

CSE 421 Course Overview and Introduction to Java

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Lecture 1

Learning Objectives

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- Knowledgeable in how **sound software engineering principles** for component-based design are manifested in a current **popular programming language**
 - SE principles: Resolve
 - Programming language: Java
- Proficient at Java programming
- Proficient at use of industrial-strength software development tools
- Informed in good programming practices

Pre- and Post-requisites

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- Required background: CSE 321
 - Typed imperative programming paradigm
 - Control flow, types, variables, arrays
 - Encapsulation and information hiding
 - Client view vs implementation view
 - Abstract vs concrete templates/instances
 - Behavioral specifications
 - Mathematical model and constraints
 - Abstraction correspondence and conventions
 - Requires, ensures, and alters clauses
- Preparation for: CSE 560
 - Practical programming patterns
 - Tool support for software development

Course Content

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- Language
- Tools
- Good programming practices

Course Content 1: Language

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- Core syntax and features
 - Declarations, assignment, control flow
 - Methods, objects, classes, interfaces
 - Inheritance, polymorphism
 - Generics, exceptions
- Packages (ie Java component catalogs)
 - Collections (eg Map, Set, Queue, List...)
 - Logging, IO, Swing for GUIs

Course Content 2: Tools

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- Eclipse
 - Industrial-strength open source IDE
 - Many (free) extensions available
- Javadoc
 - Industry-standard documentation utility for Java programs
- JUnit
 - Industry-standard library for unit testing programs
- CVS/SVN
 - Widely-adopted versioning systems for co-ordinating team development

Course Content 3: Good Practices

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- Problem:
 - Complex language mechanisms make it easy to produce code that is wrong, brittle, inextensible, and hard to maintain
- “Solution”:
 - Good programming practices form a discipline that helps (but does not guarantee) developers write better code
- Simple syntactic idioms
 - Naming conventions, coding conventions
 - Decoupling by “programming to the interface”
- Complex design patterns
 - Single-point of control (eg factories, MVC)
 - Maintaining an invariant (eg immutable, singleton)

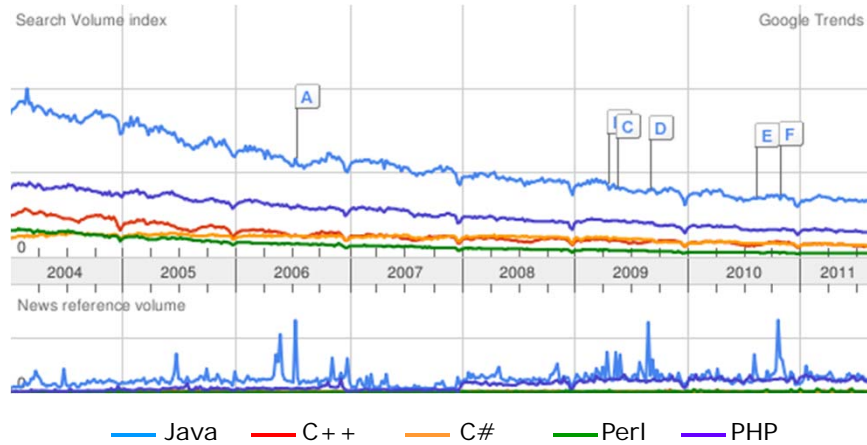
What is Java?

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- Developed by Sun Microsystems (now Oracle)
 - James Gosling
 - Birth: 1994 (progenesis from Oak)
- Based on C/C++
 - Similar syntax, control, data structures
 - Imperative, object-oriented
- Originally designed for building Web/Internet applications
 - Now often viewed as a “general purpose” programming language
- Currently enjoys wide-spread acceptance
 - Had immediate impact, then continued success

Volume of Google Searches

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Major Java Myths

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1. Java is a small, simple language
 - True initially, but every revision to the language has added functionality and *complexity*
2. Java does not have pointers
 - References (ie pointers) are *ubiquitous*
3. Once I start using Java, I can forget all that Resolve/C++ stuff
 - Understanding sound principles for component-based software is *even more* important

Resources

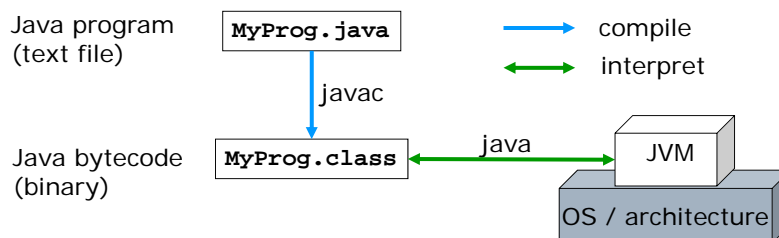
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- ❑ On line tutorials from Sun ("trails")
 - <http://docs.oracle.com/javase/tutorial/>
- ❑ On line API documentation
 - <http://docs.oracle.com/javase/6/docs/api/>
- ❑ Class website
 - Handouts, lecture notes, lab assignments
 - Pointers to more resources
- ❑ Piazza (www.piazza.com)
 - Discussion forum, news, announcements
- ❑ Carmen
 - lab submission (in "dropbox"), grades

The Java Virtual Machine (JVM)

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- ❑ An abstract computer architecture
 - The software that executes Java programs
 - Part of Java Runtime Environment (JRE)
- ❑ Java program compiled into bytecode
- ❑ Java bytecode then interpreted by JVM



Implications of JVM

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- Portability
 - Sun slogan: “Write once, run anywhere”
 - JVM is ubiquitous
- Environment configuration
 - path variable
 - for shell to find java / javac executables
 - classpath variable
 - for JVM to find bytecode at execution time
- Dynamic extensibility
 - JVM can find bytecode on-the-fly
- Performance
 - Extra layer comes at (small) penalty in performance

Environment Setup: JDK 6

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- Version 6 == Java 2 version 1.6
- Lab: CL 112 (& Baker 310 if available)
<http://www.cse.ohio-state.edu/cs/labs.shtml>
- CSE login server: stdlinux.cse.ohio-state.edu
 - Red Hat Enterprise Linux 6
 - Solaris servers (ie stdsun) will not work for 421
 - See class web page, Resources, then “Eclipse use at OSU” for instructions on logging in to stdlinux
 - X-Win32 or VNC or ssh
- Confirm set-up

```
$ java -version
java version "1.6.0_25"
. . .
```

Install Java Platform at Home

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- Can be installed on different platforms:
 - Solaris, Windows, Linux, ...
- Trail: Getting Started > "Hello World!"
 - Download OS-specific Java Development Kit (JDK)
 - Tools for program development (eg javac)
 - JRE
 - Create simple program (with a text editor)
 - Compile (with javac)
 - Run (with java)
- Make sure to download:
 - *J2SE JDK* (not J2EE, not JRE, not bundles)
 - *Version 6* (latest: 1.6.0_30, ie update 30)

Getting Started: 1. Creating Source File

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- Using any text editor:
 - Create a file `HelloWorldApp.java`
 - Copy the following code into this file:

```
public class HelloWorldApp {
    public static void main(String[] args) {
        // Display "Hello World!"
        System.out.println("Hello World!");
    }
}
```
- Note:
 - Class name must match file name
 - Java is CASE SENSITIVE!

Getting Started: 2. Compiling the Program

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- Compile using javac

```
$ javac HelloWorldApp.java
```
- Generates a file named HelloWorldApp.class

```
$ ls
HelloWorldApp.class HelloWorldApp.java
```
- Problem

```
javac: command not found
```
- Cause
 - Shell can not find javac executable
- Solutions
 - Use full path on command line

```
$ /usr/local/jdk1.6.0_25/bin/javac HelloWorldApp.java
```
 - Set path environment variable

```
$ export PATH=$PATH:/usr/local/jdk1.6.0_25/bin/
```

Getting Started: 3. Running the Program

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- From same directory, run using java

```
$ java HelloWorldApp
Hello World!
```
- Note:
 - argument is HelloWorldApp, *not* a file (.java or .class)
- Problem

```
Exception in thread "main" java.lang.NoClassDefFoundError:
HelloWorldApp
```
- Cause
 - JVM can not find HelloWorldApp bytecode (ie .class file)
- Solutions
 - Explicitly set classpath on command line

```
$ java -classpath ~/421/example HelloWorldApp
```
 - Set classpath using environment variable

```
$ export CLASSPATH=.:~/421/example
```

Language Basics: Statements

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- Similar to C/C++
- Control flow:
 - if, if-else, if-else if
 - switch
 - for, while, do-while
 - break
 - continue
- Statements
 - Separation with ;
 - Blocks with { . . . }
- Comments with // or /* . . . */
- Operators
 - arithmetic: + - * / % ++ -- ...
 - logical (for booleans): & | ^ ! && ||
 - bit (for integer types): & | ^ ~ << >> >>>
 - relational: == != < > <= >=

Good Practice: Single-Statement Conditionals

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- Always include body of if-else in braces, even if it is a single statement
- The following is correct, but discouraged:

```
if (!isDone)
    retry = true;
```
- Instead, write:

```
if (!isDone) {
    retry = true;
}
```

Supplemental Reading

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- Sun trails
 - Getting Started
 - Learning the Java Language > Language Basics
- Java overview white paper
 - <http://java.sun.com/docs/white/langenv/>
- Another walk-through of simple application
 - "Essentials of the Java Programming Language, Part 1"
 - <http://www.oracle.com/technetwork/java/compile-136656.html>
 - Lessons 1 and 2

Summary

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- Main course learning objective
 - Applying solid SE principles in Java programming
- Course content
 - Language, tools, good practices
- JVM
 - .java (source) vs .class (bytecode)
 - javac (compiler) vs java (interpreter)
- Environment configuration
 - Setting class and classpath
- Sample program: Hello World