SE-1010 Software Development 1

Integers (Part 2)

Part II – The Revenge

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Minute Quiz

- Four integer-like data types within Java are _____, _____, _____, and _____.
- A _____ integer data type requires 16 bits to store a value.
- The % operator performs a _____ operation.
- _____ occurs if two large numbers are added together, exceeding the capacity of the data type.

Homework

- 7-30, 7-33

Precedence

- 2 + 3 * 4
- Is this 20 or 14?

Precedence Rules

- Rule 1:
  - {*, /, %} are performed before {+,-}.
- Rule 2:
  - When two operators have equal precedence, the *leftmost* one is performed first.
- Rule 3:
  - An expression inside parentheses is evaluated on its own before being used by operands outside the parentheses.

Solve the following:

- 2 - 4 / 3 + 2
- 2 - 4 / (3 + 2)
- 17 / 8 / 3
- 17 / (8 / 3)

Best Practice

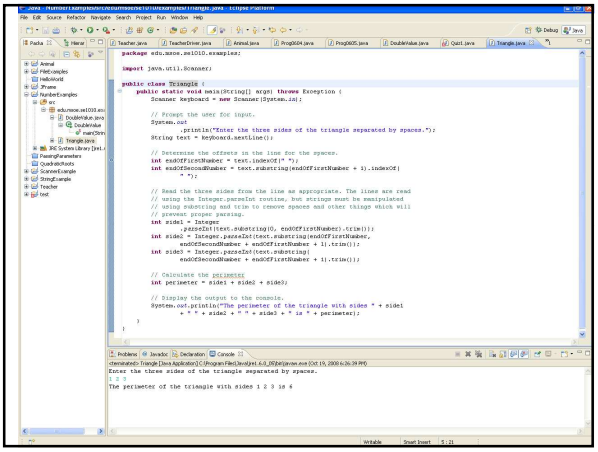
- If you are in doubt about precedence, always explicitly parenthesize your source code.
  - Won't hurt if you do not need them
  - But,
  - May avoid a costly bug if you are wrong in interpreting precedence.

Shortcuts

expression	*shortcut*
`n = n + 27;`	`n += 27;`
`n = n - 5;`	`n -= 5;`
`n = n * 3;`	`n *= 3;`
`n = n / 2;`	`n /= 2;`
`n = n + 1;`	`n++;`
`n = n - 1;`	`n--;`

Reading ints from Strings

- We can parse a String for an integer value using the Integer.parseInt routine.
- Problem solving example…
  - Lets calculate the perimeter of a triangle by adding the three sides together.
  - 3 sides are to be added on the same line separated by spaces.



Java Also Provides

- Byte.parseByte(String)
- Short.parseShort(String)
- Long.parseLong(String)

Objects versus primitive data types

Objects

- Created by **new** and a constructor
  - `new Animal("fido", "woof")`
- Variables are *references* to objects
- Have internal structure — instance variables
- Do work by receiving messages (methods):
- Are correlated with the problem our program is trying to solve.
- We can define new classes of objects

Primitive Datatypes

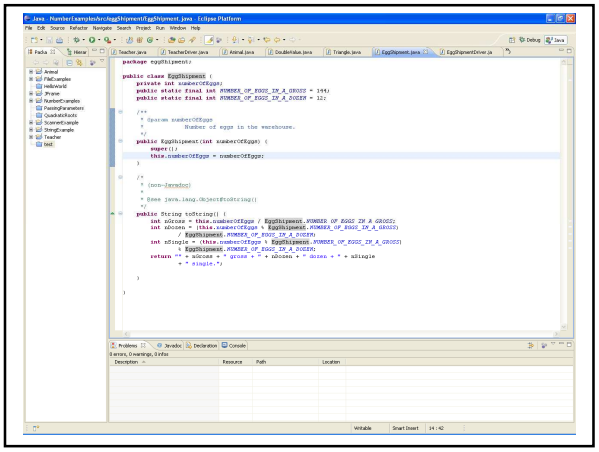
- Created by giving an expression or a literal:
  - 37
- Variables hold the value itself
- Have no internal structure.
- Can be combined into expressions using primitive operators:
- Are correlated with the storage elements computer hardware.
- We *cannot* define new primitive datatypes.

Converting ints to Strings

- What you want to do:
  - int i = 17;
  - String s = i;
- Legal way of doing it:
  - int i = 17;
  - String s = "" + i;

Problem Solving

- The egg crate problem
  - Create a class which
  - 1. Stores the number of eggs in a warehouse
  - 2. Can compute the number of gross (144) eggs within the warehouse, the number of dozen in the warehouse, and the remaining single eggs.



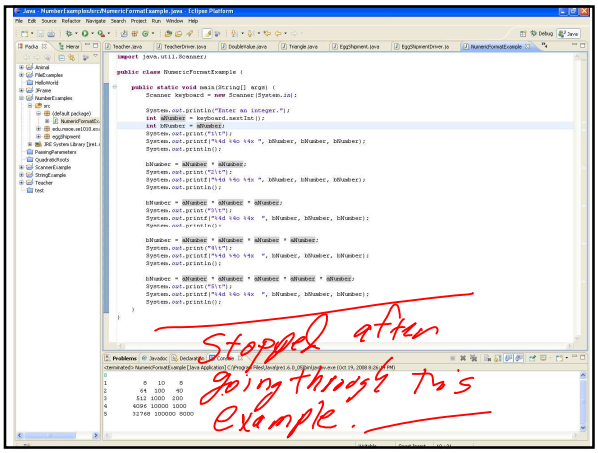
Problem

- I want to control the format of how Java ints are printed to the console
- Mechanism:
  - System.out.printf
  - String.format

- **printf("1 %4d\n", n)**
- **"1 %4d\n"** is a *control string*
- **%4d** means right-aligned in a field of width 4
- After the control string come the variables to print.

Format specifies

- %d signed int signed decimal integer
- %o unsigned int unsigned octal integer
- %x, %X unsigned int unsigned hexadecimal integer, lowercase or uppercase
- %f float real number, standard notation %e,
- %E float real number, scientific notation (lowercase or uppercase exponent marker) %g,
- %G float same format as %f or %e, depending on the value.
  - Scientific notation is used only if the exponent is greater than the precision or less than -4.
- %s String string
- %c char character



String.format

- Similar to printf, except that instead o printing, a string is returned.
- String.format("The square of%3d is%4d.", 25, 625)
- Returns
  - `"The square of 25 is 625."`

Recommended Reading

- We didn't get to it in class, but
- READ SECTION 7.10 and 7.11
  - Excellent example of problem solving with integers and complex numbers.