

Building Java Programs

Chapter 2

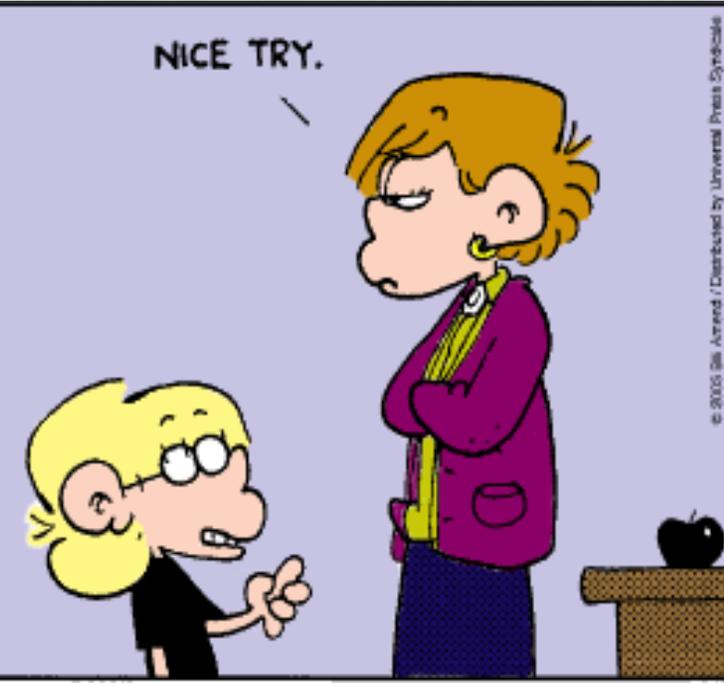
Lecture 2-3: Loop Figures and Constants

reading: 2.4 - 2.5

```
#include <stdio.h>
int main(void)
{
    int count;

    for (count = 1; count <= 500; count++)
        printf("I will not throw paper airplanes in class.");

    return 0;
}
```



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AMEND 10-3

1. Pseudo-code

- **pseudo-code:** An English description of an algorithm.
- Example: Drawing a 12 wide by 7 tall box of stars

```
print 12 stars.  
for (each of 5 lines) {  
    print a star.  
    print 10 spaces.  
    print a star.  
}  
print 12 stars.
```

```
* * * * * * * * * * * * * *  
* * * * * * * * * * * * * *  
* * * * * * * * * * * * * *  
* * * * * * * * * * * * * *  
* * * * * * * * * * * * * *  
* * * * * * * * * * * * * *  
* * * * * * * * * * * * * *
```

Scope

- **scope:** The part of a program where a variable exists.
 - From its declaration to the end of the { } braces
 - A variable declared in a `for` loop exists only in that loop.
 - A variable declared in a method exists only in that method.

```
i's scope {  
public static void example() {  
    int x = 3;  
    for (int i = 1; i <= 10; i++) {  
        System.out.println(x);  
    }  
    // i no longer exists here  
} // x ceases to exist here
```

x's scope

Scaling the mirror

- Let's modify our Mirror program so that it can scale.
 - The current mirror (left) is at size 4; the right is at size 3.
- We'd like to structure the code so we can scale the figure by changing the code in just one place.

```
#=====#
|           |
|      <><>  |
|     <>...<> |
|    <>...<> |
|   <>...<> |
|  <>...<> |
| <>...<> |
| <>...<> |
|  <>...<> |
|   <>...<> |
|    <>...<> |
|     <>...<> |
|      <><>  |
|           |
#=====#
```

```
#=====#
|           |
|      <><>  |
|     <>...<> |
|    <>...<> |
|   <>...<> |
|  <>...<> |
| <>...<> |
| <>...<> |
|  <>...<> |
|   <>...<> |
|    <><>  |
|           |
#=====#
```

Class constants

- **class constant:** A fixed value visible to the whole program.
 - value can be set only at declaration; cannot be reassigned, hence the name: *constant*

- **Syntax:**

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

- name is usually in ALL_UPPER_CASE

- **Examples:**

```
public static final int HOURS_IN_WEEK = 7 * 24;  
public static final double INTEREST_RATE = 3.5;  
public static final int SSN = 658234569;
```

Assignment 2: ASCII Art

