Data Representation Classes, and the Java API

CSC 1051 – Data Structures and Algorithms I
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Course website:
http://www.csc.villanova.edu/~map/1051/
Overview

- Binary representation
- Data types revisited
- Type conversions, casts
- The Java API classes
  - Math class
  - Random class
  - String class
Data Representation

• Computers store all information **digitally**, using **binary** codes:

  – numbers
  – text
  – images
  – audio
  – video
  – program instructions

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Why Binary Numbers?

- Simplest way to represent digital information:
  - Electronic circuits: high/low voltage
  - Magnetic devices (eg hard drive): positive/negative
  - Optical devices (eg DVD): light reflected/not reflected due to microscopic grooves

A binary digit is called a **bit** - binary digit
A **byte** is a group of eight bits
## Binary codes

<table>
<thead>
<tr>
<th>1 bit</th>
<th>2 bits</th>
<th>3 bits</th>
<th>4 bits</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>00</td>
<td>000</td>
<td>0000</td>
</tr>
<tr>
<td>1</td>
<td>01</td>
<td>001</td>
<td>0001</td>
</tr>
<tr>
<td>10</td>
<td>010</td>
<td>010</td>
<td>0010</td>
</tr>
<tr>
<td>11</td>
<td>011</td>
<td>011</td>
<td>0011</td>
</tr>
<tr>
<td></td>
<td>100</td>
<td>100</td>
<td>0100</td>
</tr>
<tr>
<td></td>
<td>101</td>
<td>101</td>
<td>0101</td>
</tr>
<tr>
<td></td>
<td>110</td>
<td>110</td>
<td>0110</td>
</tr>
<tr>
<td></td>
<td>111</td>
<td>111</td>
<td>0111</td>
</tr>
</tbody>
</table>

Each additional bit doubles the number of possible codes
Binary Codes

• How many codes of N bits?
• How many bits are needed to represent 64 items?
• How many bits are needed to represent 80 items?
• How many bits are needed to represent each of the 50 states (so that each state corresponds to a unique code)?
Storage requirements examples

• If a code requires 5 bits, a document consisting of 4000 such codes will require a total of:
  \[ 5 \times 4000 = 20,000 \text{ bits} \]
  – how many \textit{bytes} is that? _______________

• If a code requires 8 bits (i.e., a byte), a document consisting of 2000 such codes will require 2000 bytes.
  – how many \textit{bits} is that? _______________

• If a code requires 32 bits, a program that needs to store 2000 such codes will require
  \[ \underline{_______} \text{ bits} \quad \text{or} \quad \underline{_______} \text{ bytes} \]
Storage Capacity

• Every memory device has a storage capacity, indicating the number of bytes it can hold.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Symbol</th>
<th>Number of Bytes</th>
</tr>
</thead>
<tbody>
<tr>
<td>kilobyte</td>
<td>KB</td>
<td>$2^{10} = 1024$</td>
</tr>
<tr>
<td>megabyte</td>
<td>MB</td>
<td>$2^{20}$ (over one million)</td>
</tr>
<tr>
<td>gigabyte</td>
<td>GB</td>
<td>$2^{30}$ (over one billion)</td>
</tr>
<tr>
<td>terabyte</td>
<td>TB</td>
<td>$2^{40}$ (over one trillion)</td>
</tr>
<tr>
<td>petabyte</td>
<td>PB</td>
<td>$2^{50}$ (a whole bunch)</td>
</tr>
</tbody>
</table>
### Numeric Primitive Data

- The difference between the numeric primitive types is their size and the values they can store:

<table>
<thead>
<tr>
<th>Type</th>
<th>Storage</th>
<th>Min Value</th>
<th>Max Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>byte</td>
<td>8 bits</td>
<td>-128</td>
<td>127</td>
</tr>
<tr>
<td>short</td>
<td>16 bits</td>
<td>-32,768</td>
<td>32,767</td>
</tr>
<tr>
<td>int</td>
<td>32 bits</td>
<td>-2,147,483,648</td>
<td>2,147,483,647</td>
</tr>
<tr>
<td>long</td>
<td>64 bits</td>
<td>&lt; -9 x 10^{18}</td>
<td>&gt; 9 x 10^{18}</td>
</tr>
<tr>
<td>float</td>
<td>32 bits</td>
<td>+/- 3.4 x 10^{38} with 7 significant digits</td>
<td></td>
</tr>
<tr>
<td>double</td>
<td>64 bits</td>
<td>+/- 1.7 x 10^{308} with 15 significant digits</td>
<td></td>
</tr>
</tbody>
</table>
Characters in Java

- Characters, including spaces, digits, and punctuation are represented by numeric codes

  Hi, Heather.

The ASCII (American Standard Code for Information Interchange) character set uses eight bits per character, allowing for 256 unique characters.

The Unicode character set extends ASCII to sixteen bits per character, allowing for 65,536 unique characters.

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Characters in Java

- A `char` variable stores a single character
- Character literals are delimited by single quotes:

  'a'   'X'   '7'   '$'   ','   '\n'

Note the difference between a primitive character variable, which holds only one character, and a `String` object, which can hold multiple characters

```
char grade = 'A';
char terminator = ';', separator = ' ', newline = '\n';
char letter = 't';
char next = letter++;  // 'u'
```
Automatic type conversion

Values of different types can be combined in an assignment or an expression

• Example:

```java
int dollars = 5;
double money = dollars + 2.50;
System.out.println(dollars + " dollars");
```

• These are all examples of **widening conversions**, i.e., “smaller” data type ➔ “larger” data type
Converting from one type to another

• **Widening conversions**
  – “small” data type ➔ “larger” one
    • eg: int ➔ double
      32 bits ➔ 64 bits

• **Narrowing conversions**
  – “large” data type ➔ “smaller” one
    • eg: double ➔ int
      64 bits ➔ 32 bits

– narrowing conversions can lose information!

– narrowing conversions cannot happen automatically (for example, through assignment)
Casting

- *Casting* forces a change of type, even if information is lost
- Can be used for both widening and narrowing conversion
- To cast, put the type in parentheses in front of the value to be converted:

```java
int total = 5;

double result = (double) total / 2;

int answer = (int) result + 4;

double angle = 0;  // 0 radians

int x = (int)(Math.cos(angle) * 300);
```

(cast has higher precedence than arithmetic operators)
# Data Conversion

## Widening Conversions

<table>
<thead>
<tr>
<th>From</th>
<th>To</th>
</tr>
</thead>
<tbody>
<tr>
<td>byte</td>
<td>short, int, long, float, or double</td>
</tr>
<tr>
<td>short</td>
<td>int, long, float, or double</td>
</tr>
<tr>
<td>char</td>
<td>int, long, float, or double</td>
</tr>
<tr>
<td>int</td>
<td>long, float, or double</td>
</tr>
<tr>
<td>long</td>
<td>float or double</td>
</tr>
<tr>
<td>float</td>
<td>double</td>
</tr>
</tbody>
</table>

## Narrowing Conversions

<table>
<thead>
<tr>
<th>From</th>
<th>To</th>
</tr>
</thead>
<tbody>
<tr>
<td>byte</td>
<td>char</td>
</tr>
<tr>
<td>short</td>
<td>byte or char</td>
</tr>
<tr>
<td>char</td>
<td>byte or short</td>
</tr>
<tr>
<td>int</td>
<td>byte, short, or char</td>
</tr>
<tr>
<td>long</td>
<td>byte, short, char, or int</td>
</tr>
<tr>
<td>float</td>
<td>byte, short, char, int, or long</td>
</tr>
<tr>
<td>double</td>
<td>byte, short, char, int, long, or float</td>
</tr>
</tbody>
</table>
How to use cast?

Forcing floating point division between int expressions

```c
int qp = 35;
int credits = 10;
double gpa = (double) qp / credits;
```

Gpa should be 3.5

```c
int qp = 35;
int credits = 10;
double gpa = (double) (qp / credits);
```
How to use cast?

Scaling a `double` and converting to `int`

double gpa = 3.2;
int gpaPercent = (int) (gpa / 4) * 100;

gpaPercent should be 80

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char ⇔ int  Conversion

• A char variable is stored as its unicode representation

• char ⇔ int conversion: convert between char and its unicode, eg:

\[
\text{(int) 't' } \leftrightarrow 116
\]

• increment and decrement of char variables takes you up and down in alphabetical order (codes are in numeric sequence), eg:

```java
char letter = 'B';
letter ++ \leftrightarrow 'C'
```
The Java class library or Java API (Application Programming Interface)
Packages

- For purposes of accessing them, classes in the Java API are organized into *packages*
- These often overlap with specific APIs
- Examples:

<table>
<thead>
<tr>
<th>Package</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>java.lang</td>
<td>General support</td>
</tr>
<tr>
<td>java.util</td>
<td>Utilities</td>
</tr>
<tr>
<td>java.text</td>
<td>Text utilities (e.g., formatting)</td>
</tr>
<tr>
<td>java.net</td>
<td>Network communication</td>
</tr>
<tr>
<td>javafx.scene.shape</td>
<td>Graphical shapes</td>
</tr>
<tr>
<td>javafx.scene.control</td>
<td>GUI controls</td>
</tr>
</tbody>
</table>

Imported automatically, includes String and Math classes.
The import Declaration

• When you want to use a class from a package, you could use its *fully qualified name*

```
java.util.Scanner
```

• Or you can *import* the class, and then use just the class name

```
import java.util.Scanner;
```

• To import all classes in a particular package, you can use the * wildcard character

```
import java.util.*;
```
The Math Class

- The **Math class** is part of the **java.lang package** and contains methods for mathematical functions
  - No need to import anything!
  - The Math class methods are **static**
  - Static methods are invoked through the **class name**

```
value = Math.cos(phi) + Math.sqrt(delta);
```

See **Quadratic.java**
Some methods from the Math class

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>double abs(double a)</code></td>
<td>absolute value of a</td>
</tr>
<tr>
<td><code>double max(double a, double b)</code></td>
<td>maximum of a and b</td>
</tr>
<tr>
<td><code>double min(double a, double b)</code></td>
<td>minimum of a and b</td>
</tr>
<tr>
<td><code>double sin(double theta)</code></td>
<td>sine function</td>
</tr>
<tr>
<td><code>double cos(double theta)</code></td>
<td>cosine function</td>
</tr>
<tr>
<td><code>double tan(double theta)</code></td>
<td>tangent function</td>
</tr>
<tr>
<td><code>double exp(double a)</code></td>
<td>exponential (e^a)</td>
</tr>
<tr>
<td><code>double log(double a)</code></td>
<td>natural log (log_e a, or ln a)</td>
</tr>
<tr>
<td><code>double pow(double a, double b)</code></td>
<td>raise a to the bth power (a^b)</td>
</tr>
<tr>
<td><code>long round(double a)</code></td>
<td>round to the nearest integer</td>
</tr>
<tr>
<td><code>double random()</code></td>
<td>random number in [0, 1)</td>
</tr>
<tr>
<td><code>double sqrt(double a)</code></td>
<td>square root of a</td>
</tr>
<tr>
<td><code>double E</code></td>
<td>value of e (constant)</td>
</tr>
<tr>
<td><code>double PI</code></td>
<td>value of π (constant)</td>
</tr>
</tbody>
</table>

This slide excerpted from [http://www.cs.princeton.edu/courses/archive/fall13/cos126/lectures/02-Basics.pdf](http://www.cs.princeton.edu/courses/archive/fall13/cos126/lectures/02-Basics.pdf)
The Random Class

• Part of the java.util package, so import it
  
  import java.util.Random;

• Create a Random object named gen:

  Random gen = new Random();

• Use Random method nextInt() to generate a random number:

  int a = gen.nextInt(4);
  // integer in range [0,1,2,3]
What is a random number?

“Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin.”
- John Von Neumann

“God does not play dice.”
- Albert Einstein

The Random class provides methods that generate pseudorandom numbers.
Summary: Generating pseudorandom numbers

```java
Random gen = new Random();
int a = gen.nextInt(4);
    // integer in range [0,1,2,3]
int b = gen.nextInt(4) + 1;
    // int in range [1,2,3,4]
int c = gen.nextInt();
    // int in range [-2147483648 ... 2147483647]
float d = gen.nextFloat();
    // float in range [0,1), eg: 0.4589
double e = Math.random();
    // double in range [0,1), eg: 0.4589
int f = (int) (Math.random() * 4);
    // integer in range [0,1,2,3] (same as a, above)
```

See also RandomNumbers.java

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Try this:
1) Randomly generated 3-digit code
2) Randomly generated letter
3) Randomly generated 3-letter

Random gen = new Random();
Example: counting “snake eyes”

// Roll two dice 100,000 times and count how many
// times you roll snake eyes, i.e., two 1’s.

Random gen = new Random();
int trial = 0, count = 0;

while (trial < 100000)
{
    int die1 = gen.nextInt(6) + 1;
    int die2 = gen.nextInt(6) + 1;
    if (die1 == 1 && die2 == 1)
        count++; // snake eyes
    trial++;
}
System.out.println("Probability of snake eyes = " +
(double)count/100000);
Monte Carlo simulation example: approximate the value of $\pi$

```java
final long MAXPOINTS = 100000000;  // number of random points
long count = 0;
long inCircleCount = 0;       // counts points inside circle

double x, y;   // points in interval (0,1)

Random toss = new Random();

while (count < MAXPOINTS) {
    x = toss.nextDouble();  // toss in quadrant
    y = toss.nextDouble();
    if ((x*x + y*y) < 1) // inside unit circle
        inCircleCount ++;
    count++;
}

double myPI = 4.0 * inCircleCount / MAXPOINTS;
System.out.println("Value of pi = " + myPI);
System.out.println("Math.PI = " + Math.PI + ");
```

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The Strings Class

- Strings are objects defined by the `String` class

```
"This is a string literal."
"123 Main Street"
"X"
```

- the `String` class has many methods that can be used to process text. Examples:
  - finding the length of a string
  - finding the char at a certain position of a string
  - producing an all-caps version of a string
Invoking String Methods

• As with other kinds of objects, we use the **dot operator** to invoke a String’s methods:

```java
String name = "Betsy";

int numOfCharsInName = name.length();
```

**Method in String class**
More String Methods

String name = "Betsy";

char initial = name.charAt(0);

String newName = name.replace('s', 't');

String capsName = name.toUpperCase();

int comp = name.compareTo(newName);

See also textbook example StringMutation.java
Example: Palindrome tester

• **Problem**: Input a string, determine whether it is a palindrome, i.e.:
  – first char is the same as last char
  – 2nd char is the same as 2nd last char
  – and so on…

• How to express this as an algorithm?
• How to implement it?
System.out.println("Enter a potential palindrome:");
str = scan.nextLine();

left = 0;
right = str.length() - 1;

while (str.charAt(left) == str.charAt(right) && left < right)
{
    left++;
    right--;
}

if (left < right)
    System.out.println("NOT a palindrome");
else
    System.out.println("palindrome");

Sample Run
Enter a potential palindrome: radar
palindrome
Test another palindrome (y/n)? y
Enter a potential palindrome: able was I ere I saw elba
palindrome.
Test another palindrome (y/n)? y
Enter a potential palindrome: abracadabra
NOT a palindrome.
Test another palindrome (y/n)? n
Declaring Variables, revisited

• Examples of variable declarations:

```java
int count = 0;
double mpg;
String title;
Graphics page;
Color aquamarine;
Scanner scan;
```

• A class name can be used as a type to declare an object reference variable

• The object itself must be created separately
Creating Objects

• We have already seen something like this:

```java
Scanner scan = new Scanner (System.in);
```

The `new` operator calls the Scanner `constructor`, which is a special method that sets up the object.

Variable refers to a `Scanner` object

Constructing a new object is called `instantiation`
Creating Objects

• Another example:

```java
String title = new String ("Java Software Solutions");
```

The `new` operator calls the String constructor, which is a special method that sets up the object.

Variable refers to a String object

an instance of the String class

Constructing a new object is called instantiation
The String Class is SPECIAL!

- Exception to the use of `new` operator: Because strings are so common, we don't have to use the `new` operator to create a `String` object

```java
String title = new String("Java Software Solutions");
```

- This is special syntax that works only for strings

```java
String title = "Java Software Solutions";
```
Wrapper classes

- Wrapper classes
  - `Integer`, `Double`, `Char`, etc
  - Useful constants, eg, `Integer.MAX_VALUE`
  - Create objects of corresponding type (learn about this later)
  - Static methods to convert between types, eg:
    - `Double.parseDouble("3.14")`
    - `Integer.parseInt("54")`
    - etc

```java
System.out.print("Enter account number");
String line = scan.nextLine();  // eg: 23 88 24
noSpaces = line.replaceAll(" "," ");  // remove spaces

int number = Integer.parseInt(noSpaces);  // store as int
```
More Java Classes

• Formatting
  – NumberFormat
  – DecimalFormat
  – many others
• Text processing
• Web development
• 3D Graphics
• Animation
• Scientific applications
• Multi-precision arithmetic
• Vendor specific APIs (eg Twitter or Facebook)
• Graphical user interface development (next week)

… and Much, much more!