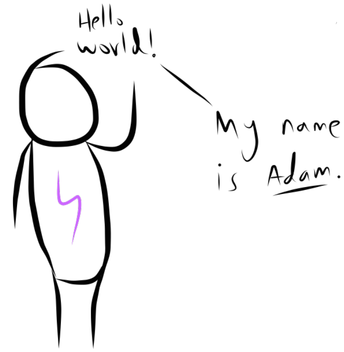
Adam Blank Lecture 1 Winter 2015

CSE 143

Computer Programming II

CSE 143: Computer Programming II

Welcome to CSE 143!



Course Goals 1

CSE 142 vs. CSE 143: The Big Picture

In **CSE 142**, you learned how to use logic, control flow, and decomposition to write programs.

In **CSE 143**, you will learn to solve **more complex** and **larger** tasks **efficiently**.

Big Learning Goals

- Abstraction (implementation vs. client)
- Data Structures (organizing complex data)
- Algorithms (standard ways of completing common tasks)

We're going to build some really cool programs. And have a lot of fun!

Support and Asking for Help 2

Resources

- **TWO** sections a week
- Tons of TAs!
- The IPL (and my office hours!)
- Practice-It

Asking for help is not a sign of weakness; it's a sign of strength.

Boring Administrivia 3

Course Website

http://cs.uw.edu/143

Section

We have **two** sections a week.
Each section has a set of problems; turn in **at least one** set of problems each week for credit.

Grading

- 47% programming projects, 3% section problems, 20% midterm, 30% final
- Weekly programming projects assigned **Friday**s, due on **Thursday**s
- 5 "free late days"; -2 points for subsequent days late; up to 3 days late on each hw

Program Correctness: Internal & External 4

What does it mean for a program to be "correct"?

A program is only correct if it is **internally** correct and **externally** correct.

What does this code do?

```
_(__,___,____){___/__<=1?_(__,___+1,____):!(___%__)?_(__,___+1,0):___
    %__==___ / __&&!____?(printf("%d\t",___/__),_(__,_ __+1,0)):___%__
    >1&&___%__<___/__?_( __,1+ ___,____+!(___/__%(___%__))):___<__*__
    ?_(__,___+1,____):0;}main(){_(100,0,0);}
```

Correctness

What is External Correctness?
The code does the right thing on **all** inputs.

What is Internal Correctness?
The code is. . .

- easy to read
- well documented
- well formatted
- efficient
- . . .

Internal Correctness? Psh. . .

Internal correctness matters, because:

- Do you want a job at a software engineering company?
- Do you want to ever reuse your code later?
- Do you want to ever write a large program? (Like a game, maybe)
- Important people think it does:
  - Programs must be written for people to read, and only incidentally for machines to execute. (Abelson & Sussman)

Goals For Internal Correctness

- Make non-obvious code obvious via comments.
- Document all features, limitations, design decisions.
- Make your code easy for someone else to read
- Explain what your methods, classes, etc. are supposed to do

Grading will be on both external and internal correctness!

Google Style Guide

Words Exercise

Words Exercise
Write code to read a file and display its words in reverse order.

(Bad) Solution with Arrays

```
String[] words = new String[1000];
int i = 0;

Scanner inp = new Scanner(new File("words.txt"));
while (inp.hasNext()) {
   String word = inp.next();
   words[i] = word;
   i++;
}
for (int j = i − 1; j >= 0; j−−) {
   System.out.println(words[j]);
}
```

BAD ReverseFile

Review: Arrays

Arrays are one way to store **many** values of the same type (`int`, `String`, `DrawingPanel`, etc.).

```
int[] arr = new int[8];
```

arr:	12	49	−2	26	2	6	26	11
	arr[0]	arr[1]	arr[2]	arr[3]	arr[4]	arr[5]	arr[6]	arr[7]

"Element #3 is 26" "`arr` has size 8"

Limitations of Arrays

- Fixed, upfront size (once you create the array, it will remain that size)
- Adding and removing can get complicated
- No methods (and weird "`.length`" syntax)
  Functionality for arrays is in the `Arrays` class:
  - `Arrays.copyOf`
  - `Arrays.equals`
  - `Arrays.sort`
  - `Arrays.toString`

Collections and Lists

Collections
Collections store **many** pieces of data of **the same type**.

In Java, collections are in the `util` package:

```
import java.util.*;
```

Different collections have different properties:

- "Data ordered by indices"
- "Sorted data"
- "Data without duplicates"
- etc.

Lists
A **list** is a collection of elements ordered by a 0-based index.

- It supports add/remove from anywhere!
- The size isn't fixed!
- There are multiple implementations; first, `ArrayList`

`ArrayList` Mechanics

- Suppose we have an ArrayList with values: `[1, 2, -6]`:

  Step 0:

1	2	-6	···
0	1	2	

- Insert 5 at index 2:

  Step 1:

1	2	5	-6	···
0	1	2	3	

- Add 0 at the beginning:

  Step 2:

0	1	2	5	-6	···
0	1	2	3	4	

- Get index 3:

  `arrayList.get(3)` → 5

ArrayList Reference

add(**val**)	Appends **val** to the end of the list
add(**idx**, **val**)	Puts **val** at index **idx**; all elements at indices **idx** and larger get shifted forward
get(**idx**)	Returns the value at index **idx**
set(**idx**, **val**)	Replaces the value at index **idx** with **val**
remove(**idx**)	Removes and returns the value at index **idx**; all elements at higher indices get shifted backward
clear()	Removes all elements from the list
size()	Returns the number of elements in the list
indexOf(**val**)	Returns the smallest index such that get(idx).equals(**val**), or -1 if there is no such index
toString()	Returns a string representation of the list such as [3, 42, -7, 15]

ArrayList Reference

Generics

Recall that we can create arrays of different types:

{1, 2, 5, 2} (new int[4])   {"hi", "banana"} (new String[2])

Since the array initializations specify the type of the elements, the declaration for ArrayList's should too:

[1, 2, 5, 2] (new ArrayList<Integer>)   ["hi", "banana"] (new ArrayList<String>)

ArrayList is a generic class which means that it can handle any type you want! Java knows the type by what you put in <>:

```
ArrayList<String> arrayList = new ArrayList<String>();
```

ArrayList Demo


```
String[] arr = new String[5];                    → ArrayList<String> list = new ArrayList<String>();
arr[0] = "hi";                                   → list.add("hi");
arr[1] = "bye";                                  → list.add("bye");
String s = arr[0];                               → String s = list.get(0);
for (int i=0; i < arr.length; i++) {             → for (int i = 0; i < list.size(); i++) {
   if (names[i].contains("b")) {...}             →    if (list.get(i).contains("b")) {...}
}                                                → }
```

Note that these two pieces of code have different loop bounds:

arr.length == 5   list.size() == 2

ArrayList can be a Parameter or a Return Value

ArrayList is just another type (like DrawingPanel or String)!

```
public void methodName(..., ArrayList<Type> name, ...) { ... }
public ArrayList<Type> methodName(...) { ... }
```

The following takes in an ArrayList and returns a new list containing only the words that start with x:

```
public ArrayList<String> startingWithX(ArrayList<String> list) {
   ArrayList<String> newList = new ArrayList<String>();
   for (int i=0; i < list.length; i++) {
      if (list.get(i).startsWith("x")) {
         newList.add(list.get(i));
      }
   }
   return newList;
}
```

Reversing Files Again

Words Exercise. . . Now with more ArrayList!

Write code to read a file and display its words. . .

1. in reverse order (but using an ArrayList)
2. with all words ending in "s" capitalized
3. with all words ending in "s" removed

```
/* Read in the words */
ArrayList<String> allWords = new ArrayList<String>();
Scanner input = new Scanner(new File("words.txt"));
while (input.hasNext()) {
   String word = input.next();
   allWords.add(word);
}

/* Display in Reverse Order */
for (int i = allWords.size() − 1; i >= 0; i−−) {
   System.out.println(allWords.get(i));
}
```

Full Solution

(Partial) Solution Continued. . .


```
/* Remove All Words Ending in 's' */
for (int i = 0; i < allWords.size(); i++) {
   String word = allWords.get(i);
   if (word.endsWith("s")) {
      allWords.remove(i);

      /* This is the tricky part; since we removed a word,
       * we're actually at the SAME index again! */
      i−−;
   }
}
```

Full Solution