



Building Java Programs

Chapter 2

Primitive Data and Definite Loops

Subset of the Supplement Lesson slides from: [Building Java Programs](#), Chapter 1
by Stuart Reges and Marty Stepp (<http://www.buildingjavaprograms.com/>)

Data types

- **type**: A category or set of data values.
 - Constrains the operations that can be performed on data
 - Many languages ask the programmer to specify types
 - Examples: integer, real number, string

- Internally, computers store everything as 1s and 0s

104 → 01101000

"hi" → 01101000110101

Java's primitive types

- **primitive types**: 8 simple types for numbers, text, etc.
 - Java also has **object types**, which we'll talk about later

Name	Description	Examples
<code>int</code>	integers (up to $2^{31} - 1$)	<code>42, -3, 0, 926394</code>
<code>double</code>	real numbers (up to 10^{308})	<code>3.1, -0.25, 9.4e3</code>
<code>char</code>	single text characters	<code>'a', 'X', '?', '\n'</code>
<code>boolean</code>	logical values	<code>true, false</code>

- Why does Java distinguish integers vs. real numbers?

Expressions

- **expression:** A value or operation that computes a value.

- Examples:
 $1 + 4 * 5$
 $(7 + 2) * 6 / 3$
42

- The simplest expression is a *literal value*.
- A complex expression can use operators and parentheses.

Arithmetic operators

- **operator**: Combines multiple values or expressions.

+	addition
-	subtraction (or negation)
*	multiplication
/	division
%	modulus (a.k.a. remainder)

- As a program runs, its expressions are *evaluated*.
 - `1 + 1` evaluates to `2`
 - `System.out.println(3 * 4);` prints `12`
 - How would we print the text `3 * 4` ?

Integer division with /

- When we divide integers, the quotient is also an integer.

– $14 / 4$ is 3, not 3.5

$$\begin{array}{r} \underline{\mathbf{3}} \\ 4 \) \ 14 \\ \underline{12} \\ 2 \end{array}$$

$$\begin{array}{r} \underline{\mathbf{4}} \\ 10 \) \ 45 \\ \underline{40} \\ 5 \end{array}$$

$$\begin{array}{r} \underline{\mathbf{52}} \\ 27 \) \ 1425 \\ \underline{135} \\ 75 \\ \underline{54} \\ 21 \end{array}$$

- More examples:

– $32 / 5$ is 6

– $84 / 10$ is 8

– $156 / 100$ is 1

– Dividing by 0 causes an error when your program runs.

Integer remainder with %

- The % operator computes the remainder from integer division.

– $14 \% 4$ is 2

– $218 \% 5$ is 3

$$\begin{array}{r} \underline{ 3} \\ 4 \) \ 14 \\ \underline{ 12} \\ \ 2 \end{array}$$

$$\begin{array}{r} \underline{ 43} \\ 5 \) \ 218 \\ \underline{ 20} \\ \ 18 \\ \underline{ 15} \\ \ 3 \end{array}$$

What is the result?

$45 \% 6$

$2 \% 2$

$8 \% 20$

$11 \% 0$

- Applications of % operator:

– Obtain last digit of a number: $230857 \% 10$ is 7

– Obtain last 4 digits: $658236489 \% 10000$ is 6489

– See whether a number is odd: $7 \% 2$ is 1, $42 \% 2$ is 0

Precedence

- **precedence:** Order in which operators are evaluated.

– Generally operators evaluate left-to-right.

1 - 2 - 3 is (1 - 2) - 3 which is -4

– But * / % have a higher level of precedence than + -

1 + **3 * 4** is 13

6 + **8 / 2 * 3**

6 + **4 * 3**

6 + 12 is 18

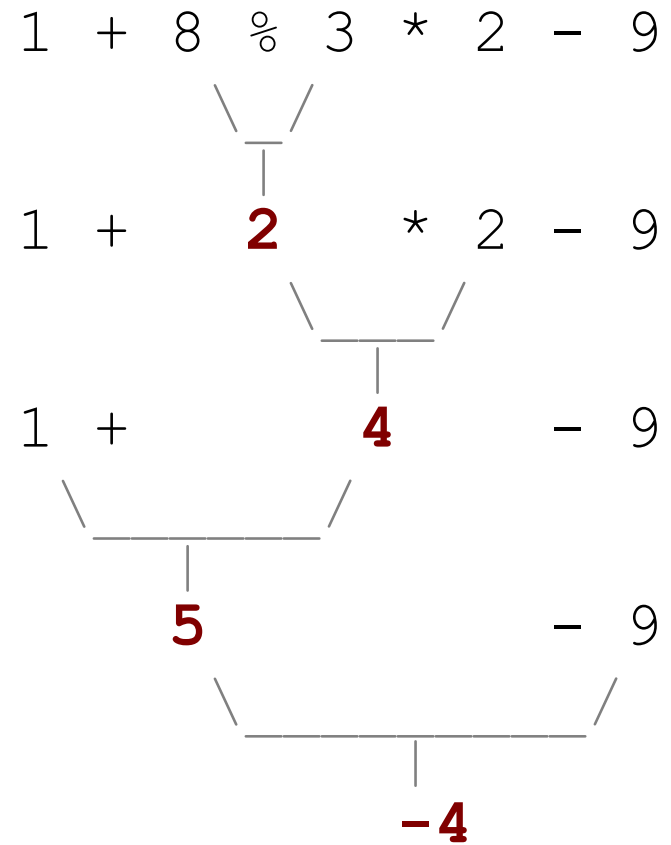
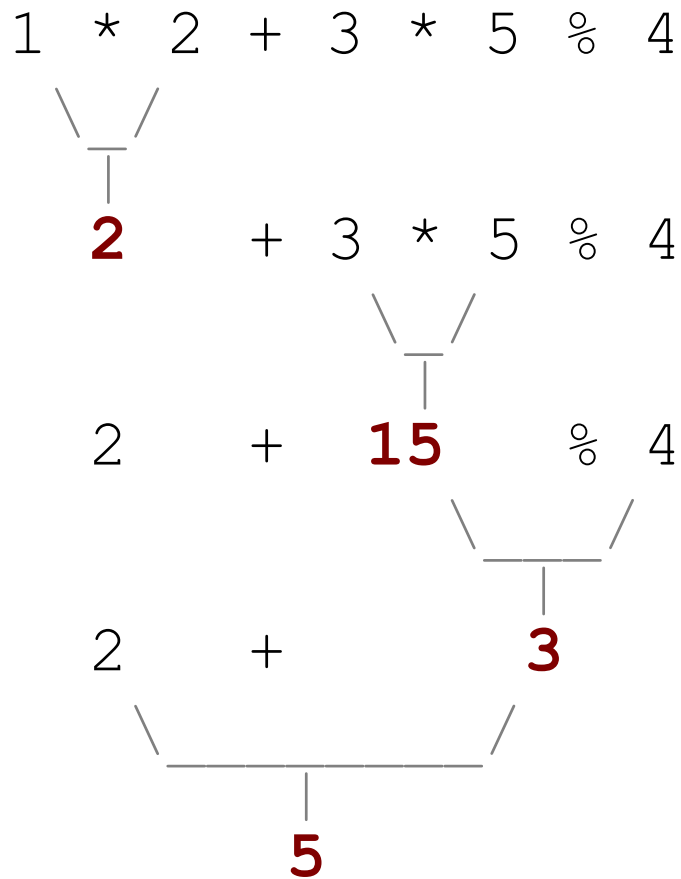
– Parentheses can force a certain order of evaluation:

(1 + 3) * 4 is 16

– Spacing does not affect order of evaluation

1+3 * 4-2 is 11

Precedence examples



Precedence questions

- What values result from the following expressions?

a) $9 / 5$

b) $695 \% 20$

c) $7 + 6 * 5$

d) $7 * 6 + 5$

e) $248 \% 100 / 5$

f) $6 * 3 - 9 / 4$

g) $(5 - 7) * 4$

h) $6 + (18 \% (17 - 12))$

Real numbers (type double)

- Examples: `6.022`, `-42.0`, `2.143e17`
 - Placing `.0` or `.` after an integer makes it a `double`.
- The operators `+` `-` `*` `/` `%` `()` all still work with `double`.
 - `/` produces an exact answer: `15.0 / 2.0` is `7.5`
 - Precedence is the same: `()` before `*` `/` `%` before `+` `-`

Real number example

$$2.0 * 2.4 + 2.25 * 4.0 / 2.0$$



4.8

$$+ 2.25 * 4.0 / 2.0$$



9.0

4.8

+

$$/ 2.0$$



4.5

4.8

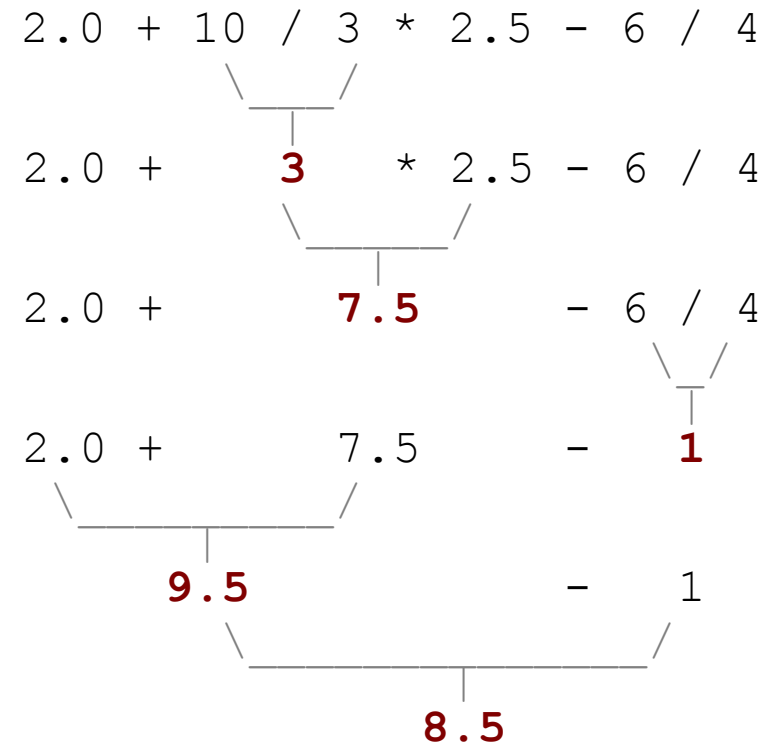
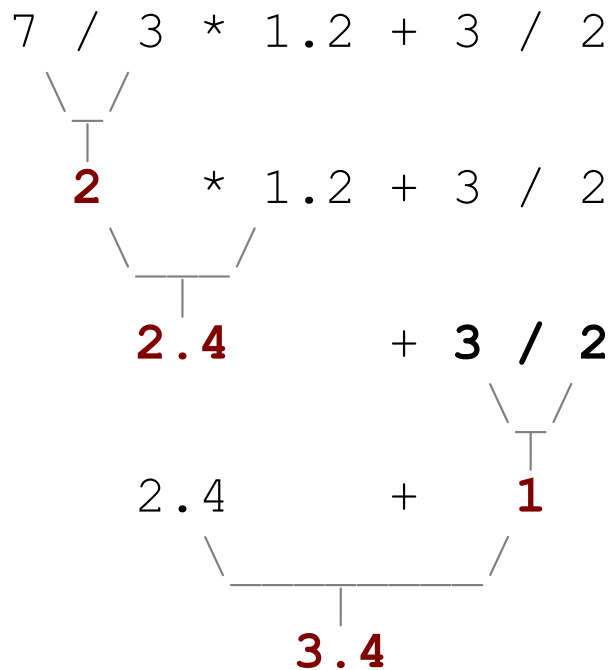
+



9.3

Mixing types

- When `int` and `double` are mixed, the result is a `double`.
 - `4.2 * 3` is `12.6`
- The conversion is per-operator, affecting only its operands.



– `3 / 2` is `1` above, not `1.5`.

String concatenation

- **string concatenation:** Using + between a string and another value to make a longer string.

"hello" + 42 is "hello42"

1 + "abc" + 2 is "1abc2"

"abc" + 1 + 2 is "abc12"

1 + 2 + "abc" is "3abc"

"abc" + 9 * 3 is "abc27"

"1" + 1 is "11"

4 - 1 + "abc" is "3abc"

- Use + to print a string and an expression's value together.

- `System.out.println("Grade: " + (95.1 + 71.9) / 2);`

- **Output:** Grade: 83.5



Variables

Receipt example

What's bad about the following code?

```
public class Receipt {
    public static void main(String[] args) {
        // Calculate total owed, assuming 8% tax / 15% tip
        System.out.println("Subtotal:");
        System.out.println(38 + 40 + 30);
        System.out.println("Tax:");
        System.out.println((38 + 40 + 30) * .08);
        System.out.println("Tip:");
        System.out.println((38 + 40 + 30) * .15);
        System.out.println("Total:");
        System.out.println(38 + 40 + 30 +
                           (38 + 40 + 30) * .08 +
                           (38 + 40 + 30) * .15);
    }
}
```

- The subtotal expression $(38 + 40 + 30)$ is repeated
- So many `println` statements

Variables

- **variable:** A piece of the computer's memory that is given a name and type, and can store a value.
 - Like preset stations on a car stereo, or cell phone speed dial:



- Steps for using a variable:
 - *Declare it* - state its name and type
 - *Initialize it* - store a value into it
 - *Use it* - print it or use it as part of an expression

Declaration

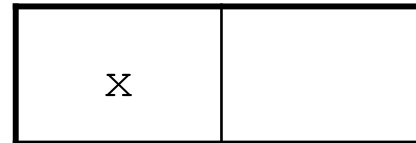
- **variable declaration:** Sets aside memory for storing a value.
 - Variables must be declared before they can be used.

- Syntax:

type name;

- The name is an *identifier*.

– `int x;`



– `double myGPA;`



Assignment

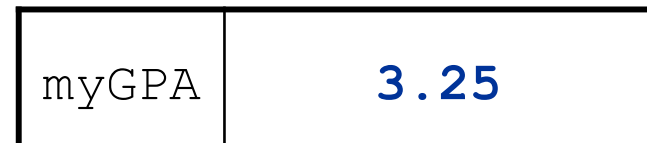
- **assignment:** Stores a value into a variable.
 - The value can be an expression; the variable stores its result.
- Syntax:

name = expression;

```
- int x;  
  x = 3;
```



```
- double myGPA;  
  myGPA = 1.0 + 2.25;
```



Using variables

- Once given a value, a variable can be used in expressions:

```
int x;  
x = 3;  
System.out.println("x is " + x);           // x is 3  
System.out.println(5 * x - 1);           // 5 * 3 - 1
```

- You can assign a value more than once:

```
int x;  
x = 3;  
System.out.println(x + " here");           // 3 here  
  
x = 4 + 7;  
System.out.println("now x is " + x);     // now x is 11
```



Declaration/initialization

- A variable can be declared/initialized in one statement.
- Syntax:

type name = value;

- `double myGPA = 3.95;`

myGPA	3.95
-------	------

- `int x = (11 % 3) + 12;`

x	14
---	----

Assignment and algebra

- Assignment uses = , but it is not an algebraic equation.

= means, *"store the value at right in variable at left"*

- The right side expression is evaluated first, and then its result is stored in the variable at left.

- What happens here?

```
int x = 3;  
x = x + 2;    // ???
```



Assignment and types

- A variable can only store a value of its own type.

– `int x = 2.5;` **// ERROR: incompatible types**

- An `int` value can be stored in a `double` variable.

– The value is converted into the equivalent real number.

– `double myGPA = 4;`

myGPA	4.0
-------	-----

– `double avg = 11 / 2;`

avg	5.0
-----	-----

- Why does `avg` store 5.0 and not 5.5 ?

Compiler errors

- A variable can't be used until it is assigned a value.

```
- int x;  
  System.out.println(x);    // ERROR: x has no value
```

- You may not declare the same variable twice.

```
- int x;  
  int x;                    // ERROR: x already exists
```

```
- int x = 3;  
  int x = 5;                // ERROR: x already exists
```

- How can this code be fixed?

Printing a variable's value

- Use + to print a string and a variable's value on one line.

```
- double grade = (95.1 + 71.9 + 82.6) / 3.0;  
  System.out.println("Your grade was " + grade);
```

```
int students = 11 + 17 + 4 + 19 + 14;  
System.out.println("There are " + students +  
                   " students in the course.");
```

- Output:

```
Your grade was 83.2
```

```
There are 65 students in the course.
```

Receipt question

Improve the receipt program using variables.

```
public class Receipt {
    public static void main(String[] args) {
        // Calculate total owed, assuming 8% tax / 15% tip
        System.out.println("Subtotal:");
        System.out.println(38 + 40 + 30);

        System.out.println("Tax:");
        System.out.println((38 + 40 + 30) * .08);

        System.out.println("Tip:");
        System.out.println((38 + 40 + 30) * .15);

        System.out.println("Total:");
        System.out.println(38 + 40 + 30 +
            (38 + 40 + 30) * .15 +
            (38 + 40 + 30) * .08);
    }
}
```

Receipt answer

```
public class Receipt {
    public static void main(String[] args) {
        // Calculate total owed, assuming 8% tax / 15% tip
        int subtotal = 38 + 40 + 30;
        double tax = subtotal * .08;
        double tip = subtotal * .15;
        double total = subtotal + tax + tip;

        System.out.println("Subtotal: " + subtotal);
        System.out.println("Tax: " + tax);
        System.out.println("Tip: " + tip);
        System.out.println("Total: " + total);
    }
}
```