

תוכנה 1

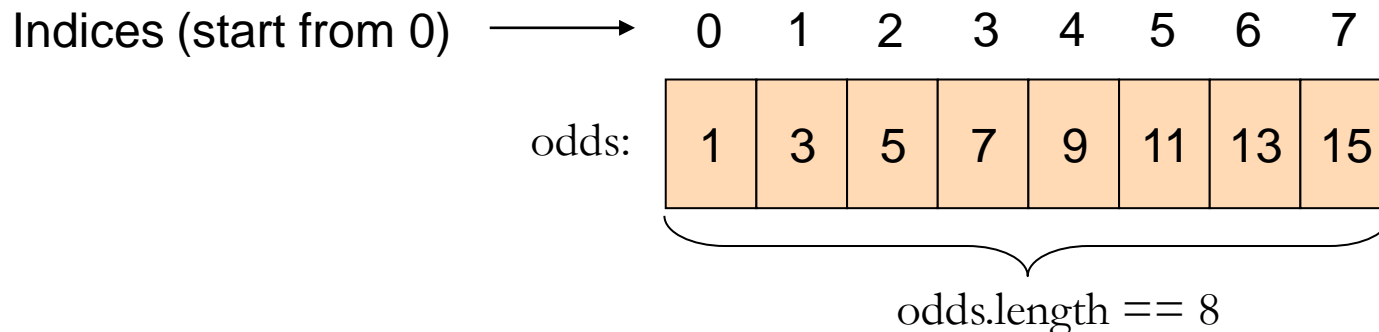
תרגול 2: מערכים, לולאות והתמודדות עם שגיאות



מערכים

מערכים

- **Array:** A fixed-length data structure for storing multiple values of the same type
- Example from last week: An array of odd numbers:

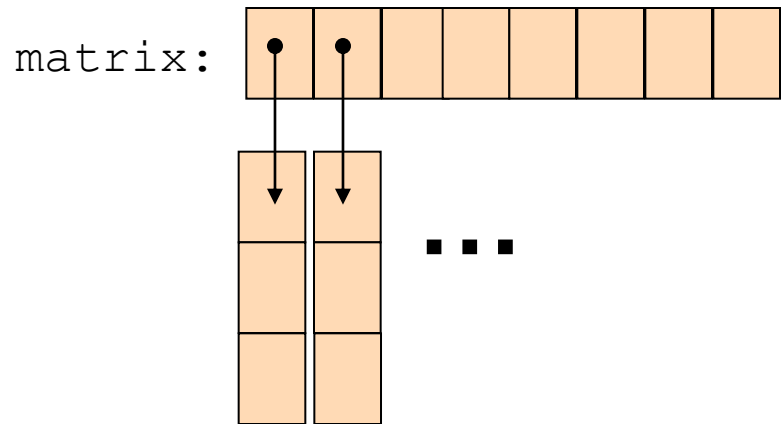


The type of all elements is `int`

The value of the element at index 4 is 9: `odds[4] == 9`

Array Variables

- An array is denoted by the `[]` notation
- Examples:
 - `int[] odds;`
 - `String[] names;`
 - `int[][] matrix; // an array of arrays`



Array Creation and Initialization

- What is the output of the following code:

```
int[] odds = new int[8];  
for (int i = 0; i < odds.length; i++) {  
    System.out.print(odds[i] + " ");  
    odds[i] = 2 * i + 1;  
    System.out.print(odds[i] + " ");  
}
```

Array creation: all elements get the **default value** for their type (0 for `int`)

- Output:

0 1 0 3 0 5 0 7 0 9 0 11 0 13 0 15

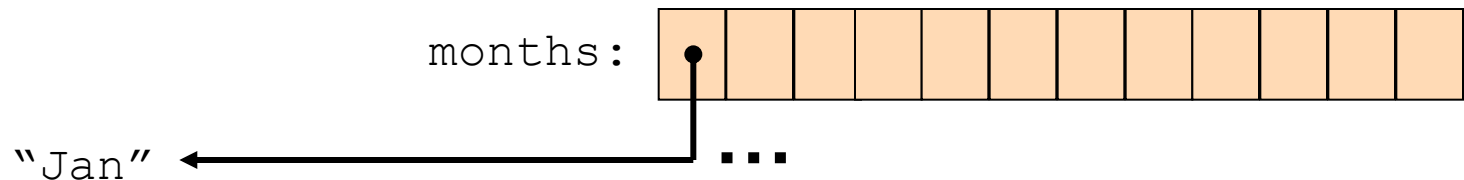
Array Creation and Initialization

- Creating and initializing small arrays with *a-priori* known values:

- `int[] odds = {1, 3, 5, 7, 9, 11, 13, 15};`

- `String[] months =`

```
    {"Jan", "Feb", "Mar", "Apr",  
     "May", "Jun", "July", "Aug",  
     "Sep", "Oct", "Nov", "Dec"};
```



Loop through Arrays

- By promoting the array's index:

```
for (int i = 0; i < months.length; i++) {  
    System.out.println(months[i]);  
}
```

The variable month is assigned the next element in each iteration

- foreach:

```
for (String month: months) {  
    System.out.println(month);  
}
```

Operations on arrays

- The class Arrays provide operations on array
 - Copy
 - Sort
 - Search
 - Fill
 - ...

- [java.util.Arrays](http://docs.oracle.com/javase/6/docs/api/index.html?java/util/Arrays.html)

<http://docs.oracle.com/javase/6/docs/api/index.html?java/util/Arrays.html>

Copying Arrays

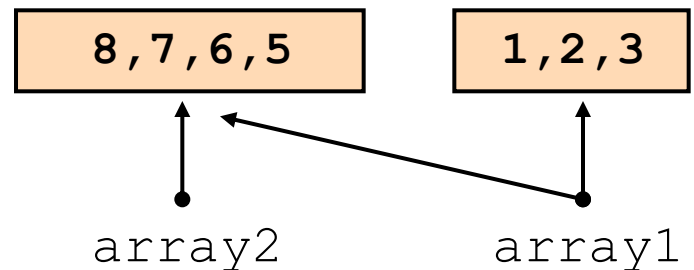
- Assume:

```
int[] array1 = {1, 2, 3};
```

```
int[] array2 = {8, 7, 6, 5};
```

- Naïve copy:

```
array1 = array2;
```



- What's wrong with this solution?

Copying Arrays

■ `Arrays.copyOf`

- 1st argument: the original array
- 2nd argument: the length of the copy

```
int[] arr1 = {1, 2, 3};  
int[] arr2 = Arrays.copyOf(arr1, arr1.length);
```

■ `Arrays.copyOfRange`

- 1st argument: the original array
- 2nd initial index of the range to be copied, inclusive
- 3rd argument: final index of the range to be copied, exclusive

Question

- What is the output of the following code:

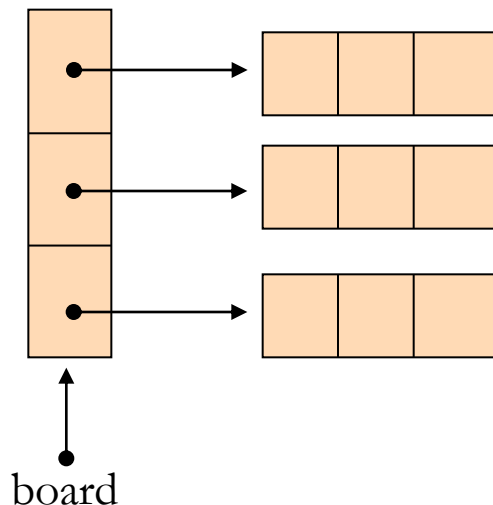
```
int[] odds = {1, 3, 5, 7, 9, 11, 13, 15};
int newOdds[] =
    Arrays.copyOfRange(odds, 1, odds.length);
for (int odd: newOdds) {
    System.out.print(odd + " ");
}
```

Output: 3 5 7 9 11 13 15

2D Arrays

- There are no 2D arrays in Java but ...
- you can build array of arrays:

```
char [][] board = new char [3] [] ;  
for (int i = 0; i < 3; i++)  
    board[i] = new char [3] ;
```



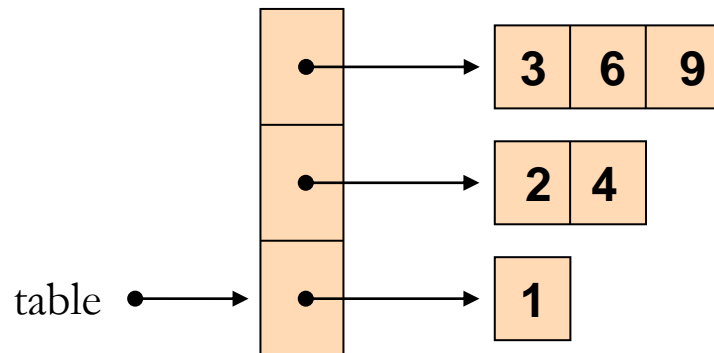
Or equivalently:

```
char [][] board = new char [3][3];
```

2D Arrays

- A more compact table:

```
int[][] table = new int[10][];  
for (int i = 0; i < 10; i++) {  
    table[i] = new int[i + 1];  
    for (int j = 0; j <= i; j++) {  
        table[i][j] = (i + 1) * (j + 1);  
    }  
}
```



לולאות ותנאים

Fibonacci

- Fibonacci series

1, 1, 2, 3, 5, 8, 13, 21, 34

- Definition:

- $\text{fib}(0) = 1$

- $\text{fib}(1) = 1$

- $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$



If-Else Statement

```
public class Fibonacci {  
    ...  
  
    /** Returns the n-th Fibonacci element */  
    public static int computeElement(int n) {  
        if (n==0)  
            return 1;  
        else if (n==1)  
            return 1;  
        else  
            return computeElement(n-1) + computeElement(n-2);  
    }  
}
```

Assumption:
 $n \geq 0$

Can be
removed

Switch Statement

```
public class Fibonacci {  
    ...  
  
    /** Returns the n-th Fibonacci element */  
    public static int computeElement(int n) {  
        switch(n) {  
            case 0:  
                return 1;  
            case 1:  
                return 1;  
            default:  
                return computeElement(n-1) + computeElement(n-2);  
        }  
    }  
}
```

Assumption:
 $n \geq 0$

can be placed
outside the switch

Switch Statement

```
public class Fibonacci {  
    ...  
  
    /** Returns the n-th Fibonacci element */  
    public static int computeElement(int n) {  
        switch(n) {  
            case 0:  
                return 1;  
            case 1:  
                return 1;  
                break;  
            default:  
                return computeElement(n-1) + computeElement(n-2);  
        }  
    }  
}
```

Assumption:
 $n \geq 0$

Compilation Error:
Unreachable Code

Iterative Fibonacci

- A loop instead of a recursion

```
static int computeElement(int n) {  
    if (n == 0 || n == 1)  
        return 1;  
  
    int prev = 1;  
    int prevPrev = 1;  
    int curr = 2;  
  
    for (int i = 2 ; i < n ; i++) {  
        curr = prev + prevPrev;  
        prevPrev = prev;  
        prev = curr;  
        curr = prev + prevPrev;  
    }  
  
    return curr;  
}
```

Assumption:
 $n \geq 0$

Must be initialized.
Why?

~~1~~ ~~1~~ 2

prevPrev

~~1~~ ~~2~~ 3

prev

~~2~~ ~~3~~ 5

curr

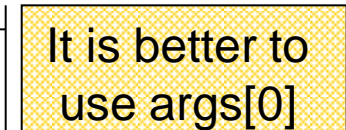
נתונים במקום חישוב

- בתרגום רקורסיה ללולאה אנו משתמשים במשתני עזר לשמירת המצב `curr, prev` - `prevPrev`
- הלולאה "זוכרת" את הנקודה שבה אנו נמצאים בתהליך החישוב
- דין: יעילות לעומת פשטות.
- עיקרון ה-KISS (**keep it simple stupid**)

For Loop

- Printing the first n elements:

```
public class Fibonacci {  
    public static int computeElement(int n) {  
        ...  
    }  
  
    public static void main(String[] args) {  
        for(int i = 0 ; i < 10 ; i++) {  
            System.out.println(computeElement(i));  
        }  
    }  
}
```



It is better to use args[0]

מודולריות, שכפול קוד ויעילות

- יש כאן חוסר יעילות מסוים:
 - לולאת ה-`for` חוזרת גם ב-`main` וגם ב-`computeElement`. לכאורה, במעבר אחד ניתן גם לחשב את האיברים וגם להדפיס אותם
- כמו כן כדי לחשב איבר בסדרה איננו משתמשים בתוצאות שכבר חישבנו (של איברים קודמים) ומתחילים כל חישוב מתחילתו

מודולריות, שכפול קוד ויעילות

- מתודה (פונקציה) צריכה לעשות דבר אחד בדיוק!
 - ערוב של חישוב והדפסה פוגע במודולריות (מדוע?)
- היזהרו משכפול קוד!
 - קטע קוד דומה המופיע בשתי פונקציות שונות יגרום במוקדם או במאוחר לבאג בתוכנית (מדוע?)
- את בעיית היעילות (הוספת מנגנון memoization) אפשר לפתור בעזרת מערכים (תרגיל)

for vs. while

- The following two statements are almost equivalent:

Variable `i` is not defined outside the for block

```
for(int i = 0 ; i < n ; i++)  
    System.out.println(computeElement(i));
```

```
int i=0;  
while (i < n) {  
    System.out.println(computeElement(i));  
    i++;  
}
```


while vs. do while

- The following two statements are equivalent if and only if $n > 0$:

```
int i=0;
while (i < n) {
    System.out.println(computeElement(i));
    i++;
}
```

```
int i=0;
do {
    System.out.println(computeElement(i));
    i++;
} while (i < n);
```

התמודדות עם שגיאות

Compilation vs. Runtime Errors

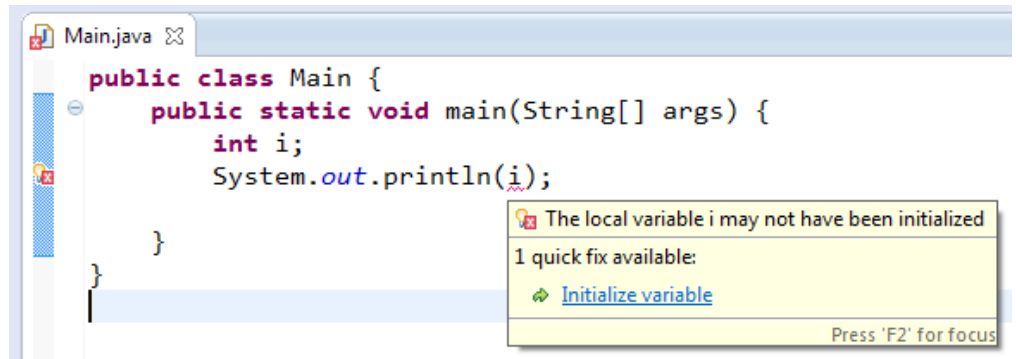
- שגיאות קומפילציה (הידור): שגיאות שניתן "לתפוס" בעת קריאת הקובץ והפיכתו ל-bytecode ע"י המהדר
- דוגמאות:

Syntax error on token "Class", class expected

```
Class MyClass {  
    void f() {  
        int n=10;  
  
        void g() {  
            int m = 20;  
        }  
    }  
}
```

Syntax error, insert "}" to complete MethodBody

```
...  
int i;  
System.out.println(i);  
...
```



בדרך כלל קשורות ל:

תחביר, תאימות טיפוסים, הגדרה לפני שימוש

Compilation vs. Runtime Errors

- שגיאות זמן ריצה: לא ניתן לדעת שתהיה שגיאה במקום ספציפי בזמן ההידור (קומפילציה)
- דוגמאות:

```
a = new int[20];
```

```
...  
int a[] = new int[10];  
...
```

```
a[15] = 10;
```

```
...  
String s = null;  
System.out.println(s.length());  
...
```

The screenshot shows an IDE window titled 'Main.java' containing the following code:

```
public class Main {  
    public static void main(String[] args) {  
        String s = null;  
        System.out.println(s.length());  
    }  
}
```

Below the code editor, the 'Console' tab shows the following output:

```
<terminated> Main [Java Application]  
Exception in thread "main" java.lang.NullPointerException  
at Main.main(Main.java:4)
```

■ מתקשר למנגנון החריגים (exceptions), עליו נלמד בהמשך

Compilation vs. Runtime Errors

האם יש עוד סוג של טעויות? ■

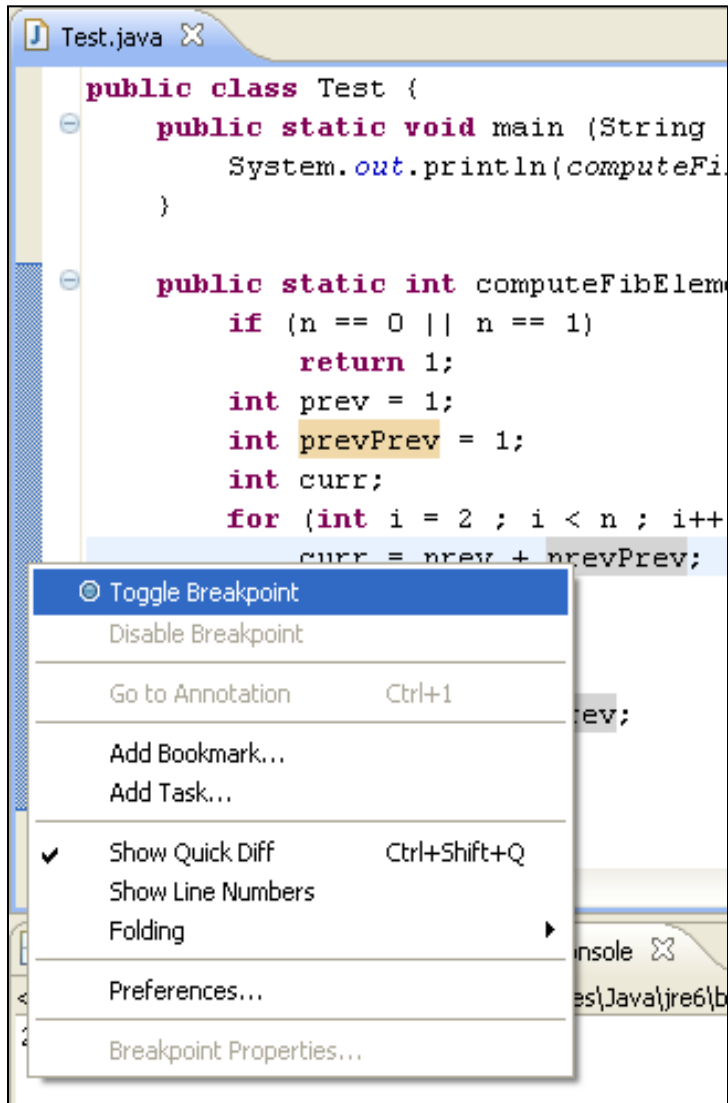
כן, הכי גרועות, טעויות לוגיות בתוכנית ■

```
public class Factorial {  
    /** calculate x! */  
    public static int factorial(int x) {  
        int f = 0;  
        for (int i = 2; i <= x; i++)  
            f = f * i;  
        return f;  
    }  
}
```

The Debugger

- Some programs may compile correctly, yet not produce the desirable results
- These programs are **valid** and **correct** Java programs, yet not the programs we meant to write!
- The debugger can be used to follow the program step by step and may help detecting bugs in an **already compiled** program

Debugger – Add Breakpoint



- Right click on the desired line
- “Toggle Breakpoint”

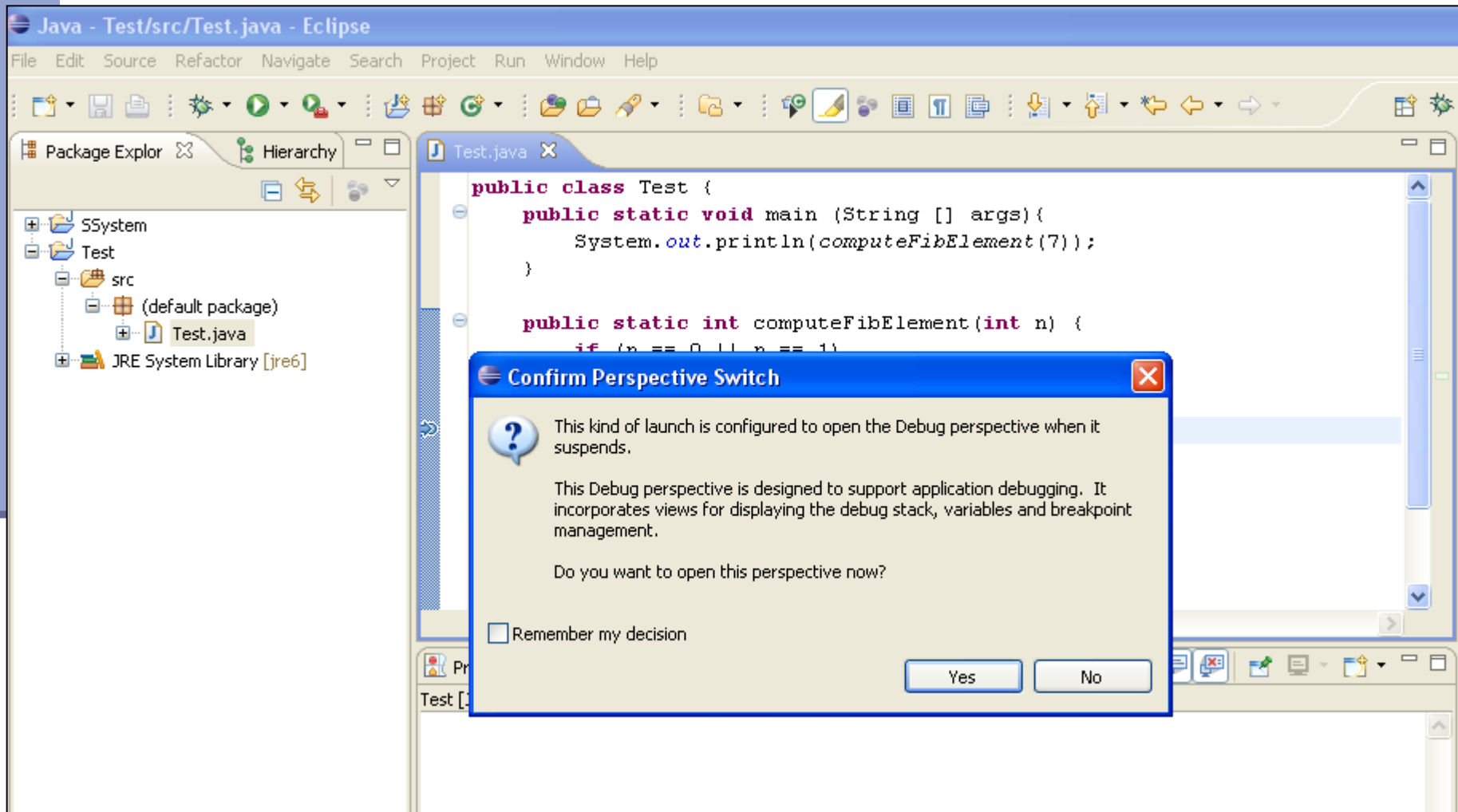
Debugger – Start Debugging

The screenshot shows the Eclipse IDE interface. The title bar reads "Java - Test/src/Test.java - Eclipse". The menu bar includes "File", "Edit", "Source", "Refactor", "Navigate", "Search", "Project", "Run", "Window", and "Help". The toolbar contains various icons, with the "debug" icon (a green bug) circled in red. A red arrow points from the text "debug (F11)" to this icon. The Package Explorer on the left shows a project structure with "Test.java" selected. The code editor on the right displays the following Java code:

```
public class Test {  
    public static void main (String [] args){  
        System.out.println(computeFibElement(7));  
    }  
  
    public static int computeFibElement(int n) {  
        if (n == 0 || n == 1)  
            return 1;  
        int prev = 1;  
        int prevPrev = 1;  
        int curr;  
        for (int i = 2 ; i < n ; i++) {  
            curr = prev + prevPrev;  
            prevPrev = prev;  
            prev = curr;  
        }  
        curr = prev + prevPrev;  
        return curr;  
    }  
}
```

A red circle highlights a breakpoint icon on the left margin of the code editor, positioned next to the line "int prevPrev = 1;". A red arrow points from the text "breakpoint" to this circle.

Debugger – Debug Perspective



Debugger – Debugging

The screenshot shows the Eclipse IDE in debug mode. The top toolbar contains a 'Java' button circled in red, with a red arrow pointing to it from the text 'Back to Java perspective'. The 'Debug' console on the left shows the execution stack, with the current thread 'Thread [main]' paused at line 10 of 'Test.computeFibElement(int)'. The 'Variables' view on the right shows the current state of variables: 'n' with value 7 and 'prev' with value 1. The text 'Current state' is written in red below the variables table. The source code editor shows the 'Test.java' file with the current location highlighted in blue at line 10, with the text 'Current location' written in red below it. The console window at the bottom shows the output of the application.

Name	Value
n	7
prev	1

```
public class Test {  
    public static void main (String [] args){  
        System.out.println(computeFibElement(7));  
    }  
  
    public static int computeFibElement(int n) {  
        if (n == 0 || n == 1)  
            return 1;  
        int prev = 1;  
        int prevPrev = 1;  
        int curr;  
        for (int i = 2 ; i < n ; i++) {  
            curr = prev + prevPrev;  
            prevPrev = prev;  
            prev = curr;  
        }  
        curr = prev + prevPrev;  
    }  
}
```

Debugger – Debugging

The screenshot shows the Eclipse IDE interface with a Java application named 'Test' being debugged. The 'Run' menu is open, displaying various debugging actions and their keyboard shortcuts. The code editor shows the following code:

```
public class Test {  
    public static void main (String[] args) {  
        System.out.println("computeFibElement");  
    }  
  
    public static int computeFibElement(int n) {  
        if (n == 0 || n == 1)  
            return 1;  
        int prev = 1;  
        int prevPrev = 1;  
        int curr;  
        for (int i = 2 ; i < n ; i++)  
            curr = prev + prevPrev;  
        return curr;  
    }  
}
```

The 'Run' menu options and their shortcuts are:

- Resume (F8)
- Suspend
- Terminate (Ctrl+F2)
- Step Into (F5)
- Step Over (F6)
- Step Return (F7)
- Run to Line (Ctrl+R)
- Use Step Filters (Shift+F5)
- Run (Ctrl+F11)
- Debug (F11)
- Run History
- Run As
- Run Configurations...
- Debug History
- Debug As
- Debug Configurations...
- Toggle Breakpoint (Ctrl+Shift+B)
- Toggle Line Breakpoint
- Toggle Method Breakpoint
- Toggle Watchpoint
- Skip All Breakpoints

Using the Debugger: Video Tutorial

■ מצגות וידאו

<http://eclipsetutorial.sourceforge.net/debugger.html>

■ מדריך עדכני יותר

<http://www.vogella.com/tutorials/EclipseDebugging/article.html>

■ הקישורים נמצאים גם באתר הקורס

...פיו