

# Applets, Arrays

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CMPT166

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# Some handy Math methods

- Class methods in `Math` module
  - `sqrt(x)`
  - `abs(x)`
  - `max(x, y)`, `min(x, y)`
  - `ceil(x)`, `floor(x)`
  - `cos(x)`, `sin(x)`, etc.
  - `exp(x)`, `log(x)` (natural log)
  - `pow(x, y)` (y can be a float)
  - `random()` (double in range `[0, 1)` )

# Some handy standard packages

- `java.lang`: automatically imported
- `java.io`: files and streams
- `java.net`: networking
- `java.text`: manipulate strings, dates, i8n
- `java.util`: miscellaneous utilities: strings, etc.
  
- `java.applet`: or `javax.swing.JApplet` for Swing
- `java.awt`: or `javax.swing`
- `java.awt.event`: or `javax.swing.event`

# Argument type promotion

- Java is statically **typed** but has some flexibility:
  - If pass a lower-precision value as a parameter, it can be **promoted**:
    - ◆ **float** --> double
    - ◆ **long** --> float or double
    - ◆ **int** --> long, float, or double
    - ◆ **char** --> int long, float, or double
    - ◆ **short** --> int, long, float, or double
    - ◆ **byte** --> short, int, long, float, or double
  - No promotions for **boolean**

# Method overloading

- **Overloading** is giving multiple definitions for a method with the same name, but different argument **types**

```
public int square( int x ) {  
    return x*x;  
}  
public double square( double x ) {  
    return x*x;  
}  
int y=5; double z=2.3;  
square(y); square(z)
```

- Do we need a **float** version as well?

# Scope and duration

- The **duration** (lifetime) of an identifier is the runtime period **when** it exists in memory
  - **Automatic** duration
    - ◆ **Local** variables disappear when block finishes
  - **Static** duration
    - ◆ As long as the **object**/module/program exists
- The **scope** of an identifier is the lexical extent **where** it can be referenced
  - **Block** scope
  - **Class** scope

# Scope example

```
public class ScopeExample {  
    int numApples = 0;           // class scope  
    public void listApples() {  
        int counter = 0;       // block scope  
    }  
}
```

- **numApples** is an **instance** variable with **class** scope: accessible to all **methods** of this class
- **counter** is a **local** variable with **block** scope: not accessible outside the **listApples()** method

# Java Swing

- **Swing** is Java's built-in **GUI** toolkit
- Can build **stand-alone** GUI programs
- See “**SayHello**” example ([cmpt166.seanho.com/java](http://cmpt166.seanho.com/java))
  - `import javax.swing.*;`
  - **Input** dialog: `JOptionPane.showInputDialog()`
  - **Output**: `JOptionPane.showMessageDialog()`
- See Sun's tutorial for more details



# Java applets

- Addition example **applet** (“Lab0”)
  - ◆ import **java.applet.Applet**; // the Applet **class**
  - ◆ import **java.awt.\***; // abstract window **toolkit**
  - ◆ **public class Addition extends Applet implements ActionListener** {
- Only **one public** class per file
  - **Named** same as the file
- **Extends**: subclass **inherits** from **Applet**
- **Implements**: **ActionListener** interface
  - ◆ Must implement the following **method**:
  - ◆ **public void actionPerformed(ActionEvent e)**

# Running an applet

- Compile an applet using `javac` as usual
- Run: in Eclipse: it will pop up a window
- Run: in a web page:
  - Write a small HTML file embedding the applet:
    - ◆ `<object>` (IE), or `<applet>`, or both
    - ◆ See Addition.html and TicTacToe.html
    - ◆ See Sun's recommendations
- Run: using `appletviewer`:
  - `appletviewer` Addition.html
    - ◆ HTML file, not the applet `.class` file directly

# JApplet

- JApplet is Swing's way of doing **applets**

```
import javax.swing.*;  
public class MyApplet extends JApplet {
```

- The **abstract** superclass JApplet defines various methods that our subclass **overrides**:

- ◆ **public void init()** // when applet is loaded
- ◆ **public void destroy()** // when applet is removed in memory
- ◆ **public void start()** // after init() finishes: on page load
- ◆ **public void stop()** // on page exit
- ◆ **public void paint( Graphics g )** // on refresh/repaint

# Arrays in Java

- **Aggregate** (compound/container) data type
  - All entries have **same type**
  - **Size** of array is **fixed** when array is allocated
    - ◆ But need not be known at compile-time
    - ◆ Arrays can be **dynamically** created
  - Location in memory is usually **contiguous**
  - **Index** into array using **integer** indices from **0** up to **(size of array)-1**
    - ◆ Indexing out-of-bounds raises **ArrayIndexOutOfBoundsException**

# Working with arrays

- Declaring arrays:

  - ◆ `int numApples[];`

- Allocate array in memory:

  - ◆ `numApples = new int[10];`

- Initializing array entries:

  - ◆ `numApples[3] = 15;`

- Size of array:

  - ◆ `numApples.length` // returns 10

# Array initializers and constants

- Initialize an array on one line:
  - ◆ `int numApples[] = {5, 3, 12, 0, 3};`
- Declare constants using the keyword `final`:
  - ◆ `final int numApples[] = {5, 3, 12, 0, 3};`
  - ◆ `final float pi = 3.14159265358979323846264;`
- (Histogram.java example)

# Pass-by-value vs. pass-by-reference

- In Java, **primitives** (int, float, boolean, etc.) are passed by **value**
- **Objects** (including arrays) are passed by **reference**

# Multidimensional arrays

- The element type of an array can be any type, including **objects**, including other **arrays**:

```
int image[][];  
image = new int[width][height];  
for (int x=0; x<width; x++)  
    for (int y=0; y<width; y++)  
        image[x][y] += 10;
```

- Rows may be different **lengths**:

```
image = new int[width][];  
for (int x=0; x<width; x++)  
    image[x] = new int[x];    // triangular array
```



# Iterating through arrays

- Iterate through an array with a **for** loop:

```
for (int idx=0; idx < array.length; idx++)  
    sum += array[idx];
```

- Java has an **enhancement** to the **for** loop:

```
for (int elt : array)  
    sum += elt;
```

- But note **elt** is a **copy** of each element:
  - Can't use this to **modify array**

# Sorting arrays: bubble sort

- **Bubble** sort: most straightforward sort algorithm
  - **Smaller** values “**bubble**” to start of array
  - **Larger** values “**sink**” to end of array
  - Use nested **loops** to make several passes through array
  - Each pass compares successive **pairs** of elements:
    - ◆ Pairs are **swapped** if in **decreasing** order

# Sorting arrays: selection sort

- Bubble sort is **not so fast** but is **easy** to write
- **Selection** sort is a little faster and almost as easy:
  - **Iterate** through the list:
    - ◆ Find **smallest** value in the **remainder** of the list
    - ◆ **Swap** with current element
- Lots of other, better algorithms for sorting:
  - See CMPT231 and demos @UBC