Building Java Programs

Chapter 1
Lecture 1-2: Static Methods
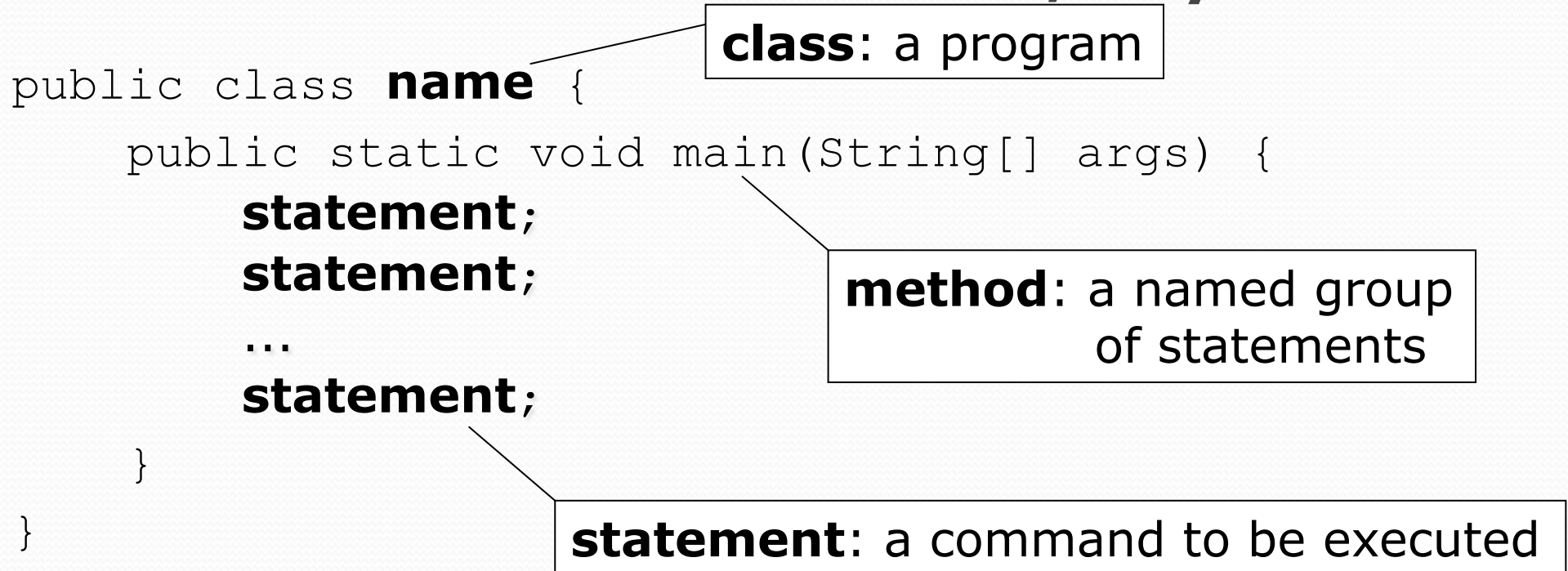
reading: 1.4 - 1.5
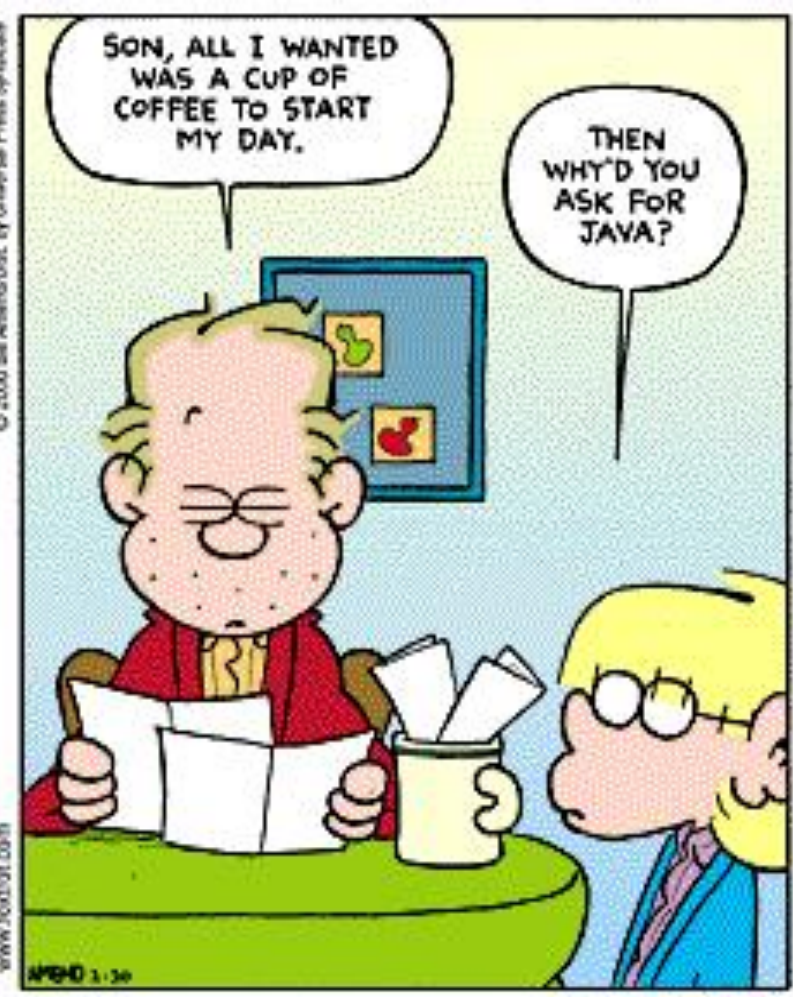
Recall: structure, syntax

```
public class name {
    public static void main(String[] args) {
        statement;
        statement;
        ...
        statement;
    }
}
```

class: a program

method: a named group of statements

statement: a command to be executed

- Every executable Java program consists of a **class**,
  - that contains a **method** named `main`,
    - that contains the **statements** (commands) to be executed.

Comments

- **comment**: A note written in source code by the programmer to describe or clarify the code.
  - Comments are not executed when your program runs.

- Syntax:
  `//` **comment text, on one line**
      or,
  `/*` **comment text; may span multiple lines** `*/`

- Examples:
  ```
  // This is a one-line comment.

  /* This is a very long
     multi-line comment. */
  ```

Where to place comments

- At the top of each file (a "comment header") to describe the program.

  ```
  /* Suzy Student, CS 101, Fall 2019
     This program prints lyrics about Fraggle Rock. */
  ```

- At the start of every method (seen later) to describe what the method does.

  ```
  // Print the chorus
  ```

- To explain complex pieces of code

  ```
  // Compute the Mercator map projection
  ```

Comments example

```
/* Suzy Student, CS 101, Fall 2019
   This program prints lyrics about Fraggle Rock. */

public class FraggleRock {
    public static void main(String[] args) {
        // first verse
        System.out.println("Dance your cares away");
        System.out.println("Worry's for another day");
        System.out.println();

        // second verse
        System.out.println("Let the music play");
        System.out.println("Down at Fraggle Rock");
    }
}
```

Why comments?

- Helpful for understanding larger, more complex programs.

- Helps other programmers understand your code.
  - The "other" programmer could be the future you.

Static methods

reading: 1.4

Algorithms

- **algorithm**: A list of steps for solving a problem.

- Example algorithm: "Bake sugar cookies"
  - Mix the dry ingredients.
  - Cream the butter and sugar.
  - Beat in the eggs.
  - Stir in the dry ingredients.
  - Set the oven temperature.
  - Set the timer for 10 minutes.
  - Place the cookies into the oven.
  - Allow the cookies to bake.
  - Mix ingredients for frosting.
  - ...

Problems with algorithms

- *lack of structure*: Many steps; tough to follow.

- *redundancy*: Consider making a double batch...
  - Mix the dry ingredients.
  - Cream the butter and sugar.
  - Beat in the eggs.
  - Stir in the dry ingredients.
  - Set the oven temperature.
  - Set the timer for 10 minutes.
  - Place the first batch of cookies into the oven.
  - Allow the cookies to bake.
  - Set the timer for 10 minutes.
  - Place the second batch of cookies into the oven.
  - Allow the cookies to bake.
  - Mix ingredients for frosting.
  - ...

Structured algorithms

- **structured algorithm**: Split into coherent tasks.

  1 Make the batter.
  - Mix the dry ingredients.
  - Cream the butter and sugar.
  - Beat in the eggs.
  - Stir in the dry ingredients.

  2 Bake the cookies.
  - Set the oven temperature.
  - Set the timer for 10 minutes.
  - Place the cookies into the oven.
  - Allow the cookies to bake.

  3 Decorate the cookies.
  - Mix the ingredients for the frosting.
  - Spread frosting and sprinkles onto the cookies.
  …

Removing redundancy

- A well-structured algorithm can describe repeated tasks with less redundancy.

  1 Make the batter.
  - Mix the dry ingredients.
  - ...

  2a Bake the cookies (first batch).
  - Set the oven temperature.
  - Set the timer for 10 minutes.
  - ...

  2b Bake the cookies (second batch).
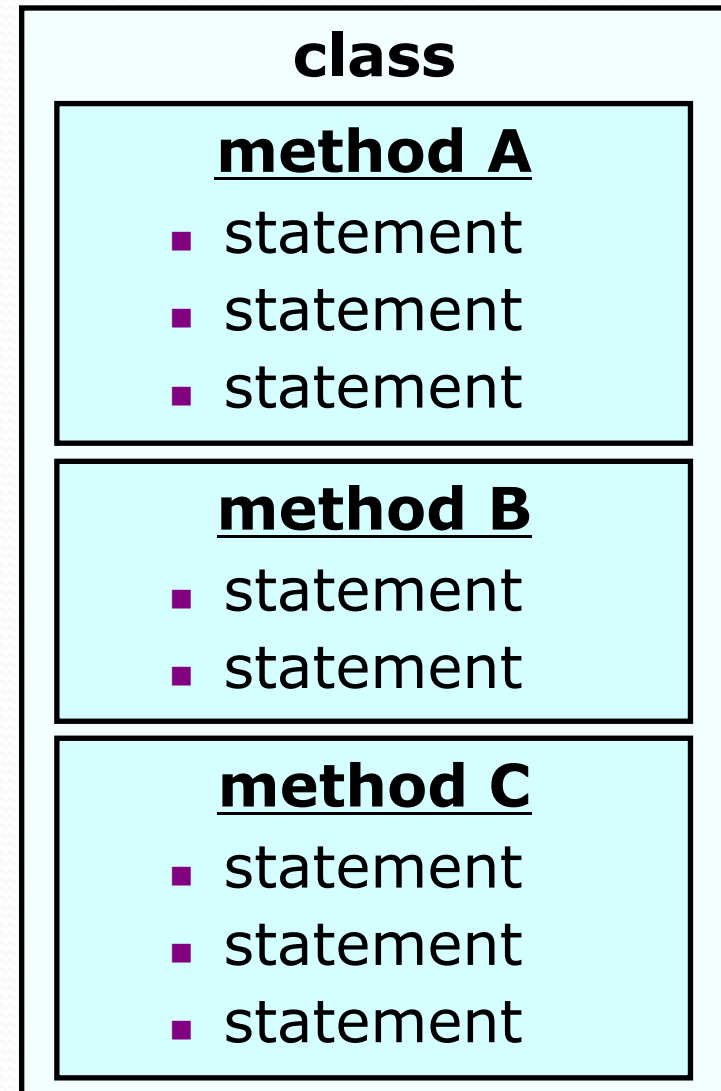 - Repeat Step 2a

  3 Decorate the cookies.
  - ...

A program with redundancy

```java
// This program displays a delicious recipe for baking cookies.
public class BakeCookies {
    public static void main(String[] args) {
        System.out.println("Mix the dry ingredients.");
        System.out.println("Cream the butter and sugar.");
        System.out.println("Beat in the eggs.");
        System.out.println("Stir in the dry ingredients.");
        System.out.println("Set the oven temperature.");
        System.out.println("Set the timer for 10 minutes.");
        System.out.println("Place a batch of cookies into the oven.");
        System.out.println("Allow the cookies to bake.");
        System.out.println("Set the oven temperature.");
        System.out.println("Set the timer for 10 minutes.");
        System.out.println("Place a batch of cookies into the oven.");
        System.out.println("Allow the cookies to bake.");
        System.out.println("Mix ingredients for frosting.");
        System.out.println("Spread frosting and sprinkles.");
    }
}
```

Static methods

- **static method**: A named group of statements.
  - denotes the *structure* of a program
  - eliminates *redundancy* by code reuse

- **procedural decomposition**: dividing a problem into methods

- Writing a static method is like adding a new command to Java.

class
method A   ▪ statement   ▪ statement   ▪ statement
method B   ▪ statement   ▪ statement
method C   ▪ statement   ▪ statement   ▪ statement

Using static methods

1. **Design** (think about) the algorithm.
   - Look at the structure, and which commands are repeated.
   - Decide what are the important overall tasks.

2. **Declare** (write down) the methods.
   - Arrange statements into groups and give each group a name.

3. **Call** (run) the methods.
   - The program's `main` method executes the other methods to perform the overall task.

Design of an algorithm

```java
// This program displays a delicious recipe for baking cookies.
public class BakeCookies2 {
    public static void main(String[] args) {
        // Step 1: Make the cake batter.
        System.out.println("Mix the dry ingredients.");
        System.out.println("Cream the butter and sugar.");
        System.out.println("Beat in the eggs.");
        System.out.println("Stir in the dry ingredients.");

        // Step 2a: Bake cookies (first batch).
        System.out.println("Set the oven temperature.");
        System.out.println("Set the timer for 10 minutes.");
        System.out.println("Place a batch of cookies into the oven.");
        System.out.println("Allow the cookies to bake.");

        // Step 2b: Bake cookies (second batch).
        System.out.println("Set the oven temperature.");
        System.out.println("Set the timer for 10 minutes.");
        System.out.println("Place a batch of cookies into the oven.");
        System.out.println("Allow the cookies to bake.");

        // Step 3: Decorate the cookies.
        System.out.println("Mix ingredients for frosting.");
        System.out.println("Spread frosting and sprinkles.");
    }
}
```

Declaring a method

Gives your method a name so it can be executed

- Syntax:

```
public static void name() {
    statement;
    statement;
    ...
    statement;
}
```

- Example:

```
public static void printWarning() {
    System.out.println("This product causes cancer");
    System.out.println("in lab rats and humans.");
}
```

Calling a method

Executes the method's code

- Syntax:

  name();

  - You can call the same method many times if you like.

- Example:

  printWarning();

  - Output:

  This product causes cancer
  in lab rats and humans.

Program with static method

```java
public class FreshPrince {
    public static void main(String[] args) {
        rap();                    // Calling (running) the rap method
        System.out.println();
        rap();                    // Calling the rap method again
    }

    // This method prints the lyrics to my favorite song.
    public static void rap() {
        System.out.println("Now this is the story all about how");
        System.out.println("My life got flipped turned upside-down");
    }
}
```

Output:

```
Now this is the story all about how
My life got flipped turned upside-down

Now this is the story all about how
My life got flipped turned upside-down
```

Final cookie program

```java
// This program displays a delicious recipe for baking cookies.
public class BakeCookies3 {
    public static void main(String[] args) {
        makeBatter();
        bake();            // 1st batch
        bake();            // 2nd batch
        decorate();
    }

    // Step 1: Make the cake batter.
    public static void makeBatter() {
        System.out.println("Mix the dry ingredients.");
        System.out.println("Cream the butter and sugar.");
        System.out.println("Beat in the eggs.");
        System.out.println("Stir in the dry ingredients.");
    }

    // Step 2: Bake a batch of cookies.
    public static void bake() {
        System.out.println("Set the oven temperature.");
        System.out.println("Set the timer for 10 minutes.");
        System.out.println("Place a batch of cookies into the oven.");
        System.out.println("Allow the cookies to bake.");
    }

    // Step 3: Decorate the cookies.
    public static void decorate() {
        System.out.println("Mix ingredients for frosting.");
        System.out.println("Spread frosting and sprinkles.");
    }
}
```
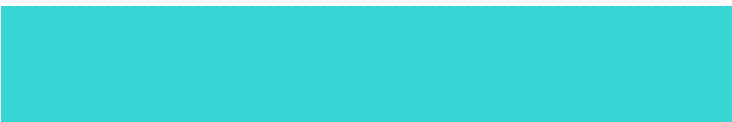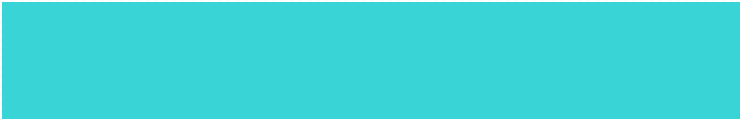
Summary: Why methods?

- Makes code easier to read by capturing the structure of the program
  - `main` should be a good summary of the program

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




}
```

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




}

public static ...          (   .) {




}

public static ...          (  .) {




}
```

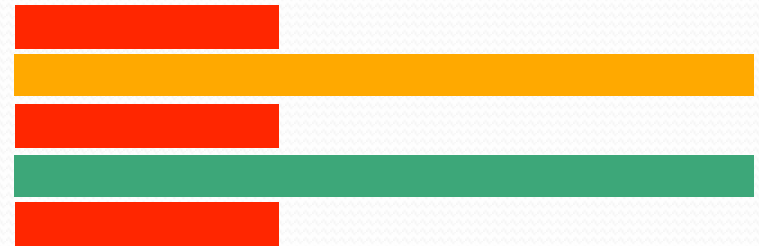**Note:** Longer code doesn't necessarily mean worse code

Summary: Why methods?

- Eliminate redundancy

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



}
```

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






}

public static ...          (   .) {



}
```

Methods calling methods

```java
public class MethodsExample {
    public static void main(String[] args) {
        message1();
        message2();
        System.out.println("Done with main.");
    }

    public static void message1() {
        System.out.println("This is message1.");
    }

    public static void message2() {
        System.out.println("This is message2.");
        message1();
        System.out.println("Done with message2.");
    }
}
```

- Output:
```
This is message1.
This is message2.
This is message1.
Done with message2.
Done with main.
```

Control flow

- When a method is called, the program's execution...
  - "jumps" into that method, executing its statements, then
  - "jumps" back to the point where the method was called.

```
public class MethodsExample {
    public static void main(String[] args) {

        message1();

        message2();

        System.out.println("

    }

    ...
}
```

```
public static void message1() {
    System.out.println("This is message1.");
}
```

```
public static void message2() {
    System.out.println("This is message2.");
    message1();

    System.out.println("Done with message2.");
}
public static void message1() {
    System.out.println("This is message1.");
}
```

When to use methods

- Place statements into a static method if:
  - The statements are related structurally, and/or
  - The statements are repeated.

- You should **not** create static methods for:
  - An individual `println` statement that appears once in a program.
  - Only blank lines.
  - Unrelated or weakly related statements.
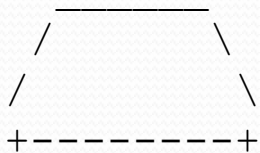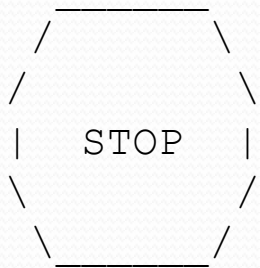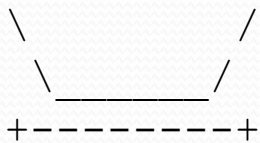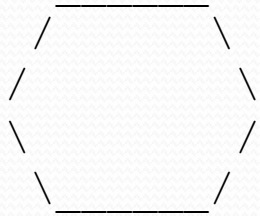   (Consider splitting them into two smaller methods.)
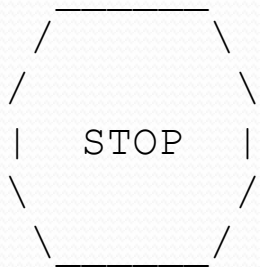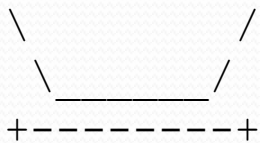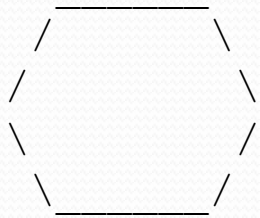
Drawing complex figures with static methods

reading: 1.5
(Ch. 1 Case Study: `DrawFigures`)

Static methods question

- Write a program to print these figures using methods.

```
        _____
       /        \
      /          \
      \          /
       _____/


       \        /
        _____/
       +--------+



        _____
       /        \
      /          \
      |   STOP   |
       \        /
        _____/



        _____
       /      \
      /        \
     +----------+
```

Development strategy

```
   _____
  /       \
 /         \
 \         /
  _____/

  \       /
   \_____/
  +-------+
```
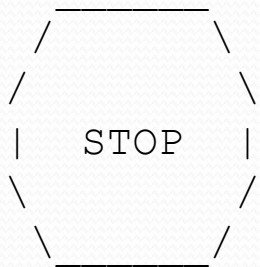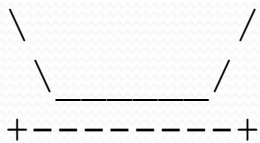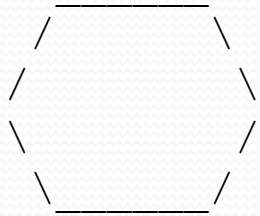
First version (unstructured):

- Create an empty program and `main` method.

- Copy the expected output into it, surrounding each line with `System.out.println` syntax.

- Run it to verify the output.

```
   _____
  /       \
 /         \
|   STOP   |
 \         /
  _____/

   _____
  /       \
 /         \
+-------+
```

Program version 1

```java
public class Figures1 {
    public static void main(String[] args) {
        System.out.println("   _____");
        System.out.println("  /      \\");
        System.out.println(" /        \\");
        System.out.println("\\        /");
        System.out.println(" \_____/");
        System.out.println();
        System.out.println("\\          /");
        System.out.println(" \_____/");
        System.out.println("+--------+");
        System.out.println();
        System.out.println("   _____");
        System.out.println("  /      \\");
        System.out.println(" /        \\");
        System.out.println("|   STOP   |");
        System.out.println("\\        /");
        System.out.println(" \_____/");
        System.out.println();
        System.out.println("   _____");
        System.out.println("  /      \\");
        System.out.println(" /        \\");
        System.out.println("+--------+");
    }
}
```
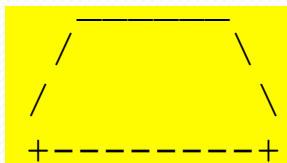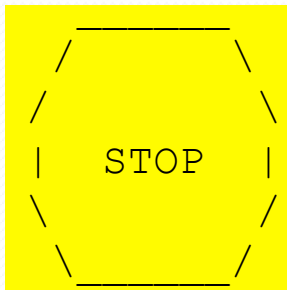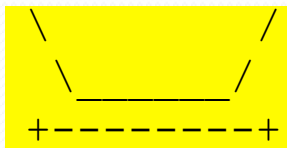
Development strategy 2

```
    _____
   /      \
  /        \
  \        /
   _____/


  \        /
   _____/
  +--------+
```

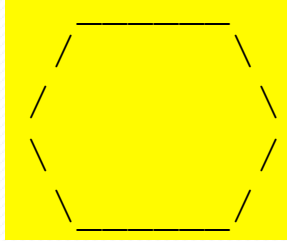**Second version (structured, with redundancy):**

- Identify the structure of the output.

- Divide the `main` method into static methods based on this structure.

```
    _____
   /      \
  /        \
 |   STOP   |
  \        /
   \      /
    \____/
```

```
    _____
   /      \
  /        \
 +----------+
```

Output structure

The structure of the output:

- initial "egg" figure
- second "teacup" figure
- third "stop sign" figure
- fourth "hat" figure

This structure can be represented by methods:

- `egg`
- `teaCup`
- `stopSign`
- `hat`

Program version 2

```
public class Figures2 {
    public static void main(String[] args) {
        egg();
        teaCup();
        stopSign();
        hat();
    }

    public static void egg() {
        System.out.println("    _____");
        System.out.println("   /      \\\\");
        System.out.println("  /        \\\\");
        System.out.println("  \\\\       /");
        System.out.println("   \\\\_____/");
        System.out.println();
    }

    public static void teaCup() {
        System.out.println("\\\\        /");
        System.out.println(" \\\_____/");
        System.out.println("+--------+");
        System.out.println();
    }
    ...
```
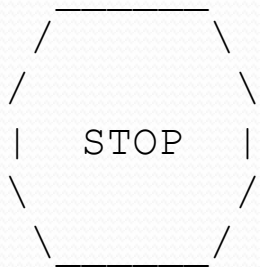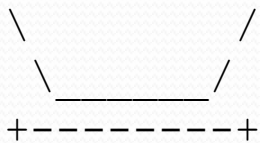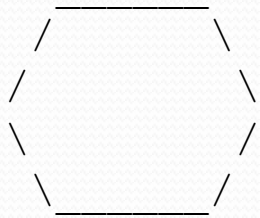
Program version 2, cont'd.

```
...

public static void stopSign() {
    System.out.println("   _____   ");
    System.out.println("  /      \\\\");
    System.out.println(" /        \\\\");
    System.out.println("|   STOP   |");
    System.out.println("\\\        /");
    System.out.println(" \\_____/");
    System.out.println();
}

public static void hat() {
    System.out.println("   _____   ");
    System.out.println("  /      \\\\");
    System.out.println(" /        \\\\");
    System.out.println("+--------+");
}
}
```

Development strategy 3

```
    _____
   /       \
  /         \
  \         /
   _____/

   \       /
    \     /
     \___/
  +--------+
```

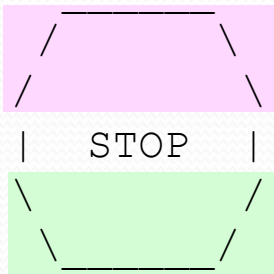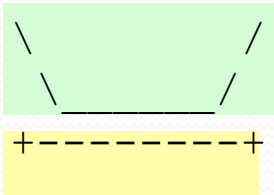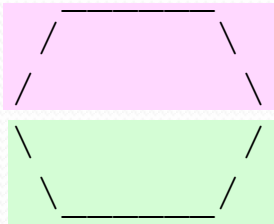**Third version (structured, without redundancy):**

- Identify redundancy in the output, and create methods to eliminate as much as possible.

- Add comments to the program.

```
    _____
   /       \
  /         \
 /           \
 |   STOP    |
  \         /
   \       /
    \_____/
```

```
    _____
   /     \
  /       \
 /         \
 +---------+
```

Output redundancy

```
     _____
    /      \
   /        \
  /          \
  \          /
   \        /
    _____/


   \        /
    \      /
     \____/
    +------+


    _____
   /      \
  /        \
 /          \
|   STOP   |
 \          /
  \        /
   _____/


    _____
   /      \
  /        \
 /          \
 +--------+
```
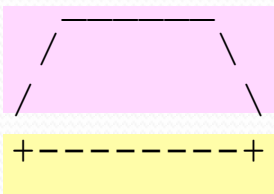
The redundancy in the output:

- egg top: reused on stop sign, hat
- egg bottom: reused on teacup, stop sign
- divider line: used on teacup, hat

This redundancy can be fixed by methods:

- `eggTop`
- `eggBottom`
- `line`

Program version 3

```java
// Suzy Student, CSE 138, Spring 2094
// Prints several figures, with methods for structure and redundancy.
public class Figures3 {
    public static void main(String[] args) {
        egg();
        teaCup();
        stopSign();
        hat();
    }

    // Draws the top half of an an egg figure.
    public static void eggTop() {
        System.out.println("  _____");
        System.out.println(" /     \\");
        System.out.println("/       \\");
    }

    // Draws the bottom half of an egg figure.
    public static void eggBottom() {
        System.out.println("\\       /");
        System.out.println(" \\_____/");
    }

    // Draws a complete egg figure.
    public static void egg() {
        eggTop();
        eggBottom();
        System.out.println();
    }

    ...
```

Program version 3, cont'd.

```java
...
// Draws a teacup figure.
public static void teaCup() {
    eggBottom();
    line();
    System.out.println();
}
// Draws a stop sign figure.
public static void stopSign() {
    eggTop();
    System.out.println("|  STOP  |");
    eggBottom();
    System.out.println();
}

// Draws a figure that looks sort of like a hat.
public static void hat() {
    eggTop();
    line();
}

// Draws a line of dashes.
public static void line() {
    System.out.println("+--------+");
}
}
```

A word about style

- Structure your code properly

- Eliminate redundant code

- Use spaces judiciously and **consistently**

- Indent properly

- Follow the naming conventions

- Use comments to describe behavior of your program and each method

Why style?

- Programmers build on top of other's code all the time.
  - You shouldn't waste time deciphering what a method does.

  - Often times, that other person is **you**

- You should spend time on thinking or coding. You should **NOT** be wasting time looking for that missing closing brace.

Why style?

Taylor Swift has a song about it