CS120 — Software Development I

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Study Guide — Spring 2018

Outline

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Guides to additional lectures will be uploaded as they are available

1 Lecture 1

1.1 Introduction

A program, and what can happen with it

```java
public class Kilograms {
    public static void main (String [] args) {
        final double pounds = 20.0;
        System.out.print(pounds);
        System.out.print(" pounds is ");
        System.out.print(pounds / 2.2);
        System.out.println(" kilograms.");
        return;
    }
}
```

In general

- A compiler translates the program into machine code
- Computer hardware runs the program

For Java in particular

- The compiler translates the program into Java class files
Like machine code, but not specific to any machine

- The Java virtual machine interpreter runs class files on your computer

And we have electronic textbook

- The server runs your code, and displays the result elsewhere on the same web page

**Parts of the program**

```java
class Kilograms {

    public static void main (String [] args) {
        double pounds = 20;
        System.out.print(pounds);
        System.out.print(" pounds is ");
        System.out.print(pounds / 2.2);
        System.out.println(" kilograms.");
        return;
    }
}
```

Add comments to describe what the program does

```java
/**
 * Converter from pounds to kilograms.
 */

class Kilograms {

    public static void main (String [] args) {
        double pounds = 20; // Amount to convert to kilograms
        System.out.print(pounds);
        System.out.print(" pounds is ");
        System.out.print(pounds / 2.2);
        System.out.println(" kilograms."); // End of this line
        return;
    }
}
```

**Input as well as output**

```java
import java.util.Scanner; // User input

/**
 * Converter from pounds to kilograms.
 */
class Kilograms {

    public static void main (String [] args) {
        Scanner scanner = new Scanner(System.in);

        // Read a number of pounds, and convert it to kilograms
        System.out.print("How many pounds? ");
        final double pounds = scanner.nextDouble();
        final double kilograms = pounds / 2.2;

        // Print a message about the conversion
        System.out.print(pounds);
        System.out.print(" pounds is ");
```
The other thing that happens with a program — errors!

Compiler errors

• An error that keeps the compiler from translating your program to a class file
• Nothing to run, so no inputs consumed and no outputs produced

Runtime errors

• The compiler does not notice anything wrong
  – Or maybe it gives a warning, but lets us run it anyway — some times it does work out OK
• An error that comes up while the program runs
• Some input consumed, some output produced — but then it cannot continue

The six things a program can do

1. Get input
2. Give output
3. Do arithmetic
4. Update a stored value
5. Test a condition, and select an alternative
6. Repeat a group of actions

Only six things!

• If that’s all a computer can do, maybe that’s all we have to do this semester??
• There’s a whole bunch of detail and skill associated with each of these
• We will see common patterns of combining the Six Things
• There are also questions about organizing our programs and data . . .

Four ways Java will help you organize your work

1. Defining sequences of operations
2. Grouping related data together
3. Associating data with operations relevant to the particular data
4. Naming these groups, sequences and associations for easy and repeated use
Exercise 1.1. In Eclipse, create a new project called Lab 1 - Hello World, and within it create a class called HelloWorld (note that there are spaces in the project name, but there are not spaces in the class name). Place the following import declaration at the beginning of the file, above the start of the class definition (public class HelloWorld...)

```java
import java.util.Scanner;
```

Create a main method for class HelloWorld, or fill in the main routine if it creates one for you, like this:

```java
public class HelloWorld {
    public static void main(String[] args) {
        final Scanner scan = new Scanner(System.in);
        System.out.print("What is your name? ");
        final String name = scan.next();
        System.out.println("Hello " + name + "! Welcome to Java!");
        scan.close();
    }
}
```


2 Lecture 2

Declarations

- Creates a place in the computer for a value to be stored
  - Give the place a name
  - Specify what type of item goes there
    - Java is strongly typed - once we declare a particular type, we have to be consistent
    - So once an integer, always an integer; once a Scanner, always a Scanner
  - Assign an initial value to it
- We saw in the first lecture:

```java
Scanner scnr = new Scanner(System.in);
int quantity = scnr.nextInt();
```

- In today’s reading:

```java
int litterSize = 3;
int yearlyLitters = 5;
int annualMice = 0;
```

Pick good names

- Use lower camel-case for variable names.
  - Named after the "humps" of upper-case letters in the middle of the name
- Descriptive names, but be reasonable with length
- Use letters, and maybe numbers at the very end
- Mnemonic - assisting the memory
  - Consistent - ease understanding
It's an update, not an equation

```java
public static void main (String [] args) {
    Scanner scanner = new Scanner(System.in); // 0
    int total = 0; // 1

    System.out.print("Enter a number: "); // 2
    int num = scanner.nextInt(); // 3
    total = total + num; // 4

    System.out.print("Enter another number: "); // 5
    num = scanner.nextInt(); // 6
    total = total + num; // 7

    System.out.print("Just one more number: "); // 8
    num = scanner.nextInt(); // 9
    total = total + num; // 10

    System.out.println("Their sum is " + total); // 11
    return; // 12
}
```

**Exercise 2.1.** Step through this program with inputs 4, 7 and 2

**Many types of numbers**
You’ve seen already:

- **int** — Rounded integer values
- **double** — Real-number values

Java also has:

- **long** — Integer values from a larger range
  - `int` runs from -2,147,483,648 to 2,147,483,647
  - `long` runs from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
- **byte** and **short** — Integer values from shorter ranges
  - `byte` runs from -128 to 127
  - `short` runs from -32,768 to 32,767
- **float** — Less accurate real-number values
  - There are limits not just in magnitude, but also in accuracy.
  - `float` runs from about \(-10^{38}\) to \(10^{38}\) with about 7 significant digits of accuracy
  - `double` runs from about \(-10^{308}\) to \(10^{308}\) with about 16 significant digits of accuracy

Generally:

- Use **int** or **long** normally
- Never use a floating-point type when an integer will do
- Only use **byte** or **short** to really make a point about the limited range
Operations on numbers

• Usual arithmetic: +, −, ∗, /
  – But notice that integer division may not be what you expect!
  – Another basic operator: modulus %

• Many other mathematical function are provided as methods in a standard Java library
  – Its full name is java.lang.Math
    * Classes in java.lang (unlike java.util) do not need an import
  – Documentation is online: [https://docs.oracle.com/javase/8/docs/api/java/lang/Math.html](https://docs.oracle.com/javase/8/docs/api/java/lang/Math.html)

Numeric operations example

```java
public class NumOpsExample {
    public static void main (String [] args) {
        final Scanner scanner = new Scanner(System.in); // 1
        System.out.print("Enter a number: "); // 2
        int given = scanner.nextInt(); // 3
        final int doubled = 2*given; // 4
        System.out.println(doubled); // 5
        return; // 6
    }
}
```

Exercise 2.2. Answer these questions by writing short Java programs (or start from the NumOpsExample above, and make changes):

• Does subtraction group to the left, or to the right? That is, when we ask Java to evaluate 100−50−10, will it evaluate (100−50)−10, or will it evaluate 100−(50−10)?

• Does division group to the left, or to the right?

• Does modulus group to the left, or to the right?

• Does multiplication take precedence over addition, as it does in school algebra? That is, when we ask Java to evaluate 100+50∗10, will it evaluate (100+50)∗10, or will it evaluate 100+(50∗10)?

Exercise 2.3. Answer the following questions using the java.lang.Math documentation

• What methods does Java provide for logarithms?
• What methods does Java provide for trigonometry?
• What is the difference between floor and ceil?
• What is the difference between floor and round?
• What do the signum methods do? Why are there two of them?
Exercise 2.4. Write a class ClockTime whose main method reads in a number of seconds, and prints that length of time as a number of hours, minutes and seconds written with a colon between them in the way we usually write clock times.

For example, for the input 5025 the program should output 1:23:45.
What happens when you run your program on input 7260? Is the output what you would write (or expect to read) for a clock time? If not, why not? We will come back later to this program and fix this problem.

Exercise 2.5. A TwoMult sequence is a sequence of numbers where each number (after the first two) is the product of the two prior numbers. Write a Java class TwoMult whose main method reads the first two numbers of a TwoMult sequence from the user, and prints the next three numbers of the sequence.

Exercise 2.6. Write a class NumberLength with method getLength which:

- Takes a single integer as its parameter
- Returns the length of the number in digits.

This method will require calls to more than one Math class method.

Strings

- We’ve printed strings, but in fact they are values just like numbers and booleans

```java
final String greeting = "hello";
final String name = "Jim";
```

- The built-in operator on strings is concatenation, written with the + sign

```java
final String greetingAndName = greeting + name;
System.out.println(greetingAndName);
```

would print out helloJim — no space! We must explicitly include a space if we want one

```java
final String greetingAndSpaceAndName = greeting + " " + name;
```

Converting numbers into strings

So we have two meanings for + in Java

- It denotes adding numbers
- It also denotes concatenating strings
- We say that addition is an overloaded operator

So what if we write + between a number and a string?

```java
final String name = "Jim";
final int number = 2000;
System.out.println(name + number);
```

In this case, Java assumes that we want to convert the number into a String

- We could also write

```java
final String name = "Jim";
final int number = 2000;
final String combo = name + number;
System.out.println(combo);
```
Example of converting numbers into strings
We could print a message along with the doubled number

```java
public class NumOpsExample {
    public static void main (String [] args) {
        final Scanner scanner = new Scanner(System.in); // 1
        System.out.print("Enter a number: "); // 2
        int given = scanner.nextInt(); // 3
        final int doubled = 2*given; // 4
        System.out.println("Twice " + given + " is " + doubled); // 5
        return; // 6
    }
}
```

3 Lecture 3

PITFALL: About exceptions

- Later, we’ll look at code that generates or catches exceptions
- For now, you should just aware of them
  - You will see them as you debug your programs

Exercise 3.1. Use (alter if you need) one of the programs from the book or an exercise to make Eclipse throw an exception. What does it look like?

REVIEW: Four ways Java will help you organize your work

1. Defining sequences of operations
2. Grouping related data together
3. Associating data with operations relevant to the particular data
4. Naming these groups, sequences and associations for easy and repeated use

Methods
Methods are groups of operations

- They have a name, and we can refer to them by name
- We can provide values to a method, and the method’s operations can use those values
  - Called parameters
  - Each of these values has a definite, specific type
- The method can provide a return value representing the result of its work
  - Also has a definite, specific type
  - Or, it should be declared void if it does not return a value
Specifying methods
For example

```java
public static double
toCelsius(double degreesFahrenheit) {
    return (degreesFahrenheit - 32.0) * 5.0 / 9.0;
}
```

- Named `toCelsius`
- One parameter, of type `double`
- Returns a `double` value
  - The declared type and the type of the value with the `return` agree

Where do we find methods?

- We can define our own methods
  - Like `toCelsius`
- Java provides many standard methods for us
  - Like the `Math` methods we saw last week

Exercise 3.2. Write static methods `f1`, `f2` and so on implementing the following mathematical functions on real numbers (`double`). Do not use methods from the `Math` class for these.

1. \( f_1(x) = 2x + 1 \)
2. \( f_2(x, y) = x^2 + 2xy + y^2 \)
3. \( f_3(u) = u^3 + 2u^2 - 3u + 10 \)
4. \( f_4(w) = \frac{w+1}{w+1} \)
5. \( f_5(z) = f_3(z) + f_4(2 + z^2) \)

What happens when we call `f4(1)` from a `main` method?

Exercise 3.3. Write static methods `g1`, `g2` and so on implementing the following mathematical functions on real numbers (`double`). Do use methods from the `Math` class for these.

1. \( g_1(x) = \sqrt{2x^2 + 1} \)
2. \( g_2(x, y) = \log_x y \)
3. \( g_3(w) = |w + 10| \)
4. \( g_4(z) = z^{200} \)

What happens when we call `f4(1)` from a `main` method?

Exercise 3.4. Convert your clock-time program from Exercise 2.4 into a method. Give your method the name `getClockTime`. It should take an integer number of seconds, and return a `String` representing the clock time.

Exercise 3.5. Convert part of the `main` method of your `TwoMult` class from Exercise 2.5 into a method `printTwoMult`. It should take the first two numbers of a `TwoMult` sequence, and print the next three numbers of the sequence. Your `main` method should read in two integers as before, but should make a call to `printTwoMult` instead of calculating and printing the numbers itself.
Exercise 3.6. Most most cereals are made primarily of flour, sugar and high-fructose corn syrup. Write a class CerealMaker with a static method announceComposition. Your method should take three integer arguments, representing (respectively) the number of grams of flour, sugar and high-fructose corn syrup in a standard serving of some particular cereal. Your announceComposition method should print a well-formatted announcement of the total number of grams in a standard serving, repeat the number of grams and the name of each ingredient, and then print the total percentage of the standard serving which is sweetener. Your announceComposition method should not return any result.

Exercise 3.7. Starting with your class ClockTime from Exercise 3.4, discard any main method you may have kept from Exercise 2.4 so that your class contains only the getClockTime method. Add a new main method which validates your method’s behavior. Your method should print several lines of the form

For 5025, expected "1:23:45", got "1:23:45"

where the first string is literally written out in your println statement, and the second string is what your getClockTime method returns.

Exercise 3.8. You have probably run across the factorial function in your math classes. It is defined by two rules:

\[
\begin{align*}
0! &= 0 \\
n! &= n \cdot (n-1)! & \text{when } n > 0
\end{align*}
\]

We have not yet learned enough Java to implement a factorial method. But we can get ready for when we implement factorial, by writing methods to test our implementation. Notice the difference with Exercise 3.7 — in the previous one we checked what a method was already doing; now, we are setting expectations for what a method will do. This approach is called test-driven development — we write tests first, so that our goals are clear, and so that we can know when our method is correct.

We stub the factorial method by writing an implementation which we know is wrong, but which will compile and run with our tests. By making our tests compile and run (albeit with incorrect results), when we do develop the factorial method, we can do so without worrying that our test infrastructure is lacking.

```java
public class FactorialTester {
    public long factorial(int n) {
        // TODO --- later we will implement factorial correctly
        return -1;
    }
}
```

So starting from the above class, add a main method which tests factorial on several different values.

Exercise 3.9. Write a class NumberLengthFinder with static method getCharacterLength that tells us how many digits it takes to write down a number (in base-10). Your getCharacterLength should

- Take a single int argument, and
- Return an int result.

(For a hint, see p. 25)

4 Lecture 4
REVIEW: From the book
You’ve read about how Java allows us to describe the fifth Thing that a Computer Can Do: selection

```
if (CONDITION) {
    // SOME STATEMENTS
} else {
    // SOME OTHER STATEMENTS
}
```

Today we will look at some examples of using if-statements

**Exercise 4.1.** Write a class `Grader` with static method `getLetterGrade` which takes an integer argument representing to a percentage grade from 0 to 100, and returns a string representing the corresponding letter grade,

<table>
<thead>
<tr>
<th>Numeric</th>
<th>Letter</th>
</tr>
</thead>
<tbody>
<tr>
<td>95 \leq g</td>
<td>A</td>
</tr>
<tr>
<td>92 \leq g &lt; 95</td>
<td>AB</td>
</tr>
<tr>
<td>86 \leq g &lt; 92</td>
<td>B</td>
</tr>
<tr>
<td>82 \leq g &lt; 86</td>
<td>BC</td>
</tr>
<tr>
<td>73 \leq g &lt; 82</td>
<td>C</td>
</tr>
<tr>
<td>60 \leq g &lt; 73</td>
<td>D</td>
</tr>
<tr>
<td>g &lt; 60</td>
<td>F</td>
</tr>
</tbody>
</table>

As a first step, write a `main` method with examples and expected grade calculations.

**Exercise 4.2.** WidgetCo manufactures several different kinds of widgets for re-sale by various vendors. Based on past relationships, sales targets, and other factors, certain vendors are given discount codes which entitle them to a particular discount on their purchases. Write a class `WidgetCoDiscounts` with a static method `getDiscountedPrice` which takes two arguments, a string discount code and an integer base purchase price, and returns the price which should be charged given the particular discount code.

<table>
<thead>
<tr>
<th>Code</th>
<th>Discount</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>10%</td>
</tr>
<tr>
<td>R</td>
<td>12%</td>
</tr>
<tr>
<td>T</td>
<td>15%</td>
</tr>
<tr>
<td>M</td>
<td>3%</td>
</tr>
<tr>
<td>E</td>
<td>8%</td>
</tr>
</tbody>
</table>

If the discount code is an empty string or does not match any in the above table, then the method should return the original base purchase price.

As a first step, write a `main` method with examples and expected price calculations, for example

```java
System.out.println("For code S and purchase $100, expect 90, got " + getDiscountedPrice("S", 100));
```

Remember that we compare strings with `.equals`, but compare numbers with `==`.

**Exercise 4.3.** Write a class `MonthNamer` with a static method `getMonthName` which

- Takes a single integer corresponding to a month of the year, 1 representing January through 12 representing December, and
- Returns a string for the name of the month.

As a first step, write a `main` method with examples and expected downpayment calculations.
Exercise 4.4.  Square Deal Credit Union offers a program for first-time home buyers to save on the downpayment required for their loan. The downpayment is calculated according to the following table:

<table>
<thead>
<tr>
<th>Purchase price of home</th>
<th>Downpayment required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under $50,000</td>
<td>4% of price</td>
</tr>
<tr>
<td>$50,000-$124,999</td>
<td>$2,000 plus 8% of price over $50,000</td>
</tr>
<tr>
<td>$125,000-$175,000</td>
<td>$8,000 plus 12% of price over $125,000</td>
</tr>
<tr>
<td>Over $175,000</td>
<td>Not eligible for this program</td>
</tr>
</tbody>
</table>

Write a class SquareDeal with static method getProgramDownpayment which takes one integer argument representing the home purchase price, and returns an integer representing the required downpayment under this program, or -1 if either the home is not eligible or a negative price is entered. As a first step, write a main method with examples and expected downpayment calculations.

Exercise 4.5.  Write a class ThreeSorter with static method printInOrder which

- Takes three arguments of type int.
- Returns nothing, and
- Prints the three numbers in ascending numeric order.

As a first step, write a main method with examples and expected output.

Exercise 4.6.  The Wisconsin Wants Walnuts company buys black walnuts from individuals, and shells them for sale to restaurants. Sellers’ walnuts are loaded into baskets which hold about one pound of unshelled nuts, and WWW pays $0.15 for each full basket of nuts. If the final, partially-filled basket is more than half-full, WWW pays the full $0.15 for that basket; otherwise they pay $0.05 for the partial basket. Write a class WalnutBuyer with a static method getPurchaseOffer which

- Takes a single double representing the number of baskets of black walnuts brought by a seller (so for example, 3.25 represents three full baskets and an additional basket which is one-quarter full), and
- Returns the amount that WWW will pay for those baskets.

As a first step, write a main method with examples and expected payments.

5 Lecture 5

Boolean operators

- Conditions are not allowed just in if statements
- Just as there are types for numbers, there is a type for boolean values

  final boolean flag = x<5;

- There are two boolean constants, true and false
- Just as there are operators for integers, there are operators for boolean values

  || or, disjunction
  && and, conjunction
  ! not
Exercise 5.1. Write a class ParityChecker and static method isOdd which

- Takes one parameter of type int, and
- Returns a result of type boolean which is true exactly when the argument is odd.

Do not use any of the methods in the Math class for your method. As a first step, write a main method with examples and expected results.

Exercise 5.2. Write a class EvenSquares and two static methods isEvenAndSquare and isEvenOrSquare where

- Both methods take one parameter of type int and have a result of type boolean,
- isEvenAndSquare returns true when the argument is both an even number and a perfect square, and
- isEvenOrSquare returns true when the argument is either an even number or a perfect square.

You are free to use any of the methods in the Math class for this exercise. As a first step, write a main method with examples and expected results for both methods.

Exercise 5.3. Consider three sticks of length two inches, three inches and six inches. We could not form a triangle with these sticks, because one stick is longer than the other two put together. But if instead the sticks had lengths two inches, three inches and four inches, we could make a triangle from those sticks. Write a class TriangleLengthsChecker and static method isTrianglePossible which

- Takes three arguments of type int,
- Returns a result of type boolean which is true exactly when sticks of the three lengths could form a triangle.

If one of the lengths is zero or negative, your method should return false. As a first step, write a main method with examples and expected results.

Exercise 5.4. Write a class ThreeSorter with static method printInOrder which

- Takes three arguments of type int,
- Returns nothing, and
- Prints the three numbers in ascending numeric order.

As a first step, write a main method with examples and expected output.

Exercise 5.5. Write a class LeapYearChecker with a static method isLeapYear which determines whether a year is a leap year. The rules and exceptions for determining whether a year is a leap year are:

- Most years are not leap years
- Unless the year is divisible by 4, in which case it is a leap year
- Unless the year is also divisible by 100, in which case it is not a leap year
- Unless the year is also divisible by 400, in which case it is a leap year

Your isLeapYear method should take a single argument of type int representing the year being tested, and should return its answer as a boolean, with true denoting a leap year.
6 Lecture 6

PITFALL: Keep things simple

Did your leap year method end this way?

```java
} else if (year % 4 == 0) {
    return true;
} else {
    return false;
}
```

This ending is correct — but it is more complicated than it needs to be

- When `year % 4 == 0` evaluates to `true`, the method returns `true`
- When `year % 4 == 0` evaluates to `false`, the method returns `false`
- Simplify by simply returning `year % 4 == 0` itself!

Because simpler methods are

- Easier to understand
- Easier to debug
- Easier to maintain

REVIEW: From the book

You’ve read about how Java allows us to describe the sixth Thing that a Computer Can Do: *iteration*

```java
for(int VARIABLE=START; CONTINUATION_CONDITION; CHANGE) {
    STATEMENT1;
    STATEMENT2;
    ...
    STATEMENTn;
}
```

Today we will look at some examples of using for-loops

**How the for-loop works**

General loop structure:

```java
for(int VARIABLE=START; CONTINUATION_CONDITION; CHANGE) {
    STATEMENT1;
    STATEMENT2;
    ...
    STATEMENTn;
}
```

- Steps Java takes:
  - `int VARIABLE=START`
  - Check `CONTINUATION_CONDITION`, maybe stop running the loop
  - Run `STATEMENT1` through `STATEMENTn`
  - Apply the `CHANGE`
  - Check `CONTINUATION_CONDITION`, maybe stop running the loop
  - Run `STATEMENT1` through `STATEMENTn`
Exercise 6.1. Write a class SimpleLoop whose main method prints the squares of the integers from 0 to 10.

Exercise 6.2. Write a class SentenceFixer with a static method printCapitalized which

- Accepts a String parameter assumed to be a sentence,
- Returns nothing, and
- Prints that sentence making sure the first character is capitalized, and that subsequent characters are lower-case.

The standard methods toUpperCase and toUpperCase in class java.lang.Character will be helpful in converting characters to the correct case. As the usual first step, write a main method with examples and expected results. Step through your method by hand for the argument string HELLO! to be sure you understand it works.

Exercise 6.3. The factorial function \( n! \) is defined informally as \( n! = n \cdot (n - 1) \cdot \ldots \cdot 2 \cdot 1 \), and is defined formally by two rules:

- If \( n = 0 \), then \( n! = 1 \)
- If \( n > 0 \), then \( n! = n \cdot (n - 1)! \)

Write a class FactorialFinder with a static method factorial which

- Accepts a single int parameter
- Returns a long result representing the factorial of the argument.

Since factorial is not defined on negative numbers, it does not matter what your method does for such input. As the usual first step, write a main method with examples and expected results.

Exercise 6.4. The choose function from probability is defined as

\[
\binom{n}{m} = \frac{n!}{m!(n-m)!}
\]

Given the factorial method above, it is certainly possible to extend the FactorialFinder of Exercise 6.3 class with a method to implement choose directly:

```java
public static long nChooseM(final int n, final int m) {
    return factorial(n)/factorial(m)/factorial(n-m);
}
```

But this implementation is inefficient, and may cause overflow even when the final result actually can be represented as a long. Write a more efficient version of nChooseM which only performs the multiplications and divisions which are absolutely necessary. As usual, extend the main method with examples and expected results as a first step.
Exercise 6.5. The Fibonacci numbers are a sequence of integers indexed from 0 up, defined by:

- Fibonacci number 0 is 0.
- Fibonacci number 1 is 1.
- For any \( n > 1 \), Fibonacci number \( n \) is the sum of the two previous Fibonacci numbers (indexed \( n - 1 \) and \( n - 2 \)).

Write a class `FibonacciFinder` with a static method `fibonacci` which

- Accepts a single `int` parameter \( n \)
- Returns a `long` result representing Fibonacci number \( n \).

Since the series is not defined on negative numbers, it does not matter what your method does for such input. As the usual first step, write a `main` method with examples and expected results.

Exercise 6.6. Write a class `VowelCounter` with static method `getVowelCount` whose one argument is a `String` and which returns the number of characters in the string which are vowels (`a`, `e`, `i`, `o` and `u`).

7 Lecture 7

LOOK BACK: Two looping patterns

We’ve seen two different patterns for combining looping with other Thing a Computer Can Do

Processing each element

- Some action for each value
- But we do not link different values together
- So far, this has been printing

Accumulating a new value

- No action for values by themselves
- But combine them (or something about them) together
- Factorial, Fibonacci
- Typified by an accumulator variable
  - Declared `before` the loop
  - Changed `within` the loop
  - Used `after` the loop

REVIEW: Another kind of loop

In the book, you read about another, simpler kind of loop

```java
while (CONTINUATION_CONDITION) {
    STATEMENT1;
    STATEMENT2;
    // ...
    STATEMENTn;
}
```

- Steps Java takes:
– Check CONTINUATION_CONDITION, maybe skip running the loop body at all
– Run STATEMENT1 through STATEMENTn
– Check CONTINUATION_CONDITION, maybe stop running the loop
– Run STATEMENT1 through STATEMENTn
– Check CONTINUATION_CONDITION, maybe stop running the loop
– Run STATEMENT1 through STATEMENTn
– ... and so on until the CONTINUATION_CONDITION is falsified

• If there are variables to set up, or changes to make, we must implement them as separate statements before the loop or in the loop body

Exercise 7.1. Write a class NumberSequence whose main method:

• First prompts for and reads an integer. This integer indicates the number of floating-point values which the program will subsequently attempt to read.

• Next, prompts for and reads the number of double values indicated by the initially-entered integer.

• Then, after reading in the floating-point values, computes and prints the sum and the average of the double values (not the integer).

Exercise 7.2. Write a class ChangeMaker with a static method getChange which

• Takes a single int argument representing a number of cents

• Returns a string describing the way to represent that amount in the fewest number of common US coins. The string should be of the form "XX quarters, YY dimes, ZZ nickels, WW pennies". When (for example), YY is zero, the string should use the singular dime instead of dimes.

As the usual first step, write a main method with examples and expected results.

Exercise 7.3. Write a class TransactionSequence whose main method:

• First prompts for and reads a floating-point value. This value indicates the initial balance of an account. The next two steps will detail how the program will read a sequence of transactions to that account.

• Second, prompts for and reads an integer. This integer indicates the number of transactions which the program will subsequently attempt to read.

• Next, prompts for and reads the number of double values indicated by the previously-entered integer, each of which represents the value of a transaction against the account.

• Then, after reading in the floating-point values, computes and prints the balance of the account.

How to choose — while or for?

• for loops are great when the loop ranges over one variable, and there is one change to that variable only between passes of the loop

• But otherwise it may be more natural to use a while loop
  – If there are multiple loop variables
  – If there are many changes from pass to pass

Exercise 7.4. TODO — self-describing letters (‘a’ at position 1, ‘b’ at 2, etc.)
8 Lecture 8

What does this program do?

```java
for (int i=1; i<=6; i++) { // 1
    for (int j=1; j<=i; j++) { // 2
        System.out.print(i); // 3
    }
    System.out.println(); // 4
}
```

Pitfalls with loop variables

- In a test

```java
for (int i=1; i<=6; i++) { // 1
    for (int j=1; i<=i; j++) { // 2
        System.out.print(i); // 3
    }
    System.out.println(); // 4
}
```

- In the post-loop effect

```java
for (int i=1; i<=6; i++) { // 5
    for (int j=1; j<=i; i++) { // 6
        System.out.print(i); // 7
    }
    System.out.println(); // 8
}
```

Two inner loops

```java
for (int i=1; i<=6; i++) { // 1
    for (int j=1; j<=(6-i); j++) { // 2
        System.out.print("-"); // 3
    }
    for (int j=1; j<=i; j++) { // 4
        System.out.print(i); // 5
    }
    System.out.println(); // 6
}
```

- What if we swap the two inner loops?

Commenting on loops

Document your loop with a high-level comment on the purpose of the loop, but don’t just repeat what the code already says.

- **Good**

```java
// Print a triangle of numbers, each row
// repeating the digit one greater than the
// row above.
for (int i=1; i<=6; i++) { // 1
```
for (int j=1; j<=i; j++) { // 2
    System.out.print(i); // 3
}
System.out.println(); // 4
}

• **Bad**

// Loop i from 1 to 6, each time loop j from // 1 to i, each time print i, and then in the // outer loop start a new line.
for (int i=1; i<=6; i++) { // 1
    for (int j=1; j<=i; j++) { // 2
        System.out.print(i); // 3
    }
    System.out.println(); // 4
}

---

**Another triangle**

For example, for 5:

0
01
012
0123
01234
012345
01234
0123
012
01
0

• How can we generate this triangle?

**Another triangle**

For example, for 5:

```java
final Scanner scnr = new Scanner(System.in);
System.out.print("Triangle size: ");
final int num = scnr.nextInt();
scnr.close();

for(int i=0; i<=num; i++) {
    for(int j=0; j<=i; j++) {
        System.out.print(j);
    }
    System.out.println();
}

for(int i=num-1; i>=0; i--) {
    for(int j=0; j<=i; j++) {
        System.out.print(j);
    }
    System.out.println();
}
```
• Can we do this with one loop?

:BEAMER<br>
env frame

What function will give the number of columns in these rows?

• Function graph

```
<table>
<thead>
<tr>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 3 2</td>
</tr>
<tr>
<td>1 2 3 4 5 6 7 8 9 10</td>
</tr>
</tbody>
</table>
```

• Absolute value!

```
-5 \mid 5 \mid i
```

• In Java, it’s Math.abs

One loop

```java
public class SideTriangle {
    public static void main(String[] arg) {
        for(int i=0; i<=10; i++) {
            for(int j=0; j<=5-Math.abs(5-i); j++) {
                System.out.print(j);
            }
            System.out.println();
        }
    }
}
```

Exercise 8.1. Write a class FrameDrawing with a static method drawFramed which

• Takes two integer arguments
  – The first describing the thickness of a border
  – The second giving the length \( n \) of the side of a square

• Draws an \( n \)-by-\( -n \) square, with a border of asterixes of the given thickness, and an interior of periods.

So for inputs 2 and 11, your method should print

```
************
************
************
************
************
************
```

9 Lecture 9

Arrays

• So far we’ve studied
  – All of the Six Things a Program Can Do
  – One of the four ways Java helps us organize our work

• Now we move on to another way Java helps us organize our work

  1. Grouping sequences of operations together
  2. Grouping related data together
  3. Associating a group of data with operations relevant to that data
  4. Naming these groups and associations for easy and repeated use

• So far we’ve worked with scalars — single numbers or characters

• Now we’re going to look at data structures
  – (Many) items of the same type: an array
  – Items of (many) different type: classes and objects

Declaring arrays

Must declare an array variable just as we declare a numeric or string variable

• Append [] to a type to make it an array type
  – The size is not part of the type
  – Examples: int[] String[]

• To write an array of values, put the values inside curly-braces, and separate them with commas
  – Example: { 10, 20, 30, 40 }

• Refer to one element of an array by a numeric index
  – Write the number in square-brackets after the name of an array variable
  – Example: final int number = numbers[i];
  – Index from 0
  – Indexing out of bounds will cause an error

• Get the length of an array with .length
  – Note that we do not use parentheses after length
  – It’s a property that we look up, not a method like sin that calculates something
Exercise 9.1. Trace through the execution of this class (without running it first). What does it print?

```java
public class UseAnArray {
    public static void main(String[] argv) {
        int[] numbers = { 10, 20, 30, 40 }; // 1
        for(int i=0; i<numbers.length; i++) { // 2
            final int number = numbers[i]; // 3
            System.out.println(number); // 4
        }
    }
}
```

Exercise 9.2. Write a class `UseAStringArray` whose `main` method

- Declares a `String` array containing two values, "Hello" and "Goodbye", and then
- Loops through the array to print each of the values.

Exercise 9.3. Update your class `MonthNamer` from Exercise 4.3 to use an array within `getMonthName`.

Exercise 9.4. Write a class `WordsTaker` with a static method `getWords` which

- Takes two arguments,
  1. A `String`, expected to consist of several space-separated words
  2. An `int`, representing how many of these words are of interest
- Returns an array of strings
  - The length of the array should be the same as the integer argument
  - The first (index 0) element of the result array should be the first space-separated word of the string argument, and so on

Assume for this exercise that there will always be enough words in the string for the integer argument. As the usual first step, create several tests of `getWords` for the `main` method of `WordsTaker`. Be sure to examine the length of the array as well as each element.

Exercise 9.5. Write a class `ColumnMaker` with a static method `printInColumn` which

- Takes an array of integers as its single argument, and
- Prints the numbers right-aligned in a single column.

Use your `getCharacterLength` method from Exercise 3.9.

Exercise 9.6. Write a class `StatsFinder` with a static method `printSummaryStats` which takes an array of `double` values as its single argument, and calculates and prints messages detailing

- How many numbers there are.
- Their mean: the sum of the values divided by how many values there are.
- Their median: the value of the middlemost entry of the array.
- Their standard deviation: $\sigma = \sqrt{\frac{\sum (x-x)^2}{N-1}}$, where $\bar{x}$ is the mean and $N$ is the number of values.
Exercise 9.7. Add another static method `getSummaryStats` to class `StatsFinder` from Exercise 9.6. Your `getSummaryStats` should, instead of just printing the various statistics, returns a new `double[]` array where element 0 is the mean, element 1 is the standard deviation, and so on. As the usual first step, create several tests as the main method of `StatsFinder`. Be sure to examine the length of the array as well as each element. Rewrite `printSummaryStats` to remove duplicated code, so that it just calls `getSummaryStats` and prints its results in a comprehensible manner.

Exercise 9.8. Modify `StatsFinder` from Exercise 9.6 or 9.7 to work with integers, and to additionally calculate:

- The maximum and minimum values of the array.
- The number of different values in the array, and how many times each one appears in the array.
- Their mode, the value which appears more often than any other.
- Their median, the value is less than (or equal to) half of the other values, and greater than (or equal to) the other half.

We can update the contents as well

The square-bracket notation can be used on the left side of an assignment

- Updates the particular location of the array, rather than the array variable itself
- Example: `names[3] = "Billy";`

Exercise 9.9. Trace through the execution of this class (without running it first). What does it print?

```java
class ChangeAnArray {
    public static void main(String[] argv) {
        int[] numbers = { 10, 20, 30, 40 };

        for(int i=0; i<numbers.length; i++) {
            numbers[i] *= 2;
            System.out.println(numbers[i]);
        }
    }
}
```

Allocating arrays without assigning to them

We can allocate space for the array without initializing its entries

- Use the `new` keyword, plus the array type
  - But to allocate space (as opposed to just giving the type), we **must** give a size
  - Example: `new String[10]`

- Fill in the elements one-by-one
- Arrays have initial values when we create them
  - For numeric types, zero
  - For `boolean`, false
  - For `String`, the special value `null`

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Exercise 9.10. Trace through the execution of this class (without running it first). What does it print?

```java
public class UseAnArray {
    public static void main(String[] argv) {
        final int[] numbers = new int[4]; // 1
        number[0] = 1; // 2
        number[1] = 2; // 3
        number[2] = 3; // 4
        number[3] = 4; // 5

        for(int i=0; i<numbers.length; i++) { // 6
            final int number = numbers[i]; // 7
            System.out.println(number); // 8
        }
    }
}
```

Exercise 9.11. The Sieve of Eratosthenes is a classical technique for finding prime numbers. The idea of the Sieve is that we can write down the numbers which we are interested in testing for primality, from 2 up to the largest number of interest. We will either circle or scratch out each number in the sequence according to the following loop:

- While there is a number which is neither circled nor scratched out
  - Circle the smallest such number
  - Scratch out every multiple (for integer factors greater than 1) of the number we just circled

After running the loop, the prime numbers are exactly those which are circled. Write a class PrimesFinder with static method printPrimes which

- Takes one argument n of type int, and
- Uses the Sieve of Eratosthenes to print the prime numbers less than or equal to n.

Multiple arrays

We often use multiple arrays at the same time

- For operations which extract a result from both
- When elements at the same index are related

Exercise 9.12. The dot product is a common mathematical operation on pairs of numeric vectors (arrays) of the same size. Given two vectors \((x_i)_1^n\) and \((y_i)_1^n\), their dot product \(\vec{x} \cdot \vec{y} = \sum_{i=1}^{n} x_i y_i\). Write a class DotProduct with static method getDotProduct which

- Takes two arguments of type double[], and
- Returns the double dot product of the two arrays.

It does not matter what your program does if the arrays are not the same size. As the usual first step, write a main method with examples and expected results.
Changing to a new array

```java
int[] numbers = { 1, 2, 3, 4 };
for(final int number : numbers) {
    System.out.println(number);
}

numbers = new int[] { 5, 6, 7 };  
for(final int number : numbers) {
    System.out.println(number);
}
```

- The `new int[]` part is implied when we're declaring the array variable.
- But we can't change the length with something like `numbers.length = 2;`

What does `final` mean?

Declaring an array variable `final` rules out our example of resetting the array variable:

```java
public class BadUseOfArrays {
    public static void main(String[] argv) {
        final int[] numbers = { 1, 2, 3, 4 };  
        for(final int number : numbers) {
            System.out.println(number);
        }
        // This line gives an error
        numbers = new int[] { 5, 6, 7 };  
        for(final int number : numbers) {
            System.out.println(number);
        }
    }
}
```

But we can still change the contents

```java
public class ChangeFinalArray {
    public static void main(String[] argv) {
        final int[] numbers = { 1, 2, 3, 4 };  
        for(int i=0; i<numbers.length; i++) {
            numbers[i] *= 2;
            System.out.println(numbers[i]);
        }
    }
}
```

- `final` applies only to the binding to the name itself, not to operations we might perform via the name.

10 Hints on selected exercises

Exercise 3.9 Use the logarithm function for base 10.