

# Basic Programming

...

# Before we start...

Let's get to know each other.

# What are we going to talk about?

Quiz and exercises walk-through

Let's write our first function!

Let's add some logic - setting variables!

What if one function isn't enough?

Exercises :)

# What did we do before?

We talked about:

- Different languages
- Program (Application)
- Code editors
- Printing values to console (terminal)
- Working with Github

.... and many more ...

# Q1. What is Java?

- A. A text editor
- B. Version tracking system
- C. Object-oriented programming language

## Q2. What is the most popular programming forum?

- A. [stackoverflow.com](https://stackoverflow.com)
- B. [inrng.com](https://inrng.com)
- C. [oracle.com](https://oracle.com)

**Q3. What is not a part of a program? (find 1)**

- A. Decisions
- B. Input
- C. Output
- D. Implosion
- E. Math

## Q4. What is Java's compilation flow

- A. source code -> byte code -> output
- B. byte code -> source code -> output
- C. source code -> output



**Q5. Which function is an entry to Java program?**

- A. start
- B. main
- C. execute

## Q6. How do we print text to the console?

- A. `this.print("Hello!");`
- B. `(new BufferedWriter(console)).write("Hello!");`
- C. `System.out.println("Hello!");`

## Q7. Why do we use a version control system (find 2)?

- A. To connect to Github
- B. To simplify tracking changes in files
- C. To collaborate with others
- D. To modify Java files

**Q8. What you need to do to copy a repository in Github?**

- A. fork
- B. commit
- C. pull

## Q9. What you need to upload changes?

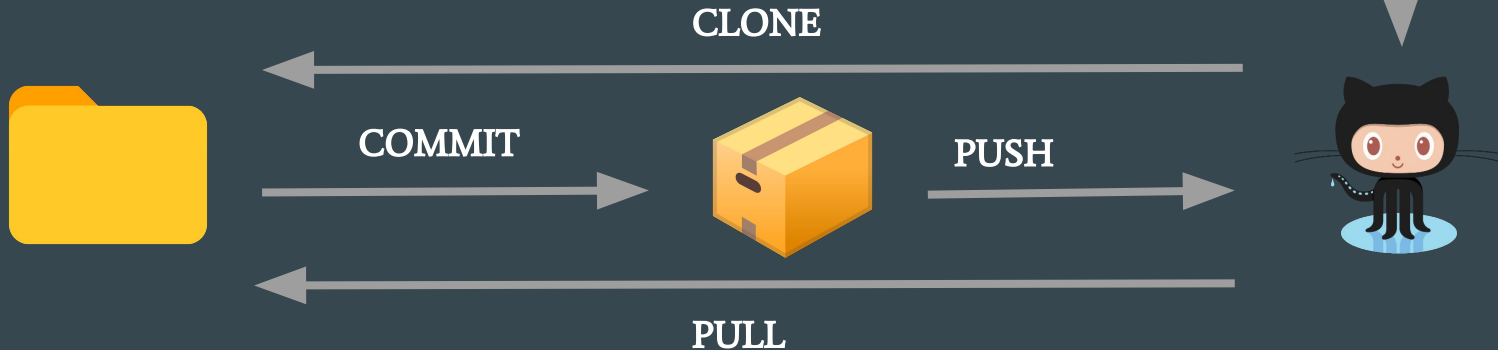
- A. pull
- B. clone
- C. push

# Q. Answers

1. C
2. A
3. D
4. A
5. B
6. C
7. B,C
8. A
9. C

# Quick git revision

- A. fork - copy a repo
- B. clone - make a local repo projection
- C. commit - packing changes with comment
- D. push - upload changes
- E. pull - download changes to existing local repo



# Walk-through 1

- Log to Github
- Go to: <https://github.com/bjowczarek/workshop-lesson-1>
- Fork it. If you did it previously go to “your repositories” and delete your existing copy.
- Open VM
- Open Terminal
- Write:
  - `cd workspace`
  - `sudo rm -R workshop-lesson-1`
  - `git clone <https to your forked repo>`
  - `git config --global user.email "your email"`
  - `git config --global user.name "your username"`
- Close Terminal



# Walk-through 2

- Open “Visual Studio Code”
- Open folder Home/workspace/workshop-lesson-1 - It's important as VS code will take appropriate launch.json configuration file.
- Read readme.md file
- Investigate all .java files in src/ folder.
- Go to debug and select in dropdown in upper left corner:
  - Debug (Launch) - HelloWorldApplication<Project1Lesson1>
  - Debug (Launch) - MainPanel<Project2Lesson1>
  - Debug (Launch) - Application<Project3Lesson1>
- Try to modify program's output.

# Why do we need different data types?

They all get encoded in binary - and it saves space to divide them up into different categories.

“1” can be just “1” if it’s an “int” (integer/liczba całkowita) + parity

“1” can be “true” if it’s a boolean

We encode fractions in binary with a “floating point” (that’s why it’s called “float”)

A float encoded as 1.1 is 1.5 in decimal (explained on the board)

The computer would get confused if you didn’t start by saying WHICH encoding you’re expecting!

# Let's try it!

```
public class HelloWorld{  
  
    public static void main(String []args){  
  
        int a = 5;  
  
        int b = 2;  
  
        System.out.println(a/b);  
  
    }  
  
}
```

# Now you can use your programming editor as a calculator!

```
public class HelloWorld{  
  
    public static void main(String [] args){  
  
        float a = 5;  
  
        int b = 2;  
  
        System.out.println(a/b);  
  
    }  
  
}
```

adding	+
subtracting	-
multiplying	*
dividing	/
add one	++
subtract one	--

# Now you can use your programming editor as a calculator!

```
public class HelloWorld{  
  
    public static void main(String [] args){  
  
        float a = 5;  
  
        int b = 2;  
  
        System.out.println(a/b);  
  
    }  
  
}
```

adding	+
subtracting	-
multiplying	*
dividing	/
add one	++
subtract one	--

EXERCISE: TRY “%” AND TRY TO FIGURE OUT WHAT IT DOES

# ASCII: how are letters typically encoded?

<https://en.wikipedia.org/wiki/ASCII> (English)

<https://pl.wikipedia.org/wiki/ASCII> (Polish)

Examples:

011 0001 means “1”

100 0011 means “C”

110 1111 means “o”

# ASCII: how are letters typically encoded?

<https://en.wikipedia.org/wiki/ASCII> (English)

<https://pl.wikipedia.org/wiki/ASCII> (Polish)

Examples:

My name is “Eva” and a computer would encode it as:

100 0101

111 0110

110 0001

# Different lengths of integer numbers

1. byte 8 bits (it doesn't make sense to use fewer)

1 bit for sign/parity, 7 bits for number

0 1 1 1 1 1 1 1 1 max value is  $127 = 64+32+16+8+4+2+1 = 2^7 - 1$

0	1	1	1	1	1	1	1
Sign +	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
	64	32	16	8	4	2	1

Create a byte this way: byte b = 1 ;

Q: What happens when we try this? byte b = 200;



# Different lengths of integer numbers

1. byte 8 bits (it doesn't make sense to use fewer)
2. short 16 bits
3. **integer 32 bits (32 bits computers)**
4. long 64 bits

MAX VALUES:

byte b = 127;

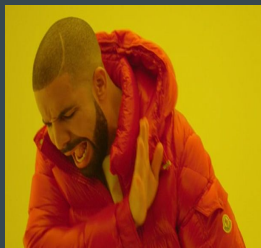
short s = 32767;

int i = 2147482647;

long l = 9223372036854775807; //will it compile?

# Different lengths of integer numbers

```
long l =  
9223372036854775807;
```



```
long l =  
9223372036854775807L;
```



JAVA assumes that every number you write in the code is of 32 bit `int` type!

When there are too many numbers JAVA is lost

Long credit card number - will it compile?

```
Long l = 1234_5678_9012_3456L;
```

# 0 in front of an integer number

Try:

```
System.out.println( 12 );
```

```
System.out.println( 012 );
```

```
System.out.println( 0b12 );
```

```
System.out.println( 0x12 );
```

# 'A' is also a number

char - 16 bit number

short -16 bit number

char values: {0 - 65535 }

short values: {-32768 ; 32767}

short has a sign bit, char doesn't

char is an 16 bit integer number that is **printed as a text!**

65 = 'A'

66 = 'B'

67='C'

see ASCII table to find out more

# 'A' is also a number

Which one is correct?

`char myChar = 'A';`                      or                      `char myChar = 65;`

See what happens:

```
System.out.println(A');
```

```
System.out.println('A'+'B');
```

```
System.out.println((char)('A'+'B'));
```

# 'A' is also a number

Which one is correct?

`char myChar = 'A';`                      or                      `char myChar = 65;`

See what happens:

```
System.out.println(A');
```

```
System.out.println('A'+'B');
```

**//when JAVA works on ANY numbers it tends to convert everything to int**

```
System.out.println((char)('A'+'B'));
```

**//we need to tell java to change the result to char**

# Floating point number

Numbers in a format like this 0.9 2.0 3.14

float - 32 bits                      approximate range  $\{10^{-45}; 10^{38}\}$

```
float = 0.2f;
```

double - 64 bits                      approximate range  $\{10^{-342}; 10^{308}\}$

```
double = 0.2d; double = 0.2;
```

# Is floata bigger than int?

float - 32 bits

approximate range  $\{10^{-45}; 10^{38}\}$

int -38 bits

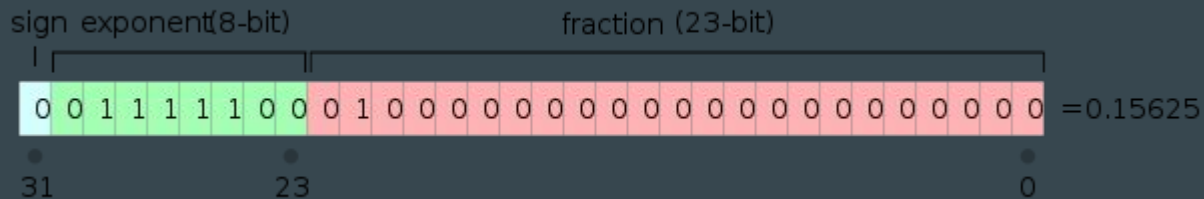
approximate range  $\{10^{20}; 10^{20}\}$

How come we can squeeze so many numbers into 32 bits?

**We cheat!** Note every number is represented we skip some **big numbers**

$10^{37}$  and  $10^{37}+4$  might be the same number to JAVA

How is float stored in a memory?



We use some mathematical **magic**

[https://en.wikipedia.org/wiki/IEEE\\_754-1985](https://en.wikipedia.org/wiki/IEEE_754-1985)



# Type casting

Sometimes we need to change the type of the variable

Java can do this automatically for us!

```
float f = 1f ;
```

```
int i =f;
```

```
int i =1;
```

```
float f = i;
```

# Type casting

```
float f = 1.0f ;
```

```
int i =f;
```

```
//incompatible types: possible lossy conversion from float to int
```

```
int i =(int)f;
```

```
// You are smart, you know that the conversion makes sense. Java trusts you
```

# Type casting

```
float f = 1.8f ;
```

```
int i =(int) f;
```

```
System.out.println(i);
```

```
*****
```

```
byte b = 130;
```

```
byte c = (byte)130;
```

```
System.out.println(c);
```

TYPE	DESCRIPTION	DEFAULT	SIZE	EXAMPLE LITERALS
boolean	true or false	false	1 bit	true, false
byte	twos complement integer	0	8 bits	(none)
char	unicode character	\u0000	16 bits	'a', '\u0041', '\101', '\w', '\v', '\n', '\beta'
short	twos complement integer	0	16 bits	(none)
int	twos complement integer	0	32 bits	-2, -1, 0, 1, 2
long	twos complement integer	0	64 bits	-2L, -1L, 0L, 1L, 2L
float	IEEE 754 floating point	0.0	32 bits	1.23e100f, -1.23e-100f, .3f, 3.14F
double	IEEE 754 floating point	0.0	64 bits	1.23456e300d, -1.23456e-300d, 1e1d

<https://docs.oracle.com/javase/tutorial/java/nutsandbolts/datatypes.html>

# Objects vs. primitive data types

1. Primitive data type - we know how much memory space we need to write it down
  - int requires 32 bits
  - char requires 8 bits
2. Objects - we don't know how much space is required.

String c = "Kot"; is an object of type String (3 chars = 3\*8 bits)

String c = "Kotek"; is an object of type String (5 chars = 5\*8 bits)

Objects also use memory space for methods (simple set of instructions )

e.g. c.toUpperCase() -> uses value of c "Kotek" and changes to "KOTEK"

# Boolean data type

ONLY TWO VALUES :

```
boolean a = false;
```

```
boolean b = true;
```

TRY:

```
System.out.println(a);
```

```
System.out.println(b+a);
```

```
System.out.println(!a);
```

```
boolean b = 0;
```

# Some fun with Booleans

(named after XIX c. logician George Boole)

You can ask your computer questions!

“Is 5 bigger than 3?”    “Is 129 divisible by 3?”    “Is 14\*15 bigger than 10\*19?”

```
public class HelloWorld{  
  
    public static void main(String []args){  
  
        float a = 5;  
  
        int b = 3;  
  
        System.out.println(5>3);  
  
    }  
  
}
```

If we have logic... then we can also have reasoning.

```
if(temperature<10){
```

```
System.out.println("Please wear a coat today.");
```

```
}
```



If we have logic... then we can also have reasoning.

```
int temperature = 6;
```

```
if(temperature<10){
```

```
System.out.println("Please wear a coat today.");
```

```
}
```

# If we have logic... then we can also have reasoning.

If a is divisible by 3 **and** b is divisible by 3 then a\*b is divisible by 6.

```
if(a%3==0 && b%2==0){
```

&& means “and”

```
System.out.println(a*b/6); }
```

|| means “or”

== means “is equal to” It has to be something different from just = cause that we used to define things! For a computer a statement of fact (==) is different from an action (=).

a = 6;



vs

a == 6;



NON INTERFERENCE  
DIRECTIVE

If it weren't for that --Spock would definitely help.

# If we have logic... then we can also have reasoning.

If **a** is divisible by 3 **and** **b** is divisible by 3 then  $a*b$  is divisible by 6.

```
if(a%3==0 && b%2==0){
```

```
System.out.println(a*b/6); }
```

WHEN IN DOUBT WRITE IT OUT IN WORDS (WORKS FOR CODE AND MATH)

“If the remainder of **a** when divided by 3 is equal to 0 **and** the remainder of **b** when divided by 2 is equal to zero, print the result of dividing a times b by 6.”

|| means “or” - try coding the following:

“If the remainder of **a** when divided by 3 is equal to 0, print “a is divisible by 3”, if the remainder of **a** when divided by 3 is equal to 1 or 2, print “a is not divisible by 3”.”

```
if(a%3==0){
```

```
System.out.println(a+“ is divisible by 3”);
```

```
}
```

```
if(a%3==1 || a%3==2){
```

```
System.out.println(a+“ is not divisible by 3”);
```

```
}
```

```
if(a%3==0){
```

```
System.out.println(a+“ is divisible by 3”);
```

```
}
```

```
else{
```

```
System.out.println(a+“ is not divisible by 3”);
```

```
}
```

# Exercises

Online editor:

Examples: <http://tpcg.io/swjfMA>

Exercises: <http://tpcg.io/Y3xmfl>

Github:

<https://github.com/bjowczarek/workshop-lesson-2>