The Building Blocks

- Classes:
  - Classes have variables and methods.
  - No global variables, nor global functions.
  - All methods are defined inside classes (except native methods)
- Java class library, over 1,800 classes:
  - GUI, graphics, image, audio
  - I/O
  - Networking
  - Utilities: set, list, hash table

Organization of Java Programs

Java provides mechanisms to organize large-scale programs in a logical and maintainable fashion.

- Class --- highly cohesive functionalities
- File --- one class or more closely related classes
- Package --- a collection of related classes or packages

The Java class library is organized into a number of packages:

- `java.awt` --- GUI
- `java.io` --- I/O
- `java.util` --- utilities
- `java.applet` --- applet
- `java.net` --- networking

A Simple Applet --- Digital Clock

```
import java.awt.*;
import java.util.Calendar;

public class DigitalClock{
    extends java.applet.Applet
    implements Runnable {
        <Fields>
        <Methods>
    }

    The import clause is not necessary to use the library. It is only a convenience.
    An applet must be a subclass of java.applet.Applet.
```

The Applet Methods

- `public void init(){...}`
  invoked when the applet is loaded initially
- `public void start(){...}`
  invoked when entering the web page that contains the applet
- `public void stop(){...}`
  invoked when leaving the web page that contains the applet
- `public void run(){...}`
  run the applet, i.e., the main driver of the applet
- `public void paint(Graphics g){...}`
  paint the picture
The Life-Cycle of An Applet

Fields and Initialization

```java
protected Thread clockThread = null;
protected Font   font =     new Font("Monospaced", Font.BOLD, 48);
protected Color  color = Color.green;
```

By default all class fields are automatically initialized to their default values, usually 0 or null.

The start() and stop() Methods

```java
public void start() {    if (clockThread == null) {        clockThread = new Thread(this);        clockThread.start();    }
}
public void stop() {    clockThread = null;
}
```

Start and stop the thread.
Stopped threads will not consume CPU time.

The run() Method

```java
public void run() {
    while (Thread.currentThread() == clockThread) {
        repaint();
        try {
            Thread.currentThread().sleep(1000);
        } catch (InterruptedException e){}    
    }
}
```

In each iteration, repaint() is invoked, then sleep 1 second.
Sleep() must be invoked inside the try block.
The paint() Method

```java
public void paint(Graphics g) {
    Calendar calendar = Calendar.getInstance();
    int hour = calendar.get(Calendar.HOUR_OF_DAY);
    int minute = calendar.get(Calendar.MINUTE);
    int second = calendar.get(Calendar.SECOND);
    g.setFont(font);
    g.setColor(color);
    g.drawString(hour + 
        "::" + minute / 10 + minute % 10 + 
        
        "::" + second / 10 + second % 10,
        10, 60);
}
```

Who Calls run() And paint()?

- clockThread.start() calls
  DigitalClock.run()
- DigitalClock.repaint() calls
  DigitalClock.paint()
- The paint() method is usually not called directly.

Drawing Strings

```java
g.drawString("A Sample String", x, y)
```

HTML Source

```html
<!--DigitalClockDemo.html-->
<html>
<head>
    <title>Digital Clock Applet</title>
</head>
<body bgcolor=white>
<h1>The Digital Clock Applet</h1>

<applet code=DigitalClock.class width=250 height=80>
</applet>
<p><hr></p>
<a href=DigitalClock.java>The source</a>
</body>
</html>
```
The Blinking Text Applet

import java.awt.*;
import java.util.StringTokenizer;

public class Blink
    extends java.applet.Applet
    implements Runnable {
    // variables
    public void init() { ... }
    public void paint(Graphics g) { ... }
    public void start() { ... }
    public void stop() { ... }
    public void run() { ... }
}

Variables and Initialization

Thread blinkThread;
String blinkingtext;
Font font;
int speed;

public void init() {
    font = new Font("Serif", Font.PLAIN, 24);
    speed = 400;
    blinkingtext = "This is a simple blinking" + "text applet for demonstration in SE 450";
}

Blinking Text --- paint() Method

public void paint(Graphics g) {
    int x = 0, y = font.getSize(), space;
    int red = (int)(Math.random() * 50);
    int green = (int)(Math.random() * 50);
    int blue = (int)(Math.random() * 256);
    Dimension d = getSize();
    g.setFont(font);
    FontMetrics fm = g.getFontMetrics();
    space = fm.stringWidth(" ");

    Math.random() generates floating-point random numbers in [0.0, 1.0]

    for (StringTokenizer t =
         new StringTokenizer(blinkingtext);
         t.hasMoreTokens(); ) {
        String word = t.nextToken();
        int w = fm.stringWidth(word) + space;
        if (x + w > d.width) {
            x = 0;
            y += font.getSize();
        }

    StringTokenizer breaks the blinkingtext into words, i.e., tokens.

Blinking Text --- paint() Method (cont'd)

```java
if (Math.random() < 0.5) {
    g.setColor(new java.awt.Color(        (red + y * 30) % 256,
        (green + x / 3) % 256,
        blue));
} else {
    g.setColor(getBackground());
} 
g.drawString(word, x, y);
x += w;
```

Drawing some of the words in the background color and the other words in random color.

The `java.awt.Color` Class

- Instances of the `Color` class represent colors.
  ```java
  new Color(r, g, b)
  ```
  where `r`, `g`, `b` are the values of the red, green, and blue components, respectively. They are in the range of 0 to 255.
- Some common colors are predefined as constants.
  ```java
  black  gray  orange  yellow
  blue   green pink
  cyan   lightGray red
  darkGray magenta white
  ```

The `java.awt.Font` Class

- Fonts are specified with three attributes:
  - font name:
    - Serif, Sans-serif, Monospaced, Dialog, DialogInput, Times, Roman, Helvetica, Courier, Dialog
  - font style:
    - PLAIN, BOLD, ITALIC
  - font size: a positive integer
- A font can be created as follows:
  ```java
  new Font(name, style, size)
  ```

Java Data Types

- Primitive Types:
  ```java
  boolean   true and false
  char      16-bit Unicode
  byte      8-bit integer
  short/int/long 16/32/64-bit integer
  float/double 32/64-bit floating-point (IEEE-754)
  ```
- Reference Types: objects and arrays
  - Every class is a subclass of Object.
  - null --- a special value, null reference
- Java expressions and control flows are very similar to those of C/C++. 
Reference Type and Garbage Collection

Java Character Type
- Internationalization
- 16-bit Unicode 1.1.5 character.
- ASCII is a subset of Unicode --- ISO-8859 (Latin-1)
- Escape sequence:
  - \uhhhh: hex-decimal code, e.g. \u000A
  - \ddd: octal code, e.g. \040
  - \n, \t, \b, \r, \f, \", \".
- Java programs are also in Unicode.
- Unicode standard: http://www.unicode.org

Java Arrays
- Arrays are first-class objects.
- Arrays are always bound-checked.
- Array index starts from 0.

```
int[] ia = new int[3];
int ia[] = new int[3];
int[] ia = { 1, 2, 3};
float[][] mat = new float[4][4];
for (int y = 0; y < mat.length; y++) {
    for (int x = 0; x < mat[y].length; x++)
        mat[y][x] = 0.0;
}
```

Java String
- Strings are first-class objects.
- Strings are not arrays of char's.
- String index starts from 0.
- String constant "AStringconstant"
- String concatenation s1+s2 and s1+=s2
- s.length() the length of a string s.
- s.charAt(i) character at position i.
Class Declaration

```
[ClassModifiers] class ClassName
    [extends SuperClass]
    [implements Interface1, Interface2 ...] {
        ClassMemberDeclarations
    }
```

Class Modifiers

- public
  - Accessible everywhere. One public class allowed per file. The file must be named `ClassName.java`
- private
  - Only accessible within a file
- <empty>
  - Accessible within the current class package.
- abstract
  - A class that contains abstract methods
- final
  - No subclasses

Method And Field Declaration

```
[MethodModifiers] Type Name ( [ParameterList] ) { 
    Statements
}
```

```
[FieldModifiers] Type FieldName1 [= Initializer1] ,  
    FieldName2 [= Initializer2] ...;
```

Method and Field Modifiers

- For both methods and fields
  - public
  - protected
  - private
  - static
  - final
- For methods only
  - abstract
  - synchronized
  - native
- For fields only
  - volatile
  - transient
### Accessibility of Class Members

<table>
<thead>
<tr>
<th></th>
<th>public</th>
<th>protected</th>
<th>package</th>
<th>private</th>
</tr>
</thead>
<tbody>
<tr>
<td>The class itself</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Classes in the</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>same package</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Subclasses in a</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>different package</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Non-subclasses in a</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>different package</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Class Declaration Example

```java
public class Point {
    public int x, y;

    public void move(int dx, int dy) {
        x += dx; y += dy;
    }
}

Point point1; // Point not created
Point point2 = new Point();
point1 = point2;
point1 = null;

x and y are initialized to their default initial values.
```

### Explicit Initializer

```java
public class Point {
    public int x, y = 0;

    public void move(int dx, int dy) {
        x += dx; y += dy;
    }
}

Point point1 = new Point(); // (0,0)
```

### Constructors

```java
public class Point {
    public int x, y;

    public Point() { // no-arg
        x = 0; y = 0;
    }

    public Point(int x0, int y0) {
        x = x0; y = y0;
    }
}

Point point1 = new Point(); // no-arg
Point point2 = new Point(20, 20);
```

- Constructors are invoked after default initial values are assigned.
- No-arg constructor is provided as a default when no other constructors are provided.
Variable, Object, Class, Type

Variables have types, objects have classes.
- A variable is a storage location and has an associated type.
- An object is an instance of a class or an array.
- The type of a variable is determined at compilation time.
- The class of an object is determined at run time.
- A variable in Java can be of:
  - primitive type --- hold exact value
  - reference type --- hold pointers to objects
  - null reference: an invalid object
  - object reference: an object whose class is assignment compatible with the type of the variable.

Object Reference: this

You can use this inside a method,
- It refers to the current object on which the method is invoked.
- It's commonly used to pass the object itself as a parameter
  ```java
  aList.insert(this);
  ```
- It can also be used to access hidden variables:
  ```java
  public class Point {
      public int x, y;
      public Point(int x, int y) {
          this.x = x; this.y = y;
      }
  }
  ```

Static Variables

*Static variable or fields:* one per class, rather than one per object.
- Static variables are also known as class variables.
- Non-static variables are also known as instance variables.

```java
class IDCard {
    public long id;
    protected static long nextID = 0;

    public IDCard() {
        id = nextID++;
    }
}
```

Static Methods

A static method
- can only access static variables and invoke other static methods;
- can not use this reference.

```java
class IDCard {
    public long id;
    protected static long nextID = 0;
    ...
    public static void skipID() {
        nextID++;
    }
}
```
**Invoking Methods**

- Non-static methods must be invoked through an object reference:
  
  `object_reference.method(parameters)`

- Static methods can be invoked through an object reference or the class name:
  
  `class_name.method(parameters)`

So, you can do either of the following:

```java
IDCard.skipID(); // the preferred way
IDCard mycard = new IDCard();
mycard.skipID();
```

---

**final Variables**

Final variables are *named constants*.

```java
class CircleStuff {
    static final double pi = 3.1416;
}
```

Final variables are also static.

---

**The `toString()` Method**

The `toString()` method converts objects to strings.

```java
public class Point {
    public int x, y;
    ...
    String toString() {
        return "(" + x + "," + y + ")";
    }
}
```

Then, you can do

```java
Point p = new Point(10,20);
System.out.println("A point at " + p);
// Output: A point at (10,20)
```