

Programming Fundamentals 2

Pierre Talbot

16 February 2021

University of Luxembourg



Chapter 1. Basics of Java Syntax

Syntax vs Semantics

- The **syntax** of a programming language defines the set of symbols allowed in the program, and its structure.
- The **semantics** of a programming language gives meaning to the sentences.

Examples

- Syntactically incorrect: “The eert is high” (unknown symbol “eert”).
- Syntactically incorrect: “The tree is is high” (bad structure: repetition of “is”).
- Syntactically correct but semantically incorrect: “The tree is reading a glass of water”.

Syntax vs Semantics

It is similar with computer programs.

Examples

- Syntactically incorrect: `tni i = 1;` (unknown symbol “tni”).
- Syntactically incorrect: `int i 1` (missing equality symbol).
- Syntactically correct but semantically incorrect: `int i = "a";` (expected type `int`, got `String`).
- Syntactically correct but semantically incorrect: `int i = 1; int i = 2;` (`i` redeclared).

The differences will be made precise in the class Programming Languages (BAINFOR-53).

A language is a mix of various syntactic components such as:

- Statements
- Expressions
- Types
- Literals

When learning a language, we often look at examples, but this is not a formal nor complete specification of a language.

Therefore, we need a formalism to describe syntax: [context-free grammar](#).

The syntax and informal semantics of Java is described in the *Java SE specification*:

<https://docs.oracle.com/javase/specs/jls/se15/html/index.html>

Statements (§14)

A **statement** is a construct that produces side-effect (e.g., it modifies the value of a variable, prints on the screen, ...).

```
Statement:
  Block
  LocalVariableDeclarationStatement  int x = 1;
                                     Integer o = new Integer(3);
  Assignment                          x = 3;
  IfThenStatement
  IfThenElseStatement
  WhileStatement
  ForStatement
  ClassDeclaration

Block:
  { [Statement] }                    int x = 1; x = x + 1;

IfThenStatement:
  if ( Expression ) Statement        if(x < 4) x = 2;

IfThenElseStatement:
  if ( Expression ) Statement else Statement

WhileStatement:
  while ( Expression ) Statement

ForStatement:
  for ( [ForInit] ; [Expression] ; [ForUpdate] ) Statement  for(int i = 0; i < n; i++) {
                                                                System.out.println(i);
                                                                }

ClassDeclaration:
  {ClassModifier} class TypeIdentifier [TypeParameters] [Superclass] [Superinterfaces] ClassBody
                                     public class Rectangle {
                                       private int width;
                                       private int height;
                                       ...
                                     }
}
```

Dangling else problem

Unlike Python, indentation is not mandatory in Java (that being said, you should indent as in Python).

This can lead to some problems with if-else statements (in C and C++ as well):

```
if (x > 0)
    if (y < 0)
        y = 2;
else
    x = 1;
```

The last else statement actually belong to the innermost if, here if(y < 0).

To avoid ambiguity, always use curly braces:

```
if (x > 0) {
    if (y < 0) {
        y = 2;
    }
}
else {
    x = 1;
}
```

Expression (§15)

An **expression** is a code that evaluates to a value.

- Variable name: `i`, `x`, `average`.
- Array access: `arr[i]`, `matrix[i][j]`.
- Arithmetic expression: `7 + 8`, `x / 8 + 2 * 4`.
- Function call: `fibonacci(8)`.
- ...

Basically, if you can write `x = E;`, then `E` is an expression.

We will complete this list as we progress.

Types (§4)

Java is a **statically typed language**: a variable *x* has an *explicit* and *single* type during the execution of the program.

Type:

PrimitiveType

ReferenceType

PrimitiveType:

(one of)

boolean float double byte short int long char

ReferenceType:

(see §4.3)

`String`, `java.util.Scanner`, `ArrayList<Integer>`

Arrays (§10)

1D array:

```
int n = 10;
int[] grades = new int[n]; // Create an array of size 'n', all elements are
// ... Populate the array with grades (not shown)
int sum = 0;
// grades.length is an attribute of array giving the size of the array (here equals
// to 'n').
for(int i = 0; i < grades.length; ++i) {
    sum += grades[i];
}
System.out.println("The average of the student is "
    + (sum / grades.length));
```

2D array:

```
int n = 10;
int m = 29;
int[][] matrix = new int[n][m]; // Create a 2D array of size 'n * m', all
// elements are initialized to 0.
matrix[2][0] = 10; // Initialize the elements at coordinate (2,0) to 10.
```

Literals (§3.10)

Literals are the possible ground values in the language:

Literal:

IntegerLiteral	2, 0, -1
FloatingPointLiteral	1.1, 1.1f, 2., 2.9e-3
BooleanLiteral	true, false
CharacterLiteral	'a' '\u0370'
StringLiteral	"hello"
TextBlock	""" a very long multi-line string"""
NullLiteral	null

The set of literals is different according to the language, e.g., in Python you have a literal for complex number (3.14j).

Unicode is a standard to represent characters in a unified way.

▶ www.youtube.com/watch?v=-n2n1PHEMG8

- Characters from more than 200 languages, but also emojis, are represented by a unique *code point*.
- For instance, a has the code point U+0061, and Σ has U+2211.
- Code point can be encoded as:
 1. UTF-8: smaller string size, but linear array access (e.g., no `s[10]`), because a character can occupies 1, 2, 3 or 4 bytes.
 2. UTF-16: 2 bytes per character, but constant array access.
- The Java String class uses UTF-16. You can write code points as `"\u1F602"`, which are automatically transformed into UTF-16.

Reading of the week: <https://www.joelonsoftware.com/2003/10/08/>

[the-absolute-minimum-every-software-developer-absolutely-positively-must-know-about-unicode-and-character-sets-no-excuses/](https://www.joelonsoftware.com/2003/10/08/the-absolute-minimum-every-software-developer-absolutely-positively-must-know-about-unicode-and-character-sets-no-excuses/)

The floating-point number 1.1 does not exist

But, sir, `System.out.println(1.1f)` is printing 1.1! Well, kid, **it's a lie!** With enough precision `System.out.printf("%.10f", 1.1f);` will print 1.1000000238.

Floating-point number are not exact!

Give you a treat, read this paper before you graduate:

What Every Computer Scientist Should Know About Floating-Point Arithmetic, David Goldberg, 1991

<http://pages.cs.wisc.edu/~david/courses/cs552/S12/handouts/goldberg-floating-point.pdf>

The (almost) smallest Java program

In order to execute some Java code, you absolutely need a `main` function. It indicates where the program actually starts.

```
public class Chess {  
    public static void main(String[] args) {  
        System.out.println("Welcome to my Chess program");  
    }  
}
```

The file **must** have the same name as the class, here `Chess.java`.

Input/Output in 2 minutes

```
import java.util.Scanner;

public class HelloWorld {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        System.out.print("What's your name? ");
        String name = scanner.nextLine();
        System.out.print("What's your age? ");
        int age = scanner.nextInt();
        System.out.println("Welcome " + name + " (" + age
            + "years' old)");
        scanner.close();
    }
}
```

We concatenate String with the operator +.

It works with literals and variables with primitive types as well.

We took a glimpse to some basic Java constructs.

You need nothing more to start coding your first Java programs :-)

Homework

- **Laboratory 1**, already available on Moodle.

- **Reading of the week:** <https://www.joelonsoftware.com/2003/10/08/>

the-absolute-minimum-every-software-developer-absolutely-positively-must-know-about-unicode-and-character-sets-no-ex

- **Coding event** (optional)

1. Register Google Hash Code (hashcodejudge.withgoogle.com).
2. Give me the name of your team here:

<https://docs.google.com/spreadsheets/d/1zSi6PG32kPGu5Kxhye19vsD7fqB2kqYVIntkh6Xd9fc/edit?usp=sharing>