Selection structure

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CMPT166
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TRINITY WESTERN UNIVERSITY

Review of last time

- Languages: machine, assembly, high-level
- Java code translation
- JDK vs. JRE
- A first Java program
- Comments and doc-comments
- Compiling and running a Java program

What's on for today

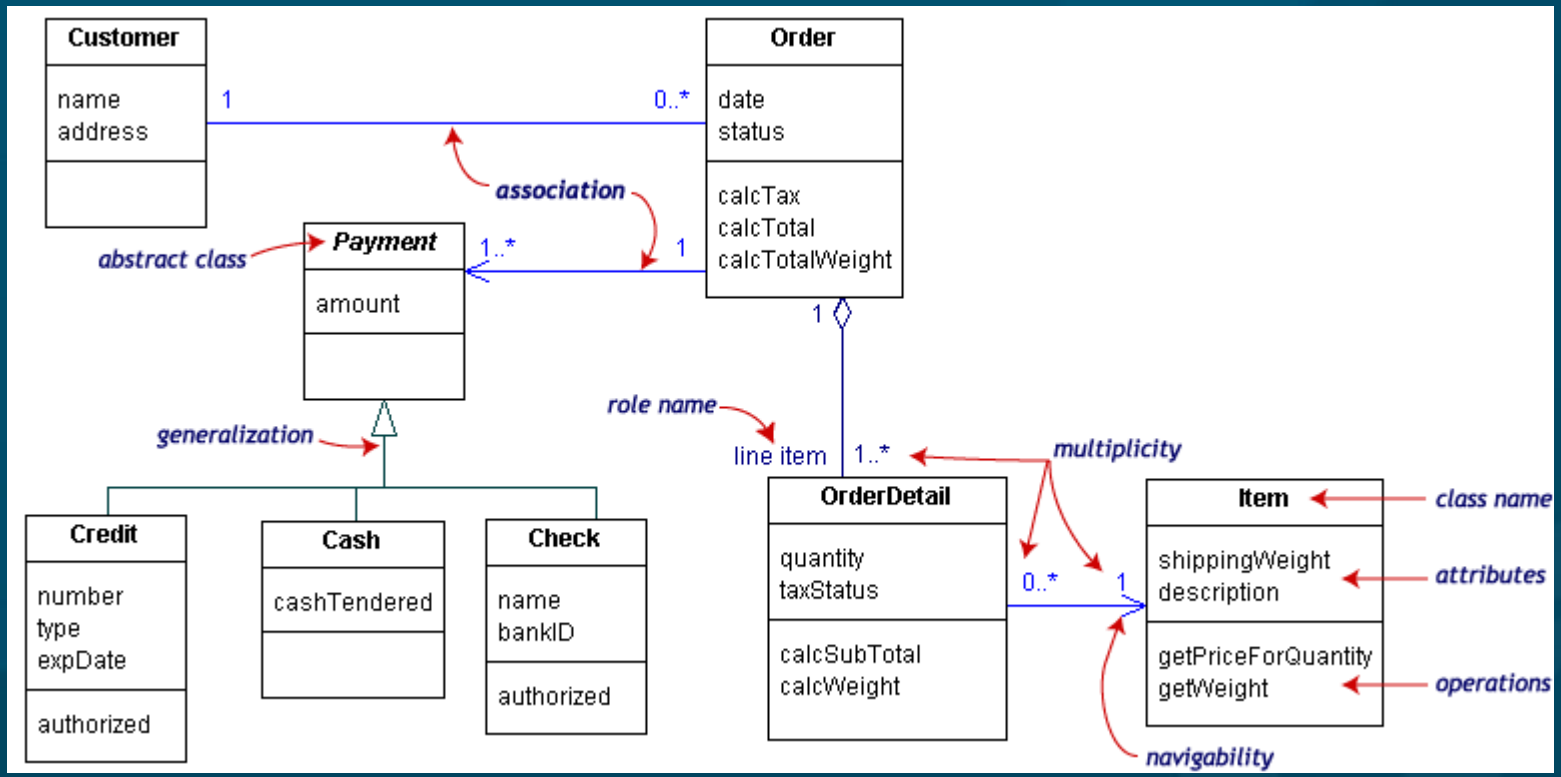
- UML: diagrams for software design
- Design patterns: not reinventing the wheel
- Java operators, expressions and statements
- String class
- Java coding style
- Booleans and the if statement

UML: Unified Modeling Language

- Diagrams for use in designing your programs
- Main diagram types:
  - Static: Class diagram, object, package
  - Dynamic: Use case diagram, sequence diagram, state chart
- Handy for diagramming by hand, or
- UML software tools, e.g., Visio, Sun JSEnterprise
- Developed by Booch, Rumbaugh, and Jacobson, of OMG (Object Management Group)
- Current version is 2.0: www.uml.org

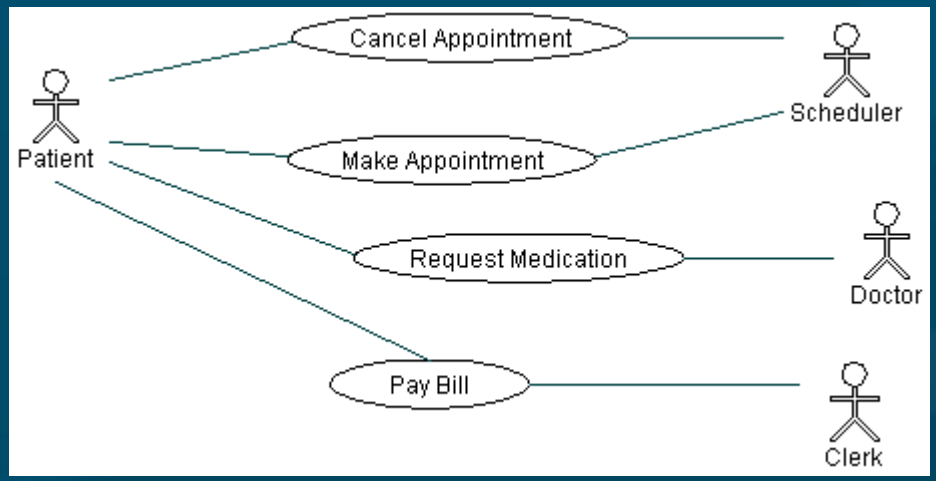
UML: Class diagram

- Each box represents a class (type)
  - Name, attributes, methods
- Lines show relationships between classes



UML: Use case diagram

- Describes relationships between actors:
  - Patient calls the clinic to make an appointment
  - Receptionist books timeslot
  - Patient sees doctor and requests medication
  - Patient pays bill to clerk



- See Borland's UML tutorial for more details

Design patterns

- Commonly used software designs
- Not reinventing the wheel
  - Similar to libraries, but for program design
- Similar to architectural elements: arch, column
- "Gang of Four" standard reference (1995):
  - Gamma, Helm, Johnson, Vlissides, "Design Patterns: Elements of Reusable OO Software"
  - Creational patterns: e.g., abstract factory
  - Structural patterns: e.g., proxy
  - Behavioural patterns: e.g., observer, MVC

Java expressions and statements

- Legal identifiers: essentially same rules as Python
  - Only letters, numbers, or underscore (_)
    - Also '$', but that's special
  - Must not start with number
- Primitive types:
  - boolean (1 byte), char (Unicode) (2),
  - byte (1), short (2), int (4), long (8)
  - float (4), double (8)
- Operators, precedence rules as in Python

Expression/assignment compatibility

- Statically typed: must declare and initialize variables
  - int numApples = 5;
- Cannot assign mismatched types:
  - numApples = 3.4; // won't work!
- But values can be promoted to higher-precision type:
  - float appleSize;
  - appleSize = 3; // promoted from int to float
    - byte -> short -> int -> long -> float -> double
- Type casting forces a type conversion:
  - numApples = (int) 3.99; // truncated to 3

Java coding style: HelloWorld.java

```
public class HelloWorld {
    public static void main( String args[] ) {
        System.out.println( "Hello, World!" );
    }
}
```

- Class names are nouns in CamelCase
- Method names are usually verbs in lowercase:
  - useLowerCamelCase() or use_underscores()
- Local variable names are also lowercase
- Constants: ALL_UPPERCASE

Text output: System.out

- System is a class in the java.lang library
- java.lang is automatically imported
  - Can import other libraries with import
- System.out is the standard output file object
- Its methods include print and println:
  - System.out.println("Hello!");
  - System.out.print("Hello!\n");
- Other escape characters:
  - Tab (\t), backslash (\\), quote (\")

Standard Java class String

- Not a primitive type in Java (unlike Python)
- String class, instantiate with literal strings:
  - String motto = “We aim to please”;
- Concatenation: overload “+” operator
  - System.out.println(motto + “you!”);
- Other string operators:
  - motto.length()
  - motto.equals(“We aim to wheeze”)
  - motto.equalsIgnoreCase(“we aim to PLEASE”)
  - motto.toLowerCase()
  - more! See book p.38-41.

Selection structure: if, Booleans

- if (*condition*) *statement*;
- Condition is of type boolean
  - Literals: true, false
  - Binary operators: ==, !=, <, >, <=, >=,
  - Boolean operators (shortcut): &&, ||
- Compound statement using {}:

```
if (condition) {
    statement1;
    statement2;
}
```

Selection: if ... else ...

```
if (condition)
    statement1;
else
    statement2;
```

- How to do elif?

```
if (condition)
    statement1;
else if (condition2)
    statement2;
```

The “dangling else” problem

```
if (cond1)
    if (cond2)
        statement1;
else
    statement2;
```

- Which if is the else attached to?
- Solution: always use braces

```
if (cond1) {
    if (cond2) {
        statement1;
    }
} else {
    statement2;
}
```

TODO

- Lab1 due next week Wed 23Jan:
  - Selection structure
  - Swing program: see "SayHello" example in java example directory on website, or
  - Java Applet: see "Lab0" (Addition) template