

Building Java Programs

Chapter 1

Introduction to Java Programming

Basic Java programs with `println` statements

Compile/run a program

1. Write it.

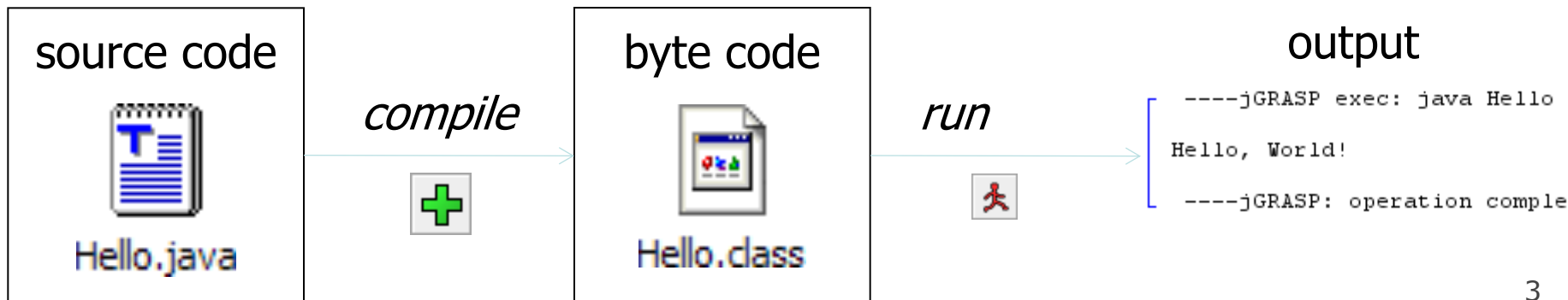
- **code** or **source code**: The set of instructions in a program.

2. Compile it.

- **compile**: Translate a program from one language to another.
- **byte code**: The Java compiler converts your code into a format named *byte code* that runs on many computer types.

3. Run (execute) it.

- **output**: The messages printed to the user by a program.



A Java program

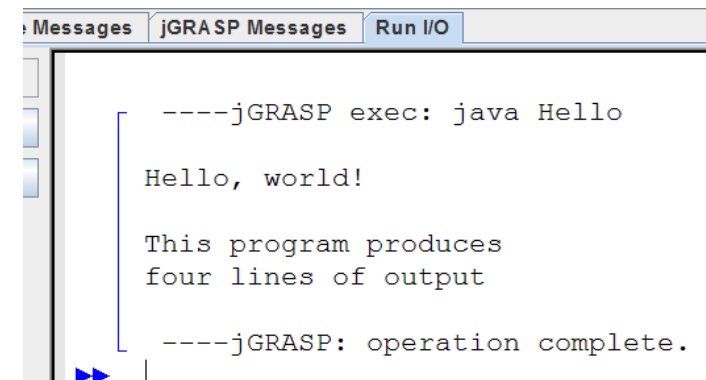
```
public class Hello {  
    public static void main(String[] args) {  
        System.out.println("Hello, world!");  
        System.out.println();  
        System.out.println("This program produces");  
        System.out.println("four lines of output");  
    }  
}
```

- **Its output:**

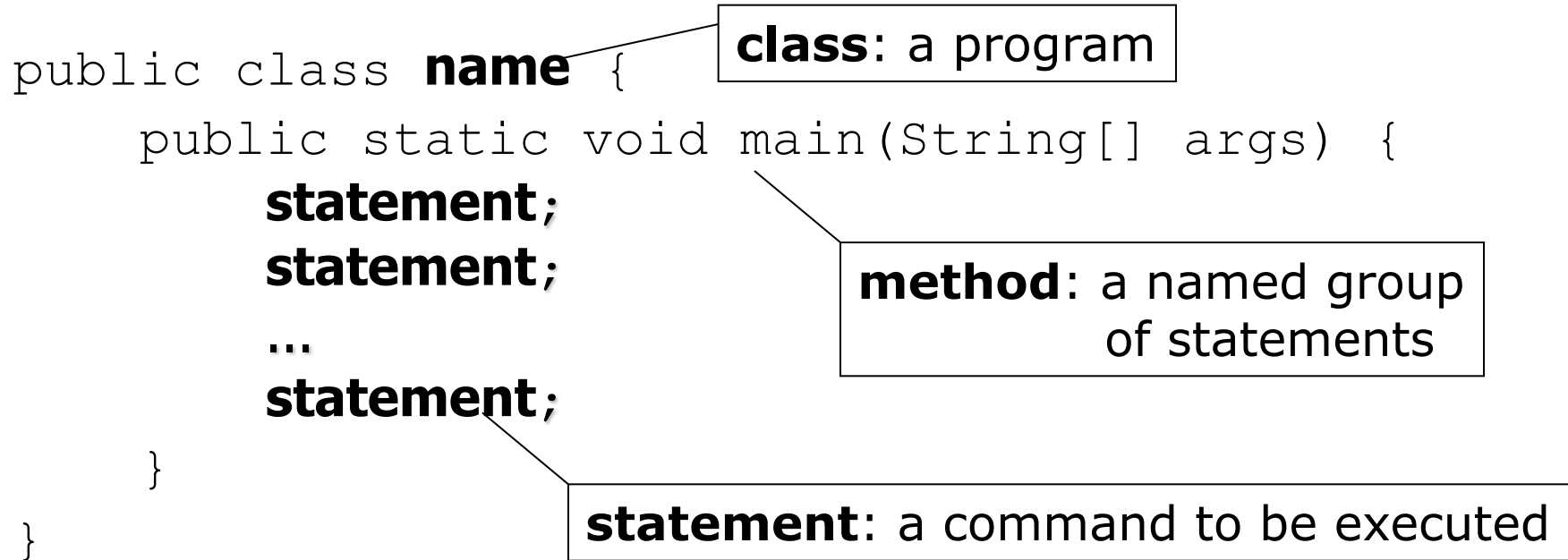
Hello, world!

This program produces
four lines of output

- **console:** Text box into which the program's output is printed.



Structure of a Java program



- Every executable Java program consists of a **class**,
 - that contains a **method** named `main`,
 - that contains the **statements** (commands) to be executed.

System.out.println

- A statement that prints a line of output on the console.
 - pronounced "print-linn"
 - sometimes called a "println statement" for short
- Two ways to use `System.out.println` :
 - `System.out.println("text") ;`
Prints the given message as output.
 - `System.out.println() ;`
Prints a blank line of output.

Names and identifiers

- You must give your program a name.

```
public class GangstaRap {
```

- Naming convention: capitalize each word (e.g. MyClassName)
- Your program's file must match exactly (GangstaRap.java)
 - includes capitalization (Java is "case-sensitive")
- **identifier**: A name given to an item in your program.
 - must start with a letter or `_` or `$`
 - subsequent characters can be any of those or a number
 - **legal**: `_myName` `TheCure` `ANSWER_IS_42` `$bling$`
 - **illegal**: `me+u` `49ers` `side-swipe` `Ph.D's`

Keywords

- **keyword:** An identifier that you cannot use because it already has a reserved meaning in Java.

abstract	default	if	private	this
boolean	do	implements	protected	throw
break	double	import	public	throws
byte	else	instanceof	return	transient
case	extends	int	short	try
catch	final	interface	static	void
char	finally	long	strictfp	volatile
class	float	native	super	while
const	for	new	switch	
continue	goto	package	synchronized	

Syntax

- **syntax:** The set of legal structures and commands that can be used in a particular language.
 - Every basic Java statement ends with a semicolon ;
 - The contents of a class or method occur between { and }
- **syntax error (compiler error):** A problem in the structure of a program that causes the compiler to fail.
 - Missing semicolon
 - Too many or too few { } braces
 - Illegal identifier for class name
 - Class and file names do not match
 - ...

Syntax error example

```
1 public class Hello {  
2     pooblic static void main(String[] args) {  
3         System.owt.println("Hello, world!")_  
4     }  
5 }
```

- Compiler output:

```
Hello.java:2: <identifier> expected  
    pooblic static void main(String[] args) {  
        ^
```

```
Hello.java:3: ';' expected  
    }  
    ^
```

```
2 errors
```

- The compiler shows the line number where it found the error.
- The error messages can be tough to understand!

Strings

- **string**: A sequence of characters to be printed.
 - Starts and ends with a " quote " character.
 - The quotes do not appear in the output.

- Examples:

```
"hello"
```

```
"This is a string.  It's very long!"
```

- Restrictions:

- May not span multiple lines.

```
"This is not  
a legal String."
```

- May not contain a " character.

```
"This is not a "legal" String either."
```

Escape sequences

- **escape sequence:** A special sequence of characters used to represent certain special characters in a string.

<code>\t</code>	tab character
<code>\n</code>	new line character
<code>\"</code>	quotation mark character
<code>\\</code>	backslash character

- **Example:**

```
System.out.println("\\hello\\nhow\\tare  \"you\"?\\\\\\");
```

- **Output:**

```
\\hello
how      are  "you"?\\
```

Questions

- What is the output of the following `println` statements?

```
System.out.println("\ta\tb\tc");  
System.out.println("\\\\");  
System.out.println("'");  
System.out.println("\"\"");  
System.out.println("C:\nin\the downward spiral");
```

- Write a `println` statement to produce this output:

```
/ \ // \\ /// \\\
```

Answers

- Output of each `println` statement:

```
          a          b          c
\\
'
""
C:
in          he downward spiral
```

- `println` statement to produce the line of output:

```
System.out.println("/  \\  //  \\\\  ///  \\\\\\\");
```

Questions

- What `println` statements will generate this output?

This program prints a
quote from the Gettysburg Address.

"Four score and seven years ago,
our 'fore fathers' brought forth on
this continent a new nation."

- What `println` statements will generate this output?

A "quoted" String is
'much' better if you learn
the rules of "escape sequences."

Also, "" represents an empty String.
Don't forget: use \" instead of " !
' is not the same as "

Answers

- `println` statements to generate the output:

```
System.out.println("This program prints a");  
System.out.println("quote from the Gettysburg Address.");  
System.out.println();  
System.out.println("\Four score and seven years ago,");  
System.out.println("our 'fore fathers' brought forth on");  
System.out.println("this continent a new nation.\");
```

- `println` statements to generate the output:

```
System.out.println("A \"quoted\" String is");  
System.out.println("'much' better if you learn");  
System.out.println("the rules of \"escape sequences.\");  
System.out.println();  
System.out.println("Also, \"\" represents an empty String.");  
System.out.println("Don't forget: use \"\" instead of \" !");  
System.out.println("' is not the same as \");
```

Comments

- **comment:** A note written in source code by the programmer to describe or clarify the code.
 - Comments are not executed when your program runs.
- Syntax:
 - // comment text, on one line**
 - or,
 - /* comment text; may span multiple lines */**
- Examples:
 - // This is a one-line comment.**
 - /* This is a very long
multi-line comment. */**

Using comments

- Where to place comments:
 - at the top of each file (a "comment header")
 - at the start of every method (seen later)
 - to explain complex pieces of code
- Comments are useful for:
 - Understanding larger, more complex programs.
 - Multiple programmers working together, who must understand each other's code.

Comments example

```
/* Suzy Student, CS 101, Fall 2019
   This program prints lyrics about ... something. */

public class BaWitDaBa {
    public static void main(String[] args) {
        // first verse
        System.out.println("Bawitdaba");
        System.out.println("da bang a dang diggy diggy");
        System.out.println();

        // second verse
        System.out.println("diggy said the boogy");
        System.out.println("said up jump the boogy");
    }
}
```