

CSE 121 – Lesson 5

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Music:  [k-pop girlies playlist](#) 



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Announcements, Reminders

- Creative Assignment 1 released Wednesday
 - Due Tuesday, July 11th 11:59 PM
- Resubmission Cycle 1 was released yesterday, due next Thursday 11:59 PM
- **Quiz 0 [Take-home quiz]: Monday, July 10th**
 - **Will be open 12:01 AM – 11:59 PM**
 - **Open note, open internet, no AI assistants, light collaboration**

Last Time

- Nested for loops
 - Syntax & conventions: (i, j, k)
 - Applications
- Random
 - `nextInt(int max)`: returns random int value [0, max) i.e. between 0 and max-1

`Random` `rand` = `new Random();`
type name Random creation code

(PCM) Methods

Writing our own *methods* allow us to define our own statements / commands in Java!

- Naming conventions for methods are the same as variables: camelCased

```
public static void myMethod() {  
    /**  
    Your code here  
    **/  
}
```

Poll in with your answer!



```
public class MyClass {
    public static void main(String[] args) {
        welcome();
        hello();
        welcome();
        glad();
    }

    public static void hello() {
        System.out.println("Hello!");
    }

    public static void goodbye() {
        System.out.println("Goodbye.");
    }

    public static void welcome() {
        System.out.println("Welcome!!");
    }

    public static void glad() {
        System.out.println("Glad you're here.");
    }
}
```

What is the output of this program?

A. Hello!
Goodbye.
Welcome!!
Glad you're here.

C. welcome
hello
welcome
glad

B. Hello!
Welcome!!
Glad you're here.

D. Welcome!!
Hello!
Welcome!!
Glad you're here.

Scope

The part of a program where a variable exists.

- From its declaration to the end of the { } braces
- Ex: a variable declared in a for loop only exists in that loop
- Ex: a variable declared in a method exists only in that method

```
public static void example() {  
    System.out.println("hello");  
    int x = 3;  
    for (int i = 1; i <= 10; i++) {  
        System.out.println(x);  
    }  
}
```

i's scope

x's scope

Class Constants

A fixed value visible to the whole program (the entire *class*).

- Value can be set only at declaration; cannot be reassigned (so the value is *constant*)

```
public static final type NAME_OF_CONSTANT = expression;
```

(PCM) Parameters

A value passed to a method by its caller

```
public static void myMethod(int num) {  
    System.out.print(num + " is the best!");  
    ...  
}
```

Calling a method with a parameter...

```
myMethod(42);
```


Poll in with your answer!



What will be the last line of output after this code has executed?

```
public static void main(String[] args) {  
    int count = 5;  
    line(count);  
    System.out.println("count is: " + count);  
}  
  
public static void line(int count) {  
    for (int i = 1; i <= count; i++) {  
        System.out.print("*");  
    }  
    count++;  
    System.out.println();  
}
```

A. count is: 5

B. count is: 6

C. count is: 1

D. I'm lost

Poll in with your answer!



What is the output of this program?

```
public class ParameterMystery {  
    public static void main(String[] args) {  
        int x = 9;  
        int y = 2;  
        int z = 5;  
  
        mystery(z, y, x);  
  
        mystery(y, x, z);  
    }  
  
    public static void mystery(int x, int z, int y) {  
        System.out.println(z + " and " + (y - x));  
    }  
}
```

- A. 2 and 4
9 and 3
- B. 5 and -7
5 and -7
- C. 9 and -3
5 and -7
- D. I'm lost