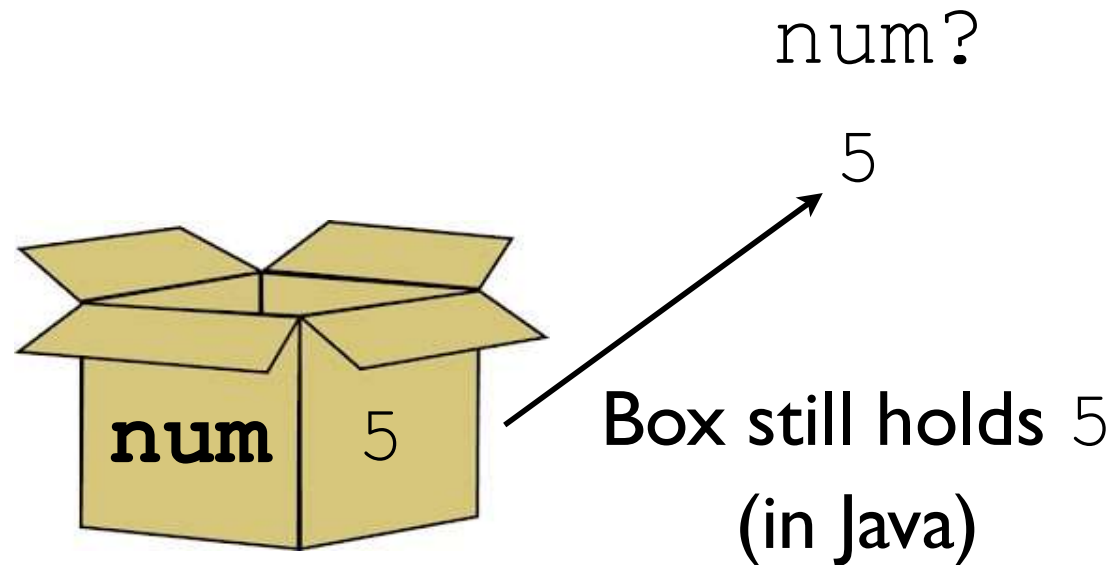
Variables

- Related to variables in math
- A named “box” you can put a value in



Variables

- Related to variables in math
- A named “box” you can put a value in



Getting a Box

In Java, we must ***declare a variable*** to get a new box. Part of this declaration includes the ***type*** of the thing we want to put into the box.

Getting a Box

In Java, we must *declare a variable* to get a new box.

Part of this declaration includes the *type* of the thing we want to put into the box.

```
int num;
```


Getting a Box

In Java, we must *declare a variable* to get a new box.

Part of this declaration includes the *type* of the thing we want to put into the box.

```
int num;
```

Variable named `num`, holds values of type `int`

Getting a Box

In Java, we must *declare a variable* to get a new box. Part of this declaration includes the *type* of the thing we want to put into the box.

```
int num;
```

Variable named `num`, holds values of type `int`

```
String str;
```

Variable named `str`, holds values of type `String`

Example:

`VariableDeclarations.java`

Putting Values in the Box

- To put values into variables, we *assign into* them
- Assignment is performed with =

Putting Values in the Box

- To put values into variables, we *assign into* them
- Assignment is performed with =

```
int num;  
num = 7;
```

Putting Values in the Box

- To put values into variables, we *assign into* them
- Assignment is performed with =

```
int num;  
num = 7;
```

```
int num = 7;
```

Retrieving Values from the Box

- To get a value out of a variable, we need to *access* it
- Variable access is done by referencing a variable in an expression context

Retrieving Values from the Box

- To get a value out of a variable, we need to *access it*
- Variable access is done by referencing a variable in an expression context

```
int num = 7;  
int otherNum = num;  
int thirdNum = num + otherNum;
```


Example:

`VariableUsage.java`

Question

- Variables can have their values *reassigned*
- Question: what might this code snippet print?

```
int num = 9;  
num = 12;  
System.out.println(num);
```

Question

- Variables can have their values *reassigned*
- Question: what might this code snippet print?

```
int num = 9;  
num = 12;  
System.out.println(num);
```

Answer:12

User Input

Program Input

- Programs without input can't do much
 - Can only produce predetermined values
- We'll look at one kind of input: user input from the console/terminal

Reading in Input

New bit of magic:Scanner

Reading in Input

New bit of magic:Scanner

```
import java.util.Scanner;  
  
public class Test {  
    public static void  
    main(String[] args) {  
        Scanner in =  
            new Scanner(System.in) ;  
        . . .  
    }  
}
```

- The code above creates a Scanner, assigning it into variable in
- Once the Scanner is created, you can do things with it.

Reading in Integers (int)

```
Scanner in = new Scanner(System.in);  
int first = in.nextInt();  
int second = in.nextInt();  
int third = in.nextInt();
```

```
// above code reads in  
// three integers from the user
```


Demo:

AddTwo.java

Reading in Text (String)

```
Scanner in = new Scanner(System.in);  
String firstLine = in.nextLine();  
String secondLine = in.nextLine();  
  
// above code reads in two lines  
// of text
```

Demo:
Parrot.java

Demo:

`DoubleParrot.java`

Data Types in Java

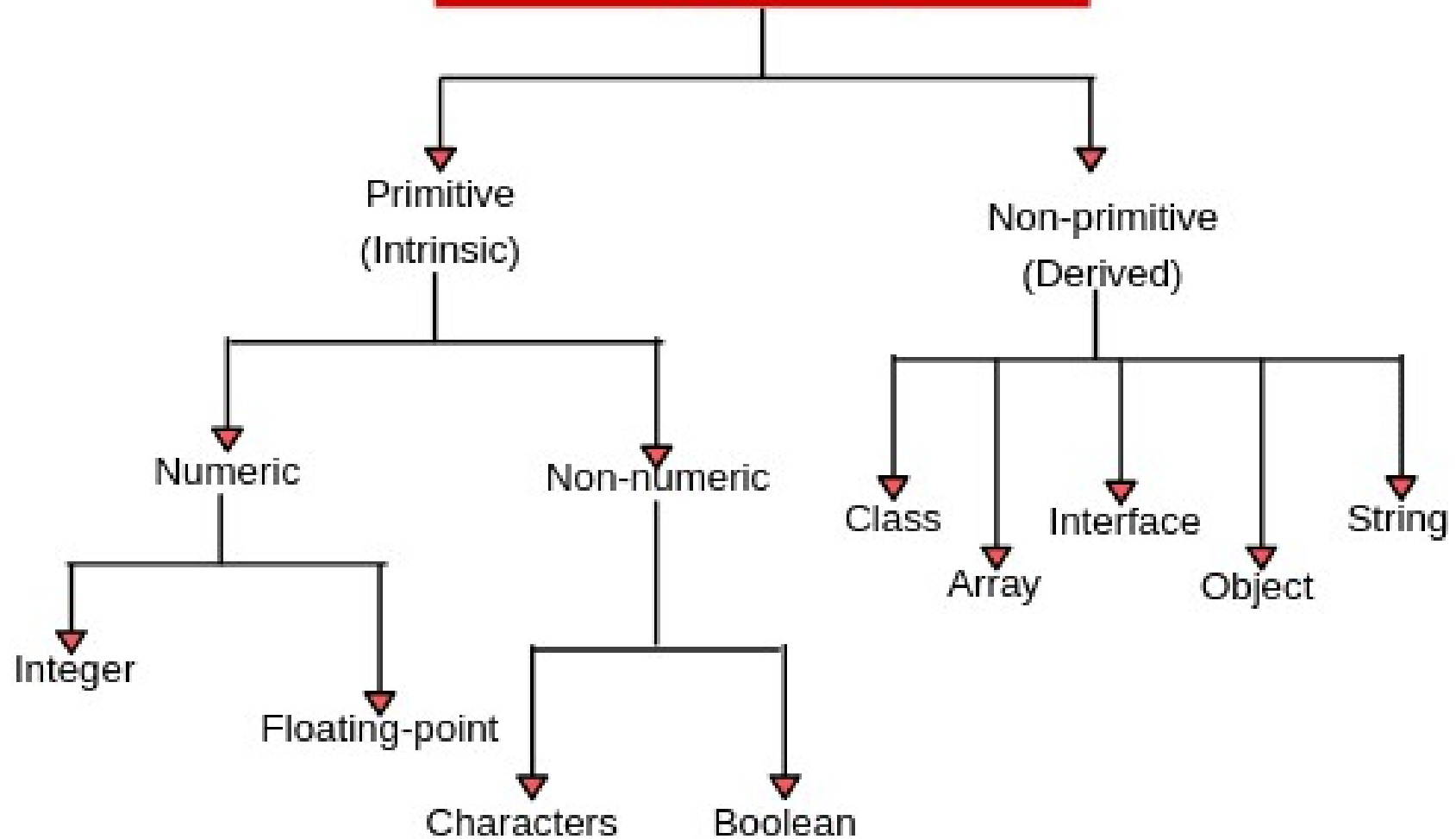


Fig: Classification of data types in java

DATA TYPE	RANGE OF VALID VALUES	MEMORY VOLUME
byte	from -128 to 127	1 byte
short	from -32768 to 32767	2 bytes
int	from -2147483648 to 2147483647	4 bytes
long	from -9223372036854775808 to 9223372036854775807	8 bytes
float	from -3.4E + 38 to 3.4E + 38	4 bytes
double	from -1.7E + 308 to 1.7E + 308	8 bytes
char	from 0 to 65536	2 bytes
boolean	true or false	For value of this type 1 bit is enough, but in reality memory isn't provided by such portions, so variables of this type may be packed by virtual machine in different ways

integer

floating point

symbols

logical

```
// Java program to read data of various types using Scanner class.
import java.util.Scanner;
public class ScannerDemo1
{
    public static void main(String[] args)
    {
        // Declare the object and initialize with
        // predefined standard input object
        Scanner sc = new Scanner(System.in);

        // String input
        String name = sc.nextLine();

        // Character input
        char gender = sc.next().charAt(0);

        // Numerical data input
        // byte, short and float can be read
        // using similar-named functions.
        int age = sc.nextInt();
        long mobileNo = sc.nextLong();
        double cgpa = sc.nextDouble();

        // Print the values to check if the input was correctly obtained.
        System.out.println("Name: "+name);
        System.out.println("Gender: "+gender);
        System.out.println("Age: "+age);
        System.out.println("Mobile Number: "+mobileNo);
        System.out.println("CGPA: "+cgpa);
    }
}
```