



Elements of the Java Platform

Road Map

Instructor: Jonathan Doughty

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Times: Monday Evenings: 7:20 - 10:00 PM

Place: Classes will be held in S&T I, Room 124

Each week lecture materials will be found at:

<http://cs.gmu.edu/~jdoughty/cs161/>

Topics this week:

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Course Description

Description

On completing this course, students will understand

- the essentials of computer programming,
- the fundamentals of the JavaTM language and platform, and,
- writing and running simple Java applications.

Class sessions will *not* be primarily hands-on lab oriented.

This class will *not* teach

- JavaScript
- How to create graphical interfaces,
- Any advanced Java topics



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Grading Policy

Programming assignments - 70%

- 4 programming assignments
- Due the following Monday after the assignment is given
- I'll accept late submittals up to one week after their initial due date; *however, all late submittals will be reduced one full letter grade.*
- I'll accept good faith attempts on time and I'll revise those grades upwards (not to maximum credit however) with results from late submittals.

Final exam - 30%

- I base exam questions on the text's self test questions and the lecture material.



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Honor Policy

GMU Honor System and Code

<http://www.gmu.edu/catalog/acadpol.html>

Computer Science Department Honor Code Policy for Programming Projects

<http://cs.gmu.edu/honor-code.html>

- **Do your own work**
- **Assignments to be done individually, *NOT* in teams**



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Expectations for This Class

- Assignments are expected to be done by the **individual**. Each individual is expected to complete and hand in their own version of programming assignments.
- **Full credit if *correct* and turned in on time. Only partial credit thereafter.**
- Programming assignments are expected to show individual "**value-added**". If you've used material you've found to help complete the assignment (including material from the text or examples I've provided) I expect you to have added to it in a *significant* way.
- Plagiarism (e.g., copying Java code from books, CDs, or web sources) *without proper and complete attribution* and adherence to copyrights, etc. is **not allowed**.

Final exam

- Will be completed by the individual.
- Will be taken without study aids.



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Textbook

Java: An Introduction to Computer Science & Programming

Walter Savitch, Prentice Hall, 1998

Recommended Supplementary Reading

Useful but not required:

The Java Tutorial

Mary Campione and Kathy Walrath,

- Softcopy <http://java.sun.com/docs/books/tutorial/index.html>
Download your own copy from
<http://java.sun.com/docs/books/tutorial/information/download.html> (9.3MB)
updated regularly
 - 22 "trails"
 - 64 lessons
 - Over 16 Megabytes of information all together.
- Printed - Addison-Wesley, 1998

Getting Started

A series of lessons on getting started in Java programming; assumes a little programming background.

<http://developer.java.sun.com/developer/onlineTraining/Programming/>

Thinking in Java

Bruce Eckels' excellent book on Java programming.

- Printed - Prentice-Hall 1998
- Softcopy You can download the entire contents in either PDF (3.6MB) or zipped HTML (1.1MB) formats from
<http://www.bruceeckel.com/javabook.html>



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Syllabus

The topics I expect to cover in this class are:

Week 1 - Elements of Programming in Java

- What is *programming*?
- What is *Java*?
- What are the essentials for writing and running Java code?
- Introduction to Java primitive and object data types

Week 2 - The Java Language

- What are the *primitive* data types of Java
- What are the *fundamentals* of programming in Java?
- What is a Java *Object*?

Week 3 - Java Objects, Methods, Fields, and Exceptions

- Creating Java objects
- *Arrays* and other Java collections
- Decomposing a problem into classes

Week 4 - Java's Object Orientation, Input, and Output

- Java's approach to *object orientated programming*
- Associating data with objects
- Data *input* and *output* in Java

Week 5 - Inheritance and Graphical User Interfaces

- The Java platform's use of *inheritance* and *packages*
- *Event Driven Programming*
- Making a graphic Java *User Interface*
- Applets and Java in Web Browsers



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Programming Assignment Road Map

Assignment 1

Goal:

- Create an easy program and get your chosen Java environment to work.

Purpose:

- To get you used to the compiler and the interpreter;
- *For you to experience common initial problems;*
- Decide where you will do the remainder of the assignments;
- Get familiar with tools.

Assignment 2

Goal:

- Write a simple Java program from scratch;
- Learn how to write a Java class with fields and methods.

Purpose:

- To start thinking in terms of breaking a problem into smaller pieces.
- To start getting the computer to calculate answers. To start learning to be **exact** when giving the computer instructions.

Assignment 3

Goal:

- Write a second Java class and use the two classes written so far, this week's uses last's.

Purpose:

- Learn about instances of classes and calling methods on them.
- To start building solutions from smaller pieces: Java classes; to get those pieces to interact.

Assignment 4

Goal:

- Add input/output capabilities to a Java class;
- read data, process it, and produce some results calculated from the input using multiple classes.

Purpose:

- To access data from an external source,
- To learn how to instruct the computer to process it,
- How to break data into pieces associated with objects.
- Learn about I/O principles;
- Building more complex programs by combining simple pieces.



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Program Development Environment

JDK

The **Java Development Kit (JDK)**, *free from Sun* and any text editor is all that is needed.

- You should be using **JDK 1.1.x** or **JDK 1.2.x** (also known as the Java™ 2 SDK, Standard Edition)
 - S&T 1. Room 124 has the Windows version of JDK 1.2 installed
 - OSF1 has the Unix version of JDK 1.1
 - Either one will do for this class
- If you choose to work at home or on some other system
 - The Java Development Kit 1.1 (currently 1.1.8) can be downloaded from <http://java.sun.com/products/jdk/1.1/> (8 MB download, 12 MB installed).
 - The Java2 "platform" (currently 1.2.2) can be downloaded from <http://java.sun.com/products/jdk/1.2/> (20 MB download, 43 MB installed)
- The JDK documentation will be a useful reference, use it.
 - The JDK 1.1 documentation may be found [here](#)
 - The JDK 1.2 documentation may be found [here](#)
 - If you are installing a copy of the JDK at home consider downloading the separate JDK documentation ZIP archive at the corresponding URLs above.

(the JDK 1.1 version is a 4 MB download and requires 12 MB installed; the JDK 1.2 documentation is a *16 MB* download and requires 83 MB installed.)

- If you are working on a machine that uses something other than Windows or Solaris, let me know.



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IDEs

Lots of Interactive Development Environments supporting Java, some free, some commercial products, are available.

- **You don't need an IDE to do the work in this course.**
- **You will need to be able to use a simple *text editor* (Notepad on Windows, PICO on Unix will do) and have access to a Java compiler and a Java Virtual machine.**
- One free possibility for Windows environments is Javaedit. *We'll use Javaedit in the lab.* You can download your own free copy at <http://www.tiac.net/users/dchase/javaedit.htm> (260K download)
- The CD-ROM that accompanies the text has a limited version of the Code Warrior IDE. It is useful for exploring the example programs that accompany the text. The computers in the S&T I Room 124 lab have Code Warrior installed. *I don't recommend using CodeWarrior for this class.*



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Programming

Question: *What are Programs? What are some examples?*

Question: *What is Programming?*



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Some Keys to Java Programming

- In Java *everything* is an *Object*.
- Java programs consist of one or more objects.

Question: *What's an "object"?*

- One object is the starting point of any Java program.
- This one object has a *main method* that starts a Java application going.

All Java *applications* have *at least one* method named "*main*"



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What Does Java Look Like?

```
/* One of the simplest complete Java programs you can write
*/

public class HelloClass {

    // This is a "method"; notice its name

    public static void main(String[] args) {

        System.out.println("Hello class, this is Java!");

    } // this ends the method definition

} // this ends the class definition
```



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Running a Java application

1. Write Java code in a source file using a text editor.
2. Activate the Java **compiler**; For example, by typing

```
javac MyName.java
```

This converts your human readable Java source code to Java *interpreter* readable **bytecode**.

3. Run the program; activate the Java **interpreter**
For example, by typing

```
java ClassWithMain
```

ClassWithName must be **identical to** filename and is *case sensitive*. For example:

```
C:\ java MyName "Your name here"
```

This starts the *interpreter* and tells it to look for a file MyName.class



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A Better First Java program

```

/** a Java class to demonstrate simple Java principles.
 * /

public class MyName {

    public static void main(String[] args) {

        // Make a MyName object ...

        MyName anObject = new MyName();

        // Assign its name from the command line argument

        anObject.name = args[0];

        // ... and ask it to to identify itself

        System.out.println( anObject.toString() );

        // The following is only needed for running the program from
 // within the Javaedit application on Windows
        try {
            byte[] line = new byte[80];
            System.out.println("press enter key to end");
            System.in.read(line);
        }
        catch (java.io.IOException e) {
            // ignored
        }
    }

    // The rest of this relates to MyName "objects"

    // each MyName object will remember who you tell it is using
 // this "instance variable" named "name".

    String name;

    // This will allow MyName objects to identify themselves asked.

    public String toString() {
        return "Hello, I'm a MyName object and my name is " + name;
    }
}

```



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Do it!

In this case, just access the already written source code and copy it into a new Javaedit window.

- Notice what happens if you don't include "Your name here"
- Notice what happens if you don't include the quote marks
- Notice what happens if you just type nonsense within the quote marks



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What the MyName Class demonstrates

Java starts by finding and running the *method* named *main*

```
public static void main(String[] arg)
```

String name defines a *variable* (or *field*)

Notice where it is declared: inside the class but outside any method.

The *name* variable is associated with *MyName* objects

These are called *instance variables*

You *assign* values to variables

A variable (also called a *field*) is given a value using

```
destination = source expression;
```

You call *methods*

```
object_reference.method_name();
```

You generate output

```
System.out.println( [ a string ] )
```

Java forces you to check for possible *exceptions*

```
try {  
    ...  
} catch ( ... ) {  
    ...  
}
```



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Assignment for Next Session

Reading

If you haven't already done so, read

- Chapter 1 - Introduction and a Taste of Java
- Chapter 2 - Primitive Types and Strings
- Chapter 3 - Flow of Control

Programming Assignment

- Decide what platform you are going to work on
 - Windows
 - GMU CS lab - use JavaEdit and JDK 1.2.2
 - At home or on some other PC - use JavaEdit and JDK 1.1.8
 - Unix
 - osf1 supports JDK 1.1.8 *for non-GUI applications*
use pico or vi and the javac and java commands
 - Other systems you may have access to have other challenges

Email me if you have questions.

- Using a simple text editor, (like vi, pico, javaedit, or Notepad) create a file Hello.java.

- Write the class Hello so that it prints on four lines just:
 - Your name
 - Your GMU ID
 - Your email address
 - The date and time - you decide how to accomplish this; we'll discuss some possibilities next week

You can get these values into the program in any way you like: from the command line or just by having "strings embedded in the source code".

Do **not** prompt the user for the values or bother trying to read the values from the keyboard. Do **not** try to use `SavitchIn`.

Hint: Make a copy of the `MyName.java` file; rename it `Hello.java`; and add what is necessary to fulfill the homework requirements.

- Run `javac` compiler
- Fix any errors
- Repeat last two steps if necessary until you have no more errors
- Run `java` interpreter on class file
- **Turn in transcript of showing successful execution of `javac` and `java` as well as a copy of source file(s)**
 - On Windows copy and paste the contents of a DOS window into a JavaEdit text document window or Notepad. Or take a snapshot of the window showing the program execution using `Alt PrintScreen` and then paste the snapshot into Paint to print the resultant image.
 - On Unix, use the *script* command to start recording. Do

```
javac Hello.java
java Hello
cat Hello.java
```

to show the compiler execution with no errors, record the program running, and list the program source file. Use the *exit* command to end the script; print the result that is stored in the file named *transcript*.