

COS Crash Course: Week 1

intro and data types



welcome!

- Bummed out by COS 125's cancellation? (Same.)
- Want to familiarize yourself with the structure of Princeton's intro COS course, 126, before the fall semester starts?
- Want to brush up on coding interview problems before the next recruitment cycle? (Same same.)
- Not planning on majoring in COS but still want to familiarize yourself with the code that makes up this Virtual Insanity?
- Just *really* need a HALPS point?

You're in the right place!

name game



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but first, a word on stacks

- A technical stack refers to the programming languages, libraries, and IDEs (code editors) that are used to create a project.
- These sessions will use Java and an online editor called JDoodle.
- If you want to replicate the more professional tools COS 125/126 use, download IntelliJ IDEA from lift.cs.princeton.edu/java/windows



jdoodle.com/online-java-compiler

Feel free to play around with it while I yap.

```
1 public class MyClass {  
2     public static void main(String args[]) {  
3         int x=10;  
4         int y=25;  
5         int z=x+y;  
6  
7         System.out.println("Sum of x+y = " + z);  
8     }  
9 }
```

Execute Mode, Version, Inputs & Arguments

JDK 17.0.1

☐ Interactive

Stdin Inputs

CommandLine Arguments

Execute

...

Result

lecture

strict typing

strings, ints, doubles

boolean logic

variables

- Variables are a key feature that make programming languages just so dang versatile.
 - Shorthand for longer values; makes code easier to maintain.
 - Can be altered based on user input while keeping the rest of the code the same.
 - Stores values which can be changed throughout the course of a loop or based on conditional statements (we'll come back to this another week!)

```
int foobar = 2763;
```

a variable... ...and its value (or literal)

strict typing

- Java is an example of a strictly typed language. Whenever you declare a new variable, you must specify what kind of values you want to associate to it.
- This may be different from other programming languages you might be familiar with such as Python or JavaScript, which are dynamically typed and automatically infer what types variables should take on.

```
int foobar = 2763;
```

this variable should only ever be associated with a number

built-in data types

variable type	what it can store	example values	example operations
String	Character sequences	"abcdefg" "four bees"	Concatenation (joining strings together), length, emptiness
char	Single characters	'F' 's' '@'	String and integer conversions
int	Numbers	2763 -240	Arithmetic
double	Decimals	3.333 -0.126	Arithmetic
boolean	Binary truth values	true false	Logic operations (or, and, not)

the importance of types



In your code editor, try declaring two `int` values and two `String` values and using `System.out.println` to see how Java handles...

- Adding the two `int` values.
- Adding the two `String` values.
- Adding an `int` and a `String`, in that order.
- Adding a `String` and an `int`, in that order.
- Adding two `int` values, then the `String`.

type conversions

- In the previous examples, we witnessed automatic type conversion, where Java treated an int as a String to concatenate because it thought it was best for us.

“My favorite number is “ + 1746 + “.”

- In other cases, you may want to force Java to do the opposite and treat a String as an int or double using explicit type conversion.

```
Integer.parseInt(“1984”)
```

“WOW THIS ALL SOUNDS LIKE A LOT OF PRIMITIVE BOILERPLATE SYNTAX”

- Firstly, rude.
- Secondly, while Java *does* have a lot of that, strict typing is far from primitive.
 - Reduces “miscommunication” between the programmer and computer.
 - Helpful for debugging.



lecture

strict typing
strings, ints, doubles
boolean logic

strings...

- ...treat whitespace (such as spaces) literally.
 "I got a blank " + "space" ►
 "I got a blank space"
- ...are not integers.
 "1" + "2" ► "12"
- ...support Unicode, meaning they support emoji!
 "👁️👄👁️"

string methods

String `x` = "Princeton";

method	what it does	example	output
<code>charAt(int n)</code>	Returns the nth character, starting at 0.	<code>x.charAt(0)</code> <code>x.charAt(4)</code>	'p' 'c'
<code>length()</code>	Returns the string length.	<code>x.length()</code>	9
<code>isEmpty()</code>	Returns if the string is empty or not	<code>x.isEmpty()</code>	false
<code>indexOf(char n)</code>	Finds where n is in a string,	<code>x.indexOf('o')</code>	7

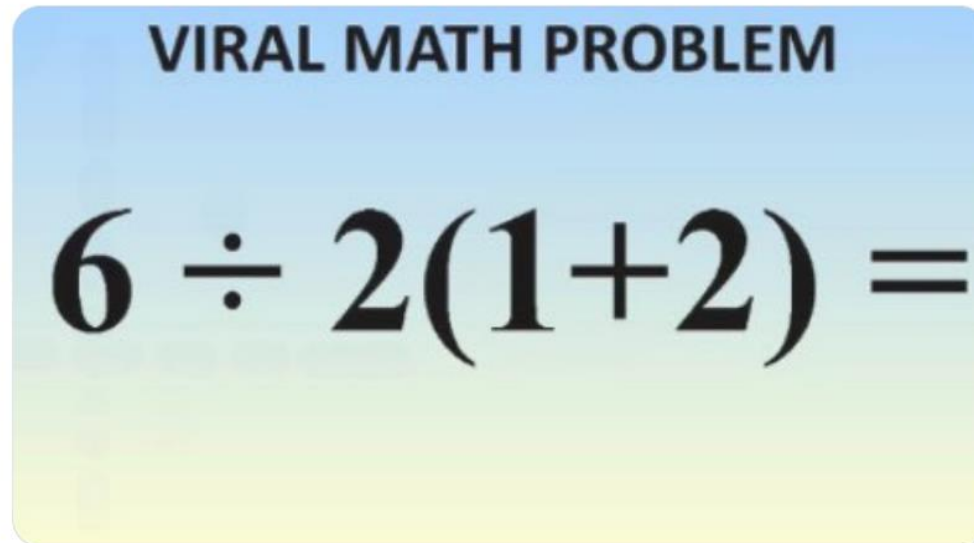
You'll learn an efficient way in COS 226!



ryan 
@scubaryan_

...

there's no way you guys think the answer isn't 9 bro 🤔



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***but what does
java think?***



ints and doubles...



- ...use PEMDAS for arithmetic.

$6 / 2 * (1 + 2)$ ► Try it yourself!

- ...use automatic type conversion when using ints and doubles in the same expression.

$2.0 / 4$ ► 2.0

- ...can be positive or negative.

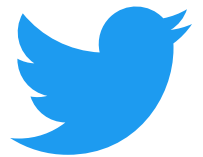
$-2 + 3$ ► 1

- ...support the [modulo](#) operator, which calculates the remainder of a number when divided by the number after it.

$5 \% 2$ ► 1



oh dear.



division with ints is weird

- When you divide two ints together, Java assumes that you still want a result of value type int.

2 / 4 ► 0

- There are two ways to fix this:

- Make one of the digits a double.

2 / 4.0 ► 0.5

- Explicitly convert the ints to doubles using [type casting](#).

(double) 2 / 4 ► 0.5

int and double methods



method	what it does	example	output
Math.abs(n)	Returns absolute value of an int or double.	Math.abs(-2)	2
Math.max(a, b) Math.min(a, b)	Returns the max or min of two ints or doubles.	Math.max(5, 7)	7
Math.pow(a, b)	Raises a to the power of b, returns a double.	Math.pow(2, 3)	8.0
Math.random()	Returns a double from [0, 1)	Math.random()	0.87113234

Can you think of a way to return random whole numbers using this method?

lecture

strict typing
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boolean logic

operators

Booleans have their own wacky set of operators.

- And (&&) outputs true if all conditions are true.

`false && true ► false`

`true && true ► true`

- Or (||) outputs true if at least one condition is true.

`false || true ► true`

`true || true ► true`

- Not (!) returns the opposite result of the expression.

`!false ► true`

!(true && false || !false)

!(true && false || true)

!(false || true)

!(true)

false

***some
boolean math***

comparison operators

You can also use comparison operators to get a boolean output from comparing two values.

operator	meaning
==	Equal
!=	Not equal
<	Less than
<=	Less than or equal to
>	Greater than
>=	Greater than or equal to



Single equal sign and double equal signs are different breeds!

Singles are for assigning variables to new values.

Doubles are for comparing two existing values.

1 <= 4 <= 12

(1 <= 4) <= 12

(true) <= 12

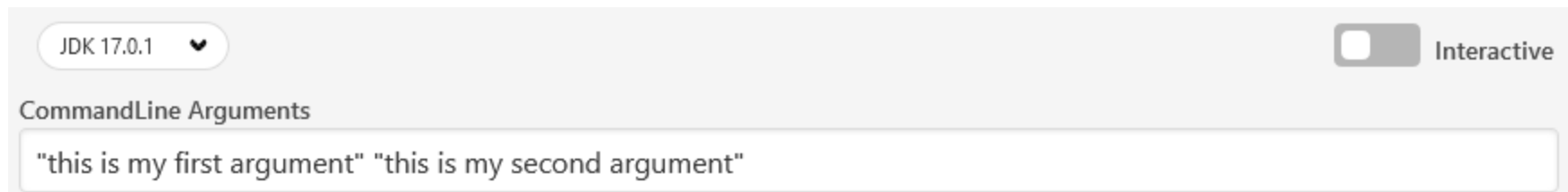


***some
regular math***

One more thing...

command line arguments

- Throughout the course of this crash course, we will be sending input to our programs primarily through command line arguments.
- JDoodle provides a graphical way of sending command-line arguments, just by filling in a text box.
- Command line arguments are sent as an array of strings titled args. To use them in your program, use args[0] to refer to your first string, args[1] to refer to your second string, and so on.



The screenshot shows the JDoodle IDE interface. At the top left, there is a dropdown menu for the Java version, currently set to "JDK 17.0.1". To the right of this is a toggle switch labeled "Interactive", which is currently turned off. Below these elements is a text input field titled "CommandLine Arguments". The text inside the field is: "this is my first argument" "this is my second argument".

string to int

All command line arguments have the string value type. If you want Java to interpret your argument as a number or decimal value, use the `Integer.parseInt()` and `Double.parseDouble()` methods.

Online Java Compiler IDE

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```
1 public class MyClass {
2     public static void main(String args[]) {
3         int x = Integer.parseInt(args[0]);
4         double y = Double.parseDouble(args[1]);
5         System.out.println(x + y);
6     }
7 }
```

Execute Mode, Version, Inputs & Arguments

JDK 17.0.1 ☒ Interactive

CommandLine Arguments

"2" "7.63"

Result

compiled and executed in 0.871 sec(s)

9.629999999999999

exercises

unit conversion

You are given a temperature in Fahrenheit, a weight in pounds, and a measurement in inches as command line arguments. Convert them to NORMAL units (Celsius, kilograms, centimeters). You are free to look up the equations if you'd like.

teen numbers

Three numbers are given to you as command line arguments. If all three of them are “teen” numbers, return true. Otherwise, return false.

Follow up: Can you do this using a modulo expression?