## CSE 121 Lesson 7: Methods, Parameters, Returns

#### Elba Garza & Matt Wang

Winter 2024



TAs:	Abby	Aishah	Anju	Annie	Archit	Ayesha	Christian	
	Hannah	Heather	Hibbah	Jacob	James	Janvi	Jasmine	
	Jonus	Julia	Lucas	Luke	Maria	Nicole	Shananda	
	Shayna	Trey	Vidhi	Vivian				

Today's playlist: <u>CSE 121 24wi lecture beats :D</u>



#### Announcements, Reminders

- Programming Assignment 1 is out, due Tues Jan 30
  - Start early! This one is tough!
- Resubmission Cycle 1 released yesterday, due Thurs Feb 1
- Quiz 0 is Thurs Feb 1!
  - Next week's section content is focused on prepping you for the quiz!
- New <u>Ed Shortcuts page</u> on class website!



#### (Review) Parameters

Definition: A value passed to a method by its caller

public static void myMethod(String musicalAct) {
 System.out.print(musicalAct + " is the best!");



## (Review) 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.print(x);
     }
     x's scope
     }
}</pre>
```



#### (Review) 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 <u>constant</u>)

#### public static final type NAME\_OF\_CONSTANT = expression;



What will be the last line of output after this code

has executed?

```
public static final int COUNT = 7;
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();
}</pre>
```



A.count is: 1

- B.count is: 5
- C.count is: 6

```
D.count is: 7
```





What is the output of this program?

```
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

### (PCM) Returns

# Returns allow us to send values out of a method public static <type> myMethod(int num) { System.out.print(num + " is the best!"); return <value of correct type> } Keturns this value to where the method is called from Method immediately exits

#### (Recall) String Methods

Usage: <string variable>.<method>(...)

Method	Description
length()	Returns the length of the string.
charAt(i)	Returns the character at index <i>i</i> of the string
<pre>indexOf(s)</pre>	<b>Returns</b> the index of the first occurrence of <i>s</i> in the string; returns - 1 if <i>s</i> doesn't appear in the string
<pre>substring(i, j) or substring(i)</pre>	<b>Returns</b> the characters in this string from <i>i</i> (inclusive) to <i>j</i> (exclusive); if <i>j</i> is omitted, goes until the end of the string
<pre>contains(s)</pre>	Returns whether or not the string contains s
equals(s)	Returns whether or not the string is equal to s (case-sensitive)
<pre>equalsIgnoreCase(s)</pre>	<b>Returns</b> whether or not the string is equal to <i>s</i> ignoring case
<pre>toUpperCase()</pre>	Returns an uppercase version of the string
toLowerCase()	Returns a lowercase version of the string

#### **Example of returns: Math class**

Methods	Returns		
Math.abs(value)	Absolute value of <i>value</i>		
Math.ceil( <i>value</i> )	<i>value</i> rounded up		
Math.floor(value)	<i>value</i> rounded down		
<pre>Math.max(value1, value2)</pre>	Larger of the two given values		
<pre>Math.min(value1, value2)</pre>	Smaller of the two given values		
Math.round( <i>value</i> )	value rounded to the nearest whole number		
Math.sqrt(value)	Square root of value		
Math.pow( <i>base</i> , <i>exp</i> )	<i>base</i> to the <i>exp</i> power		

To go from Celsius to Fahrenheit, you multiply by 1.8 and then add 32. Which of these correctly implements this logic as a method?



```
public static double celsiusToF(double celsius) {
 return celsius * 1.8 + 32;
```



return fahrenheit;

return fahrenheit;

What value is returned from this method?

```
public static int returnExample() {
  for (int i = 0; i < 5; i++) {
    return i;
  }
  return -1;
  C.4</pre>
```



sli.do #CSE121-7

**A.** -1

**D.** 5





A weekly section where I introduce open problems related to our lecture topic(s) of the week.

Goals:

- 1. give you "conversational familiarity" with CS terminology
- 2. see how CS interacts with other fields and people!
- 3. point you in the direction of more CSE (or adjacent) classes

Note: <u>not tested content.</u> Just food for thought :)



### We loved your C1 reflections! (1/2)

I read (skimmed?) all of your responses! Some themes:

- not previously knowing how blind people programmed
  - surprised by speed of audio & efficiency of programmer
  - debugging seemed especially challenging
- impressed by how involved he was (e.g. meeting with the VS team)
- "small things make a big difference"



#### Some choice quotes (1/3)

"Listening to this screen reader is painful for me and I can only imagine how difficult it was for him to get used to this path of writing code and getting this good at it. [...]

When I worked at [redacted] there was [an] initiative to improve our screen reader experience on our site. It took a lot of time and resources to make these improvements but its so important to do so. I also remember that there was a big lawsuit so a lot of websites we required to make these changes to improve accessibility [...]"



### We loved your C1 reflections! (2/2)

Many of you had ideas for more accessible CS!

- more accessible visual materials for blind & non-sighted users
- different types of non-keyboard inputs, especially voice input (stay tuned for Week 6!)
- "AI for accessibility" a recently popular research area, but also with many, many challenges. Many folks at UW do research here!

#### Some choice quotes (2/3)

"I personally don't have a lot of knowledge when it comes to what areas of computer science are pretty accessible already, but making sure every single little thing is accessible (like the error dialogue box) seems important, but and not too difficult to implement?"



#### Processing code, with ... code?

Websites are programmed with a language called HTML.

Images are represented in HTML like this:

<img src="matt.png" alt="matt reading 'Dearborn' by
Ghassan Zeineddine">

Let's write a method that extracts the alt text from strings like the above! (the first step for a primitive screen reader!)





- 1. Some programs take other programs as input!
  - high tea for thought: how does assignment automated testing work?
  - interested in more? Take CSE 341/401/413, or talk to Matt!
- 2. You can write code that supports accessibility!
  - this both involves adding context (like alt text), but also building accessibility tools (and UW is <u>really</u> good at that)
  - in section next Tuesday: building a color contrast evaluator!
- 3. But, automated tools can only do so much (especially on context)

#### Some choice quotes (3/3)

"I'll be honest, nothing resonated with me as I'm not the speaker and cannot relate to his experience regarding accessibility. In fact, I think it would be wrong of me to say I resonate with the speaker as I'm, an [abled] person, cannot speak of life and experience life as if I'm a person with disabilities."

