Computer Science II

Professor Tom Ellman
Lecture 1
Goals of this Course

• Examines object-oriented programming, data structures and algorithms.
• By writing and analyzing computer programs.
• In Java, an object-oriented programming language.
Prerequisite

• Computer Science I (CMPU-101).

• Otherwise talk to Prof. Ellman to see if this is the right course for you.
Class Wiki
https://www.cs.vassar.edu/courses/cs102-201401-51/top

• Overview of the course.
• Schedule of lecture topics.
• Lab and homework assignments.
• Links to on-line textbooks.
• Summary of grading policy.
• Professor Ellman’s lecture notes.
Contacting Professor Ellman

• Just Google “Tom Ellman”.
• Office: 117 OLB
• Phone: 437-5991
• Email: thellman@vassar.edu
Office Hours

• Mondays: 12pm to 1pm.
• Tuesdays: 12pm to 1pm.
• Wednesdays: 12pm to 1pm.
• Thursdays: 12pm to 1pm.
Reading

• Oracle, The Java Tutorial (http://docs.oracle.com/javase/tutorial/).


Labs

• One lab each week.

• Fridays: 1:30pm-2:45pm.

• OLB 105.
Homework

• One programming assignment each week.
• Absolutely essential for learning the course material.
• Try not to fall behind, since it can be difficult to catch up.
Grading

- Participation: 10%
- Labs: 10%
- Assignments: 30%
- Midterm Exam: 20%
- Final Exam: 30%
Deadlines and Lateness

• Assignments are due at the start of class on the date specified.

• Late assignments will be accepted with 10% penalty, but only until the start of the next class.
Examinations

• Open book and open notes.

• Cumulative, from start of the semester.

• Exam dates shown on the class web page.
Academic Integrity

• You may discuss general ideas with classmates.
• You must do each programming assignment entirely by yourself.
• You may not discuss or share programs with other students.
• Vassar regulations require the professor to report suspected violations of academic integrity to the Dean of Studies.
• Read the “Originality and Attribution” pamphlet.
Java

• Why was Java invented?
  – To make programs portable via the internet.
• Why do we use Java?
  – It has all the main ingredients of object-oriented programming.
  – With a minimum of troublesome details.
Object-Oriented Programming

- Classes and Instances.
- Messages and Methods.
- Data Encapsulation.
- Inheritance.
- Polymorphism.
- Collections.
- Threads.
- Event Driven Programming.
Classes and Instances

• A class describes a variety of objects.
  – Specifies properties of all objects in the class.
  – Indicates ways in which objects in the class may differ from each other.

• An instance is an individual object.
  – Sharing the common properties of the class.
  – Manifesting properties that distinguish it from other objects in the class.
Skin Color: __Brown__
Shirt Color: __________
Pants Color: __________
Shoe Size: __________
Shoe Color: __Black__
Java Development Process

PaperDoll.java

Java Compiler

PaperDoll.class

Java Virtual Machine

Computer

Input → Output
Java Development Process

• Programmer prepares Java source code.
• Programmer stores source code in file “PaperDoll.java”.
• Compiler translates source code into Java byte code.
• Compiler stores byte code in file “PaperDoll.class”.
• Compiled code runs on the Java Virtual Machine.
Java Development Process

- PaperDoll.java
- Helper1.java
- HelperN.java

Java Compiler

PaperDoll.jar

Input → Java Virtual Machine → Output

Computer
Java Development Process

• Programmer prepares Java source code.
• Programmer stores source code in files: “PaperDoll.java”, “Helper1.java” … “HelperN.java”.
• Compiler translates source code into Java byte code.
• Compiler stores byte code in file “PaperDoll.jar”.
• Compiled code runs on the Java Virtual Machine.
NetBeans

• Integrated Java Development Environment.
• Editor, Compiler, Debugger, and more.
• Free version available for Windows, Mac and Linux.
• See link to download site on our class web page.
• Be sure you have latest Java JRE and JDK.
package helloworld;

/**
 * The HelloWorld class implements an application that
 * simply displays "Hello World!" to the standard output.
 */

public class HelloWorld
{
    public static void main(String[] args)
    {
        // Print out a greeting message.
        System.out.println("Hello World!");
    }
}
package helloworld;
/**
 * The HelloWorld class implements an application that
 * simply displays "Hello World!" to the standard output.
 */
public class HelloWorld {
  public static void main(String[] args) {
    // Print out a greeting message.
    System.out.println("Hello World");
  }
}
Java Application Programs

- A file called “PaperDoll.java” holds a definition of a class called “PaperDoll”.
- The PaperDoll class has a method called “main” that is declared exactly as follows:

  ```java
  public static void main(String[] args) { ... }
  ```

- When the user runs the program PaperDoll.class, Java invokes the main method of the PaperDoll class.
ACM Student Package

• Library of Java classes that simplify input, output and interaction with users.

• Intended for use by students learning Java programming.

• Available on class wiki.
package easyinteraction;
import acm.program.*;

public class EasyInteraction extends ConsoleProgram {

    public void run() {
        println("Welcome to CMPU102: Topics in Computer Science");
        String firstName = readLine("Please enter your first name: ");
        String lastName = readLine("Please enter your last name: ");
        println("Hello, " + firstName + " " + lastName + "." );
        println("It's a pleasure to have you with us!");
    }

    public static void main(String[] args) {
        new EasyInteraction().start(args);
    }
}

The `main` method creates a new instance of `EasyInteraction` and invokes its `start` method. The `start` method calls the `run` method, which does all the real work.
package easyinteraction;
import acm.program.*;

public class EasyInteraction extends ConsoleProgram {
    public void run() {
        println("Welcome to CMPU102: Topics in Computer Science");
        String firstName = readLine("Please enter your first name: ");
        String lastName = readLine("Please enter your last name: ");
        println("Hello, " + firstName + " " + lastName + ".");
        println("It's a pleasure to have you with us!");
    }
    public static void main(String[] args) {
        new EasyInteraction().start(args);
    }
}

Make the ACM student package available to this program.

Give this program the capability of reading from and writing to a console window.

Display a string in the console window.

Read strings from the console and store in variables.

Concatenate strings and display in console window.
Program Interaction

Welcome to CMPU102: Topics in Computer Science
Please enter your first name: Matthew
Please enter your last name: Vassar
Hello, Matthew Vassar.
It's a pleasure to have you with us!
package easydialog;
import acm.program.*;

public class EasyDialog extends DialogProgram {
    static final int currentYear = 2012;

    public void run() {
        String name = readLine("What is your name?");
        int age = readInt("How old are you?");
        int birthYear = currentYear - age;
        int altYear = birthYear - 1;
        print("Well, " + name + ", you were born in " + birthYear);
        println(" or else you were born in " + altYear + ");
    }

    public static void main(String[] args) {
        new EasyDialog().start(args);
    }
}
Program Interaction

Input

What is your name?
Matthew Vassar

Input

How old are you?
215

Message

Well, Matthew Vassar, you were born in 1792 or else you were born in 1791.
Give this program the capability of writing to a graphics window.

Construct and display the base of the house.

Construct and display the left side of the roof.

Construct and display the left side of the roof.
(x, y) Coordinate System
package multidrawing;

import acm.program.*;
import acm.graphics.*;
import java.awt.*;

class RedHouse extends GraphicsProgram {  // ... See next slide ...
}

class BlueHouse extends GraphicsProgram {  // ... See next slide ...
}

public class MultiDrawing {
    public static void main(String[] args) {
        new RedHouse().start(args);
        new BlueHouse().start(args);
    }
}

Construct and start two programs:
- RedHouse GraphicsProgram
- BlueHouse GraphicsProgram
class RedHouse extends GraphicsProgram {
    public void run() {
        GRect base = new GRect(250, 200, 250, 200);
        base.setFilled(true);
        base.setColor(Color.RED);
        add(base);
        GPolygon roof = new GPolygon();
        roof.addVertex(250, 200);
        roof.addVertex(375, 100);
        roof.addVertex(500, 200);
        roof.setFilled(true);
        roof.setColor(Color.BLACK);
        add(roof);
        GLabel label = new GLabel("Red House", 250, 450);
        add(label);
    }
}
class BlueHouse extends GraphicsProgram {
    public void run() {
        GRect base = new GRect(250, 200, 250, 200);
        base.setFilled(true);
        base.setColor(Color.BLUE);
        add(base);
        GPolygon roof = new GPolygon();
        roof.addVertex(250, 200);
        roof.addVertex(375, 100);
        roof.addVertex(500, 200);
        roof.setFilled(true);
        roof.setColor(Color.BLACK);
        add(roof);
        GLabel label = new GLabel("Blue House", 250, 450);
        add(label);
    }
}
Both the RedHouse and the BlueHouse objects run at the same time. Two windows appear on the screen.