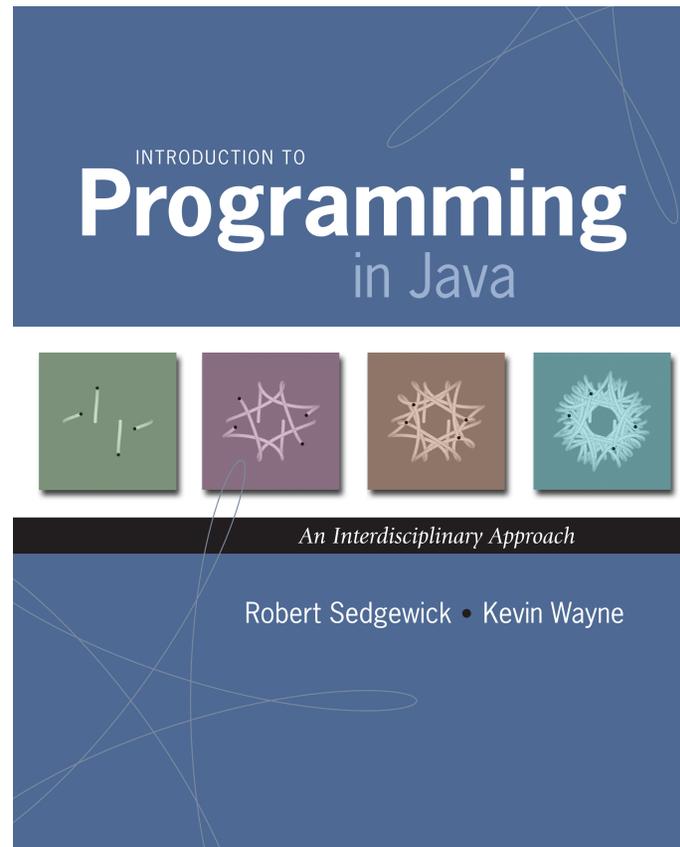


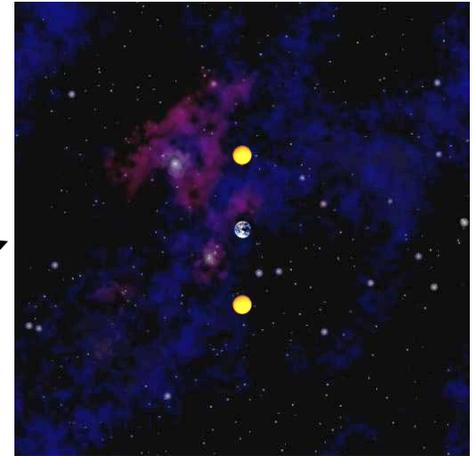
1.1 Your First Program



Why Programming?

Why programming? Need to tell computer what to do.

"Please simulate the motion of N heavenly bodies, subject to Newton's laws of motion and gravity."



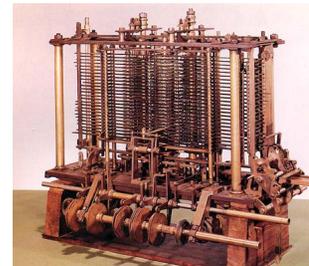
Prepackaged software solutions. Great, they do exactly what you want.



Programming. Enables you to make a computer do **anything** you want.



Ada Lovelace



Analytic Engine

well, almost anything
[stay tuned]

Languages

Machine languages. Tedious and error-prone.

Natural languages. Ambiguous and hard for computer to parse.

Kids Make Nutritious Snacks.

Red Tape Holds Up New Bridge.

Police Squad Helps Dog Bite Victim.

Local High School Dropouts Cut in Half.

[real newspaper headlines, compiled by Rich Pattis]

High-level programming languages. Acceptable tradeoff.

“Instead of imagining that our main task is to instruct a computer what to do, let us concentrate rather on explaining to human beings what we want a computer to do.” – Donald Knuth



Why Program?

Why program?

- A natural, satisfying and creative experience.
- Enables accomplishments not otherwise possible.
- Opens new world of intellectual endeavor.

First challenge. Learn a programming language.

Next question. Which one?



Naive ideal. A single programming language.

Our Choice: Java

Java features.

- Widely used.
- Widely available.
- Embraces full set of modern abstractions.
- Variety of automatic checks for mistakes in programs.

Java economy.

- Mars rover.
- Cell phones.
- Blu-ray Disc.
- Web servers.
- Medical devices.
- Supercomputing.
- ...

\$100 billion,
5 million developers



James Gosling
<http://java.net/jag>

Why Java?

Java features.

- Widely used.
- Widely available.
- Embraces full set of modern abstractions.
- Variety of automatic checks for mistakes in programs.

Facts of life.

- No perfect language.
- We need to choose **some** language.

“ There are only two kinds of programming languages: those people always [gripe] about and those nobody uses.”

– Bjarne Stroustrup



Our approach.

- Minimal subset of Java.
- Develop general programming skills that are applicable to many languages.

It's not about the language!

A Rich Subset of the Java Language

Built-In Types	
<code>int</code>	<code>double</code>
<code>long</code>	<code>String</code>
<code>char</code>	<code>boolean</code>

System
<code>System.out.println()</code>
<code>System.out.print()</code>
<code>System.out.printf()</code>

Math Library	
<code>Math.sin()</code>	<code>Math.cos()</code>
<code>Math.log()</code>	<code>Math.exp()</code>
<code>Math.sqrt()</code>	<code>Math.pow()</code>
<code>Math.min()</code>	<code>Math.max()</code>
<code>Math.abs()</code>	<code>Math.PI</code>

Flow Control	
<code>if</code>	<code>else</code>
<code>for</code>	<code>while</code>

Parsing
<code>Integer.parseInt()</code>
<code>Double.parseDouble()</code>

Primitive Numeric Types		
<code>+</code>	<code>-</code>	<code>*</code>
<code>/</code>	<code>%</code>	<code>++</code>
<code>--</code>	<code>></code>	<code><</code>
<code><=</code>	<code>>=</code>	<code>==</code>
<code>!=</code>		

Boolean	
<code>true</code>	<code>false</code>
<code> </code>	<code>&&</code>
<code>!</code>	

Punctuation	
<code>{</code>	<code>}</code>
<code>(</code>	<code>)</code>
<code>,</code>	<code>;</code>

Assignment
<code>=</code>

String	
<code>+</code>	<code>""</code>
<code>length()</code>	<code>compareTo()</code>
<code>charAt()</code>	<code>matches()</code>

Arrays
<code>a[i]</code>
<code>new</code>
<code>a.length</code>

Objects	
<code>class</code>	<code>static</code>
<code>public</code>	<code>private</code>
<code>final</code>	<code>toString()</code>
<code>new</code>	<code>main()</code>

Hello, World



Programming in Java

Programming in Java.

- **Create** the program by typing it into a text editor, and save it as HelloWorld.java.

```
/*  
 * Prints "Hello, World"  
 * Everyone's first Java program.  
 */  
  
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello, World");  
    }  
}
```

HelloWorld.java

Programming in Java

Programming in Java.

- Create the program by typing it into a text editor, and save it as `HelloWorld.java`.
- **Compile** it by typing at the command-line:
`javac HelloWorld.java`.

command-line



```
% javac HelloWorld.java
```

(or click the Compile button in DrJava)

- This creates a Java bytecode file named: `HelloWorld.class`.

Programming in Java

Programming in Java.

- Create the program by typing it into a text editor, and save it as `HelloWorld.java`.
- Compile it by typing at the command-line:
`javac HelloWorld.java.`
- **Execute** it by typing at the command-line:
`java HelloWorld.`

command-line →

```
% javac HelloWorld.java  
  
% java HelloWorld  
Hello, World
```

Dr. Java



<http://drjava.org>

Dr. Java

The screenshot shows the Dr. Java IDE interface. The main window displays the source code for `UseArgument.java`. The code includes a multi-line comment with instructions for compilation and execution, and a `public class UseArgument` with a `main` method. The `Compile` button in the menu bar is highlighted with a red box, and a red arrow points to it with the word "compile" written in red. The console output shows "javac 1.5.0 compiler ready." The status bar at the bottom indicates the file path and the time 23:0.

```
File: /Volumes/WAYNE/java/UseArgument.java
New Open Save Close Cut Copy Paste Undo Redo Find Compile Reset Run Test Javadoc
UseArgument.java
1/*****
2 * Compilation: javac UseArgument.java
3 * Execution: java UseArgument yourname
4 *
5 * Prints "Hi, Bob. How are you?" where "Bob" is replaced by
6 * the command-line argument.
7 *
8 * % java UseArgument Bob
9 * Hi, Bob. How are you?
10 *
11 * % java UseArgument Alice
12 * Hi, Alice. How are you?
13 *
14 *****/
15
16public class UseArgument {
17    public static void main(String[] args) {
18        System.out.print("Hi, ");
19        System.out.print(args[0]);
20        System.out.println(". How are you?");
21    }
22}
```

Interactions Console **Compiler Output**

```
javac 1.5.0 compiler ready.
```

Compiler
javac 1.5.0

Highlight source

/Volumes/WAYNE/java/UseArgument.java 23:0

Dr. Java

The screenshot displays the Dr. Java IDE interface. The top window shows the source code for `UseArgument.java`. The code includes a multi-line comment with compilation and execution instructions, and a `main` method that prints the first command-line argument.

```
1/*****
2 * Compilation: javac UseArgument.java
3 * Execution: java UseArgument yourname
4 *
5 * Prints "Hi, Bob. How are you?" where "Bob" is replaced by
6 * the command-line argument.
7 *
8 * % java UseArgument Bob
9 * Hi, Bob. How are you?
10 *
11 * % java UseArgument Alice
12 * Hi, Alice. How are you?
13 *
14 *****/
15
16public class UseArgument {
17    public static void main(String[] args) {
18        System.out.print("Hi, ");
19        System.out.print(args[0]);
20        System.out.println(". How are you?");
21    }
22}
```

The bottom window shows the console output. The first two lines of the output are highlighted in pink, and red arrows point to the words "Kevin" and "Bob" in these lines, with a label "command-line argument".

```
Interactions Console Compiler Output
Welcome to DrJava. Working directory is /Volumes/WAYNE/java
> java UseArgument Kevin
Hi, Kevin. How are you?
> java UseArgument Bob
Hi, Bob. How are you?
> |
```

command-line argument

/Volumes/WAYNE/java/UseArgument.java 23:0