

# Computer Programming Fundamentals

CS 152

Professor: Leah Buechley

TAs: Melody Horn, Noah Garcia, Andrew Geyko, Juan Ormaza

Time: MWF 10:00-10:50am

[https://handandmachine.cs.unm.edu/classes/CS152\\_Fall2021/](https://handandmachine.cs.unm.edu/classes/CS152_Fall2021/)

# MIDTERM TODAY

- 3 hours to complete exam
- 24 hour window
- 11am Wednesday - 11am Thursday
- 10% of final grade

# EXAM TOPICS OVERVIEW

- Programming process: write, compile execute
- Variables
- Type
- Conditionals: if, else statements
- Boolean operations
- Loops: while and for
- Methods
- CS coordinate system
- Generating random numbers
- Arrays, 1D and 2D
- Classes and Objects

# NOT ON THE EXAM

- static
- MyFrame, MyPanel, and Screen details
- keyboard interaction using KeyListener
- getting input using scanner
- import class names and details

questions?

**GRADING POLICY UPDATE:  
WILL DROP LOWEST ASSIGNMENT/  
QUIZ GRADE FROM AVERAGE**

**APPLIES ONLY TO  
ASSIGNMENTS & QUIZZES  
UP TO TODAY**

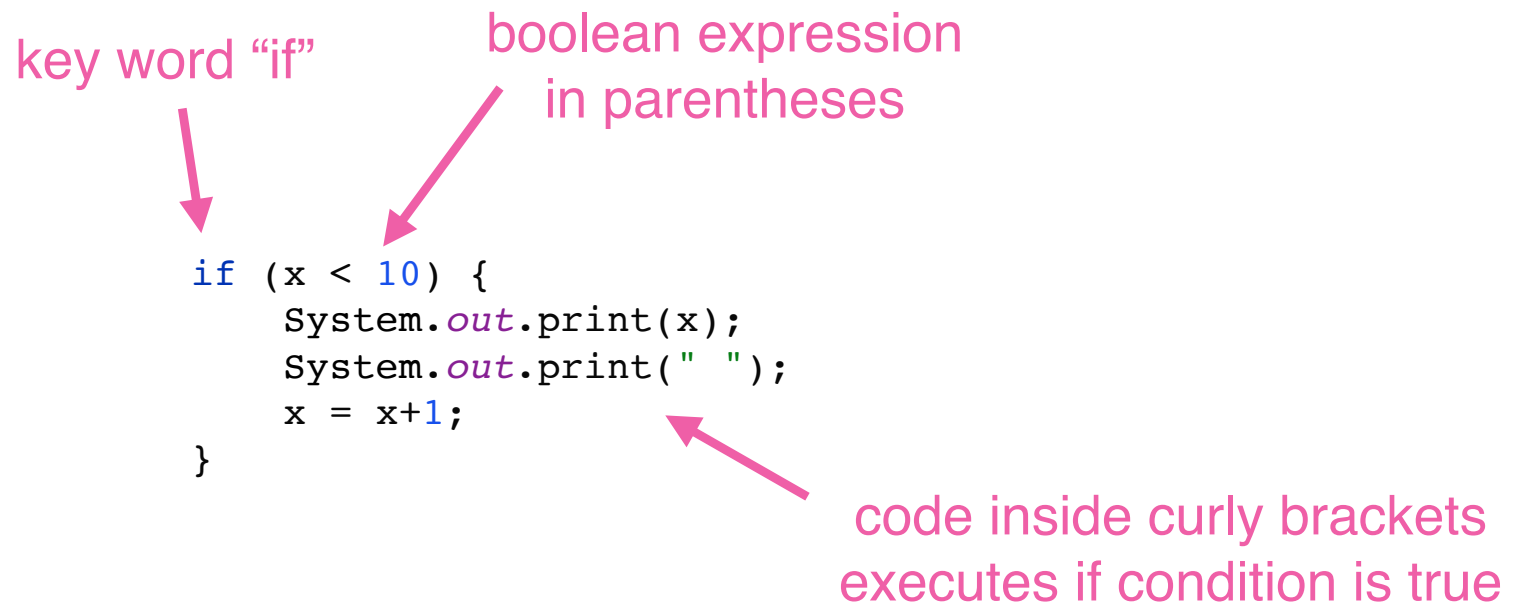
**WILL GIVE YOU GRADE SO FAR  
AFTER MIDTERM**



questions?

# CONDITIONALS

# IF STATEMENT



# IF ELSE STATEMENT

key word "if"

boolean expression  
in parentheses

```
if (x < 10) {  
    System.out.print(x);  
    System.out.print(" ");  
    x = x+1;  
}  
else {  
    System.out.println(x);  
}
```

key word "else"

code inside curly brackets  
executes if condition is false

# BOOLEAN EXPRESSIONS

- A question with an answer that is either TRUE or FALSE
- A logical statement that is either TRUE or FALSE
- Examples:

`y != 4000`

Is y not equal to 4000?

`x <= 50`

Is x less than or equal to 50?

`a == 10.5`

Is a equal to 10.5?

# RELATIONAL OPERATORS

- Relational operators ask about the relationships between things. They ask our questions. They are:

<code>==</code>	equal to	<code>x == 10</code>	is x equal to 10?
<code>!=</code>	NOT equal to	<code>x != 10</code>	is x not equal to 10?
<code>&lt;</code>	less than	<code>x &lt; 10</code>	is x less than 10?
<code>&lt;=</code>	less than or equal to	<code>x &lt;= 10</code>	is x less than or equal to 10?
<code>&gt;</code>	greater than	<code>x &gt; 10</code>	is x greater than 10?
<code>&gt;=</code>	greater than or equal to	<code>x &gt;= 10</code>	is x greater than or equal to 10?

# BOOLEAN EXPRESSIONS

- Create more complex expressions by combining them with AND and OR
  - » AND `&&` combines 2 statements, TRUE if both are TRUE
  - » OR `||` combines 2 statements, TRUE if either is TRUE
- Examples
  - » `mouseY < 250 && mouseX < 250`  
(is mouseY less than 250 and mouseX less than 100?)
  - » `x == 0 || x == 5`  
(is x equal to 0 or 5?)
  - » `(mouseY < 250 && mouseX < 250) || (x != 7)`

questions?



# METHODS

# WHAT ARE METHODS?

- A chunk of code that you give a name to.
- You “call” a function by writing it’s name in your program
- When your program encounters the name, it jumps to the function and executes it.
- When finished, the program “returns” to where it was when the function was called.

# DECLARING A METHOD

return type  
“void” means  
nothing is returned

name

arguments or “parameters”, with their type

```
void fillCenteredCircle(int x, int y, int size) {  
    g.fillOval(x-size/2,y-size/2, size, size);  
}
```


body of method  
inside curly brackets

# A METHOD THAT RETURNS A VALUE

return type

```
int addTwoNumbers(int num1, int num2) {  
    int result = num1 + num2;  
    return result;  
}
```

return statement  
must be present  
its type must match return type



# CALLING A METHOD

object name      method name      values for parameters

```
object.addTwoNumbers(5,6);
```

# WHEN THE CODE EXECUTES

```
x = object.addTwoNumbers(5,6);
```

```
int addTwoNumbers(int num1, int num2) {  
    int result = num1 + num2;  
    return result;  
}
```

values of 5 and 6 are passed to the method

# WHEN THE CODE EXECUTES

```
x = object.addTwoNumbers(5,6);
```

```
int addTwoNumbers(int num1, int num2) {  
    int result = 5 + 6;  
    return result;  
}
```

values of 5 and 6 are substituted for num1 and num2

# WHEN THE CODE EXECUTES

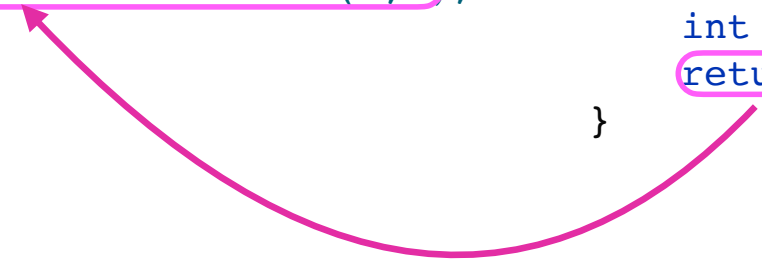
```
x = object.addTwoNumbers(5,6);    int addTwoNumbers(int num1, int num2) {  
                                   int result = 11;  
                                   return result;  
                                   }
```

code in method is executed with the substituted values



# WHEN THE CODE EXECUTES

```
x = object.addTwoNumbers(5,6);    int addTwoNumbers(int num1, int num2) {  
                                   int result = 11;  
                                   return result;  
                                   }
```

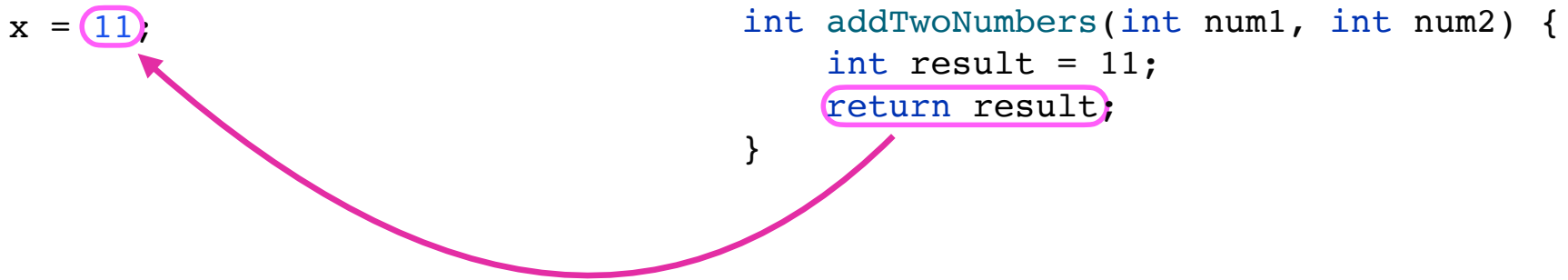


result is passed back to location where method was called

# WHEN THE CODE EXECUTES

x = 11;

```
int addTwoNumbers(int num1, int num2) {  
    int result = 11;  
    return result;  
}
```



questions?

# WHILE LOOPS

# STRUCTURE of WHILE LOOP in JAVA

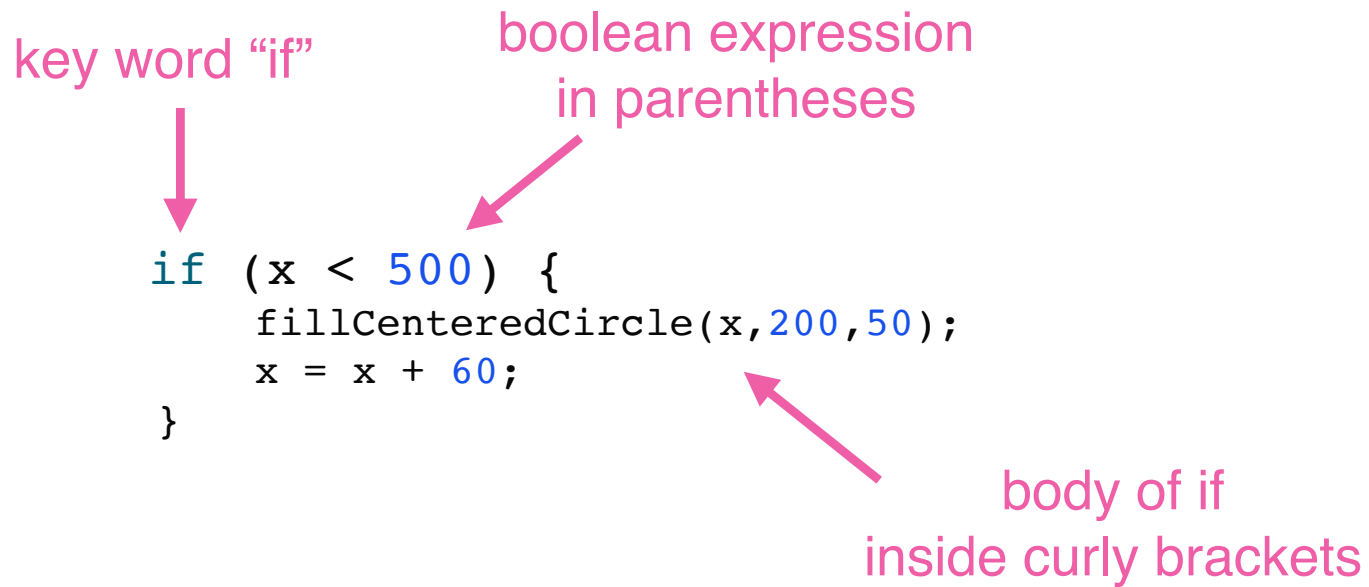
key word "while"

boolean expression  
in parentheses

```
while (x < 500) {  
    fillCenteredCircle(x, 200, 50);  
    x = x + 60;  
}
```

body of while loop  
inside curly brackets

# SIMILAR TO IF



# HOW A WHILE LOOP WORKS

while the boolean expression is true

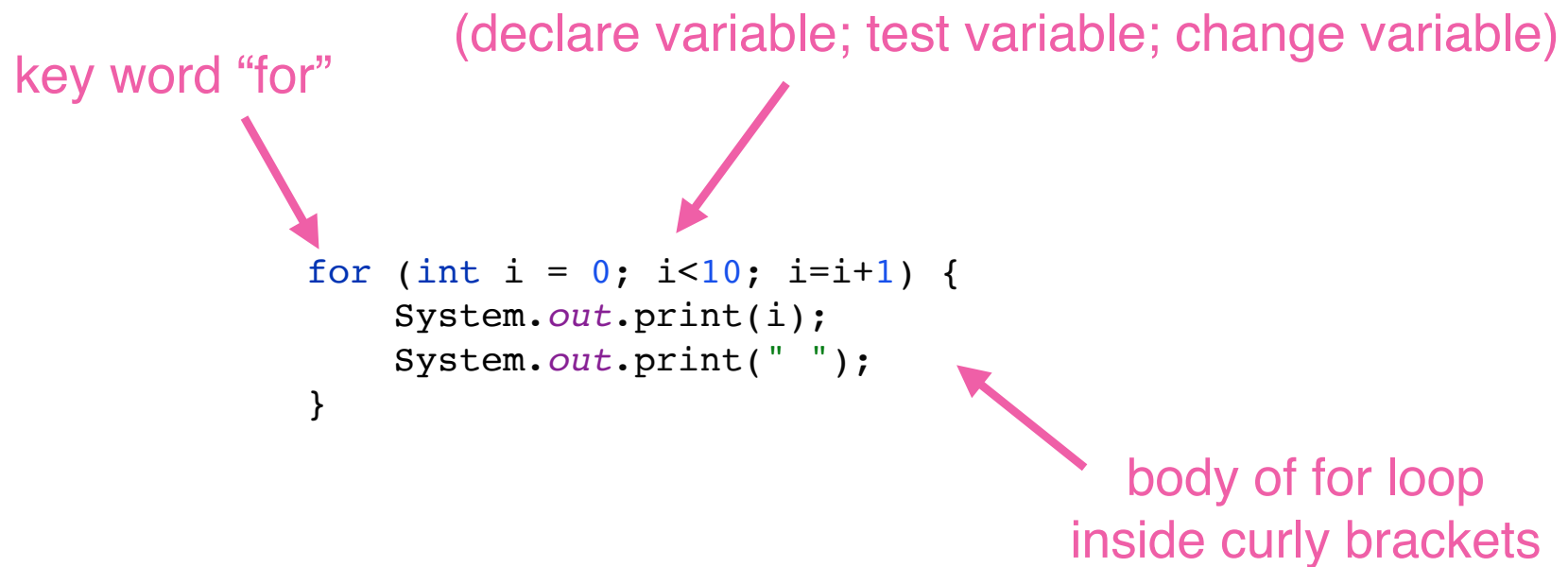
```
while (x < 500) {  
    fillCenteredCircle(x, 200, 50);  
    x = x + 60;  
}
```

these statements will be executed

# FOR LOOPS



# STRUCTURE of FOR LOOP in JAVA



# WHILE vs FOR

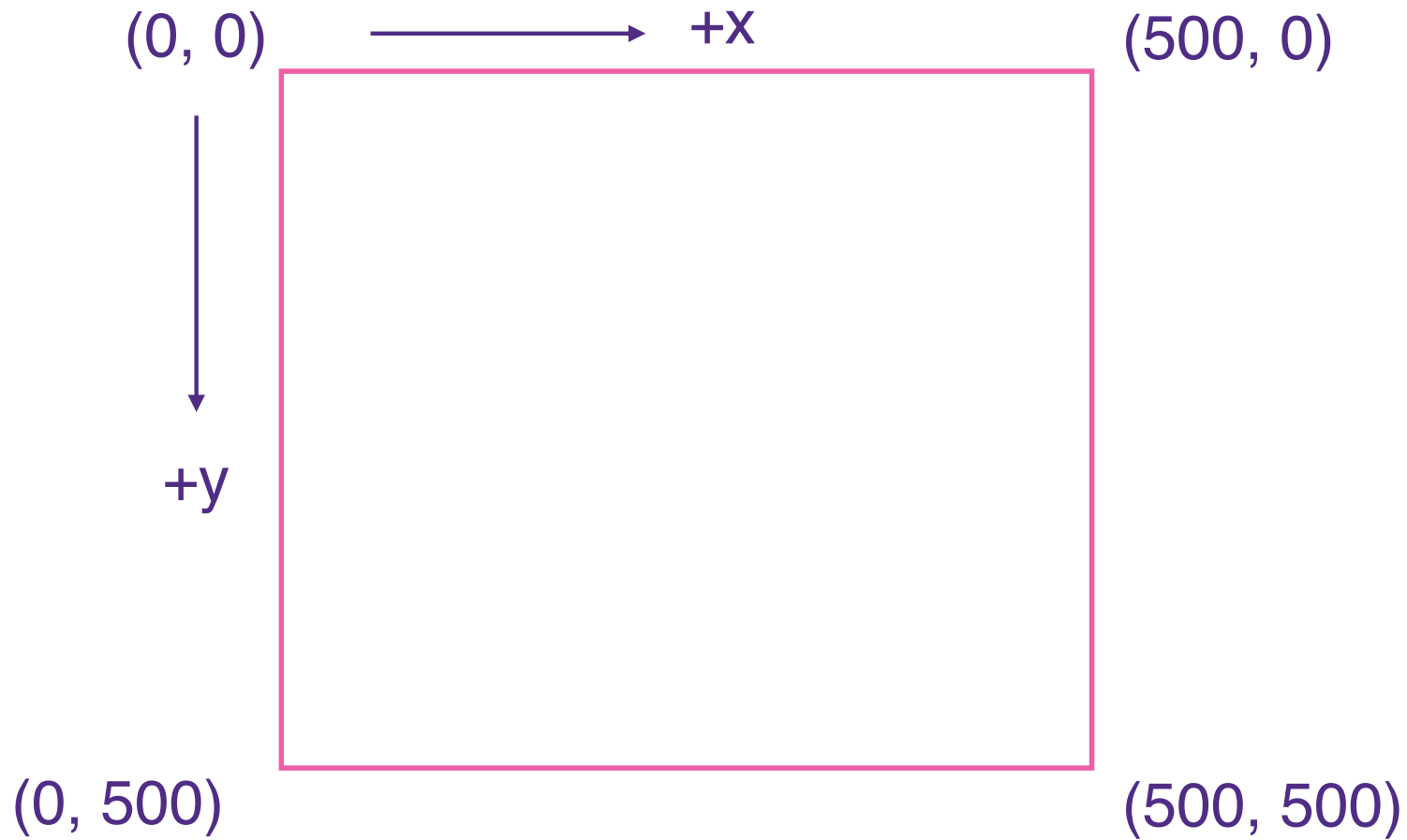
```
int i = 0;
while (i < 10) {
    System.out.print(i);
    System.out.print(" ");
    i = i+1;
}
```

```
for (int i = 0; i<10; i=i+1) {
    System.out.print(i);
    System.out.print(" ");
}
```

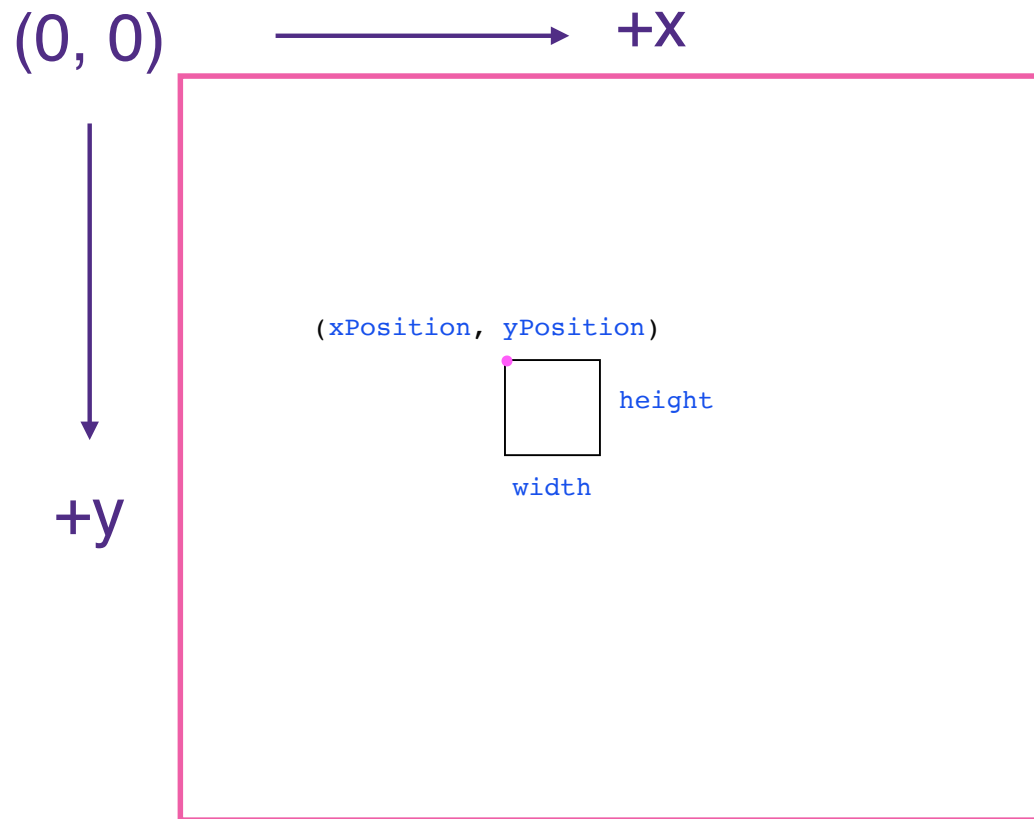
questions?

# CS COORDINATE SYSTEM

# CS COORDINATE SYSTEM



# CS COORDINATE SYSTEM



```
g.drawRect(xPosition, yPosition, width, height);
```

# **RANDOM NUMBERS**

# RANDOM NUMBERS

```
Math.random()
```

numbers between? type?

```
(int)(Math.random()*100);
```

numbers between? type?



# Thank you!

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