Principles of Software Construction: Objects, Design, and Concurrency

Introduction to Java

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Administrivia

• First home was pushed to repo this morning
  – Due next Thursday at 11:59 PM
• Reading assignment coming soon
• If you have not yet turned in collaboration policy form, please turn it in after class
Outline

I. “Hello World!” explained
II. The type system
III. Quick ‘n’ dirty I/O
IV. Collections
V. Methods common to all Objects
The “simplest” Java Program

class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello world!");
    }
}

Complication 1: you must use a class even if you aren’t doing OO programming

class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello world!");
    }
}
Complication 2: main must be public

class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello world!");
    }
}
Complication 3: main must be static

class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello world!");
    }
}


Complication 4: main must return void

class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello world!");
    }
}

Complication 5: main must declare command line args even if unused

class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello world!");
    }
}
Complication 6: standard I/O requires use of static **field** of System

class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello world!");
    }
}

Execution is a bit complicated

• First you **compile** the source file
  – `javac HelloWorld.java`
  – Produces class file `HelloWorld.class`

• Then you launch the program
  – `java HelloWorld`
  – Java Virtual Machine (JVM) executes `main` method

• Managed runtime has many advantages
  – Safe, flexible, enables garbage collection
On the bright side...

• Has many good points to balance shortcomings
• Some verbosity is not a bad thing
  – Can reduce errors and increase readability
• Modern IDEs eliminate much of the pain
  – Type `psvm` instead of `public static void main`
• It may not be best language for Hello World...
  – But Java is very good for large-scale programming!
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Java type system has two parts

<table>
<thead>
<tr>
<th>Primitives</th>
<th>Object Reference Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>int, long, byte, short, char, float, double, boolean</td>
<td>Classes, interfaces, arrays, enums, annotations</td>
</tr>
<tr>
<td>No identity except their value</td>
<td>Have identity distinct from value</td>
</tr>
<tr>
<td>Immutable</td>
<td>Some mutable, some not</td>
</tr>
<tr>
<td>On stack, exist only when in use</td>
<td>On heap, garbage collected</td>
</tr>
<tr>
<td>Can’t achieve unity of expression</td>
<td>Unity of expression with generics</td>
</tr>
<tr>
<td>Dirt cheap</td>
<td>More costly</td>
</tr>
</tbody>
</table>
Programming with primitives

A lot like C!

```java
public class TrailingZeros {
    public static void main(String[] args) {
        int i = Integer.parseInt(args[0]);
        System.out.println(trailingZerosInFactorial(i));
    }

    static int trailingZerosInFactorial(int i) {
        int result = 0; // Conventional name for return value

        while (i >= 5) {
            i /= 5; // Same as i = i / 5; Remainder discarded
            result += i;
        }
        return result;
    }
}
```
Primitive type summary

- **int**: 32-bit signed integer
- **long**: 64-bit signed integer
- **byte**: 8-bit signed integer
- **short**: 16-bit signed integer
- **char**: 16-bit unsigned character
- **float**: 32-bit IEEE 754 floating point number
- **double**: 64-bit IEEE 754 floating point number
- **boolean**: Boolean value: true or false
Deficient primitive types

• byte, short - use int instead!
  – byte is broken - should have been unsigned

• float - use double instead!
  – Provides too little precision

• Only compelling use case is large arrays in resource constrained environments
The class hierarchy

• The root is Object (all non-primitives are objects)
• All classes except Object have one parent class
  – Specified with an extends clause
    class Guitar extends Instrument { ... }
  – If extends clause omitted, defaults to Object
• A class is an instance of all its superclasses
Implementation inheritance

• A class:
  – Inherits visible fields and methods from its superclasses
  – Can override methods to change their behavior

• Overriding method implementation must obey contract(s) of its superclass(es)
  – Ensures subclass can be used anywhere superclass can
  – Liskov Substitution Principle (LSP)
Interface types

• Defines a type without an implementation
• Much more flexible than class types
  – An interface can extend one or more others
  – A class can implement multiple interfaces

```java
interface Comparable {
    /**
     * Returns a negative number, 0, or a positive number as this
     * object is less than, equal to, or greater than other.
     */
    int compareTo(Comparable other);
}
```
Enum types

• Java has object-oriented enums
• In simple form, they look just like C enums:
  
  ```java
  enum Planet { MERCURY, VENUS, EARTH, MARS, JUPITER, SATURN, URANUS, NEPTUNE }
  ```

• But they have **many** advantages!
  – Compile-time type safety
  – Multiple enum types can share value names
  – Can add or reorder without breaking existing uses
  – High-quality Object methods are provided
  – Screaming fast collections (EnumSet, EnumMap)
  – Can iterate over all constants of an enum
Boxed primitives

• Immutable containers for primitive types
• Boolean, Integer, Short, Long, Character, Float, Double
• Lets you “use” primitives in contexts requiring objects
• Canonical use case is collections
• Don't use boxed primitives unless you have to!
• Language does *autoboxing* and *auto-unboxing*
  – Blurs but does not eliminate distinction
  – There be dragons!
Pop Quiz!
What does this fragment print?

```java
int[] a = new int[] { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };

int i;
int sum1 = 0;
for (i = 0; i < a.length; i++) {
    sum1 += a[i];
}

int j;
int sum2 = 0;
for (j = 0; i < a.length; j++) {
    sum2 += a[j];
}
System.out.println(sum1 - sum2);
```
Maybe not what you expect!

```java
int[] a = new int[] { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };

int i;
int sum1 = 0;
for (i = 0; i < a.length; i++) {
    sum1 += a[i];
}
int j;
int sum2 = 0;
for (j = 0; i < a.length; j++) { // Copy/paste error!
    sum2 += a[j];
}
System.out.println(sum1 - sum2);
```

You might expect it to print 0, but it prints 55
You could fix it like this...

```java
int[] a = new int[] { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };

int i;
int sum1 = 0;
for (i = 0; i < a.length; i++) {
    sum1 += a[i];
}
int j;
int sum2 = 0;
for (j = 0; j < a.length; j++) {
    sum2 += a[j];
}   
System.out.println(sum1 - sum2);  // Now prints 0, as expected
```
But this fix is far better...

```java
int sum1 = 0;
for (int i = 0; i < a.length; i++) {
    sum1 += a[i];
}
int sum2 = 0;
for (int i = 0; i < a.length; i++) {
    sum2 += a[i];
}
System.out.println(sum1 - sum2); // Prints 0
```

- Reduces scope of index variable to loop
- Shorter and less error prone
This fix is better still!

int sum1 = 0;
for (int x : a) {
    sum1 += x;
}
int sum2 = 0;
for (int x : a) {
    sum2 += x;
}
System.out.println(sum1 - sum2); // Prints 0

• Eliminates scope of index variable entirely!
• Even shorter and less error prone
Lessons from the quiz

• Minimize scope of local variables [EJ Item 45]
  – Declare variables at point of use
• Initialize variables in declaration
• Use common idioms
• Watch out for *bad smells in code*
  – Such as index variable declared outside loop
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Output

• Unformatted

    System.out.println("Hello World");
    System.out.println("Radius: " + r);
    System.out.println(r * Math.cos(theta));
    System.out.println();
    System.out.print("*");

• Formatted

    System.out.printf("%d * %d = %d%n", a, b, a * b); // Varargs
Command line input example

Echos all command line arguments

class Echo {
    public static void main(String[] args) {
        for (String arg : args) {
            System.out.print(arg + " ");
        }
    }
}

$ java Echo Woke up this morning, had them weary blues
Woke up this morning, had them weary blues
Command line input with parsing

Prints GCD of two command line arguments

class Gcd {
    public static void main(String[] args) {
        int i = Integer.parseInt(args[0]);
        int j = Integer.parseInt(args[1]);
        System.out.println(gcd(i, j));
    }
    static int gcd(int i, int j) {
        return i == 0 ? j : gcd(j % i, i);
    }
}

$ java Gcd 11322 35298
666
Scanner input

Counts the words on standard input

class Wc {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        long result = 0;
        while (sc.hasNext()) {
            sc.next(); // Swallow token
            result++;
        }
        System.out.println(result);
    }
}

$ java Wc < Wc.java
32
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Primary collection interfaces

Collection
- Set
- List
- Queue
- Deque

Map
## Primary collection implementations

<table>
<thead>
<tr>
<th>Interface</th>
<th>Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>HashSet</td>
</tr>
<tr>
<td>List</td>
<td>ArrayList</td>
</tr>
<tr>
<td>Queue</td>
<td>ArrayDeque</td>
</tr>
<tr>
<td>Deque</td>
<td>ArrayDeque</td>
</tr>
<tr>
<td>[stack]</td>
<td>ArrayDeque</td>
</tr>
<tr>
<td>Map</td>
<td>HashMap</td>
</tr>
</tbody>
</table>
Other noteworthy collection impls

<table>
<thead>
<tr>
<th>Interface</th>
<th>Implementation(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>LinkedHashSet, TreeSet, EnumSet</td>
</tr>
<tr>
<td>Queue</td>
<td>PriorityQueue</td>
</tr>
<tr>
<td>Map</td>
<td>LinkedHashMap, TreeMap, EnumMap</td>
</tr>
</tbody>
</table>
Collections usage example 1

Squeeze duplicate words out of command line

```java
public class Squeeze {
    public static void main(String[] args) {
        Set<String> s = new LinkedHashSet<>();
        for (String word : args)
            s.add(word);
        System.out.println(s);
    }
}
```

$ java Squeeze I came I saw I conquered
[I, came, saw, conquered]
Collections usage example 2

Print unique words in lexicographic order

```java
public class Lexicon {
    public static void main(String[] args) {
        Set<String> s = new TreeSet<>();
        for (String word : args)
            s.add(word);
        System.out.println(s);
    }
}
```

$ java Lexicon I came I saw I conquered
[I, came, conquered, saw]
Collections usage example 3

Print index of first occurrence of each word

class Index {
    public static void main(String[] args) {
        Map<String, Integer> index = new TreeMap<>();

        // Iterate backwards so first occurrence wins
        for (int i = args.length - 1; i >= 0; i--) {
            index.put(args[i], i);
        }

        System.out.println(index);
    }
}

$ java java Index if it is to be it is up to me to do it
{be=4, do=11, if=0, is=2, it=1, me=9, to=3, up=7}
More information on collections

• For *much* more information on collections, see the annotated outline:
  
  https://docs.oracle.com/javase/8/docs/technotes /guides/collections/reference.html

• For more info on *any* library class, see javadoc
  – Search web for `<fully qualified class name>` 8
  – e.g., `java.util.Scanner` 8
What about arrays?

- Arrays aren't really a part of the collections framework
- But there is an adapter: `Arrays.asList`
- Arrays and collections don't mix
  - Arrays are covariant and reified
  - Generics are nonvariant and erased
- If you try to mix them and get compiler warnings, take them seriously
- Generally speaking, prefer collections to arrays
- See *Effective Java* Item 25 for details
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Methods common to all objects

• How do collections know how to test objects for equality?
• How do they know how to hash and print them?
• The relevant methods are all present on Object
  – equals - returns true if the two objects are “equal”
  – hashCode - returns an int that must be equal for equal objects, and is likely to differ on unequal objects
  – toString - returns a printable string representation
Object implementations

• Provide identity semantics
  – equals(Object o) - returns true if o refers to this object
  – hashCode() - returns a near-random int that never changes over the object lifetime
  – toString() - returns a nasty looking string consisting of the type and hash code
    • For example: java.lang.Object@659e0b5d
Overriding Object implementations

• No need to override equals and hashCode if you want identity semantics
  – When in doubt, don't override them
  – It's easy to get it wrong

• Nearly always override toString
  – println invokes it automatically
  – Why settle for ugly?
Overriding toString

Overriding toString is easy and beneficial

```java
final class PhoneNumber {
    private final short areaCode;
    private final short prefix;
    private final short lineNumber;
    ...
    @Override public String toString() {
        return String.format("(%03d) %03d-%04d",
            areaCode, prefix, lineNumber);
    }
}
```

Number jenny = ...;
System.out.println(jenny);
Prints: (707) 867-5309
Overriding equals

- Overriding equals is tricky – here’s the contract

The equals method implements an **equivalence relation**. It is:

- **Reflexive**: For any non-null reference value x, x.equals(x) must return true.
- **Symmetric**: For any non-null reference values x and y, x.equals(y) must return true if and only if y.equals(x) returns true.
- **Transitive**: For any non-null reference values x, y, z, if x.equals(y) returns true and y.equals(z) returns true, then x.equals(z) must return true.
- **Consistent**: For any non-null reference values x and y, multiple invocations of x.equals(y) consistently return true or consistently return false, provided no information used in equals comparisons on the objects is modified.
- For any non-null reference value x, x.equals(null) must return false.
Overriding `hashCode`

- **Overriding `hashCode` also tricky – here’s contract**

  Whenever it is invoked on the same object more than once during an execution of an application, the `hashCode` method must consistently return the same integer, provided no information used in `equals` comparisons on the object is modified. This integer need not remain consistent from one execution of an application to another execution of the same application.
  - If two objects are equal according to the `equals(Object)` method, then calling the `hashCode` method on each of the two objects must produce the same integer result.
  - It is not required that if two objects are unequal according to the `equals(Object)` method, then calling the `hashCode` method on each of the two objects must produce distinct integer results. However, the programmer should be aware that producing distinct integer results for unequal objects may improve the performance of hash tables.
Why the contracts matter

• **No class is an island**
  
  • If you put an object with a broken equals or hashCode into a collection, the collection breaks!
  
  • Arbitrary behavior may result!
    – System may generate incorrect results or crash

• To build a new *value type*, you **must** override equals and hashCode
  
  – Next lecture we'll show you how
Summary

• Java is well suited to large programs; small ones may seem a bit verbose
• Bipartite type system – primitives & object refs
  – Single implementation inheritance
  – Multiple interface inheritance
• A few simple I/O techniques will get you started
• Collections framework is powerful & easy to use