

Java Patterns

Although today's discussion of expressions focuses on lots of syntactic details, your programming instincts will be sharpened much more effectively if you pay attention to the more holistic side, concentrating on learning the idioms and patterns you need to solve real problems. These programming patterns give you a considerable amount of power without requiring you to learn too many of the underlying details. This section summarizes the most important patterns, each of which is covered in more detail in Chapter 2, 3, or 4.

The first set of patterns involves getting data in and out of the computer, which provide the necessary support for the input and output phases of a typical programming task. The patterns you use depend on the type of value, as shown in the following table:

Type	Declaration	Input pattern
Integer	<code>int var = value;</code>	<code>var = readInt("prompt");</code>
Floating-point	<code>double var = value;</code>	<code>var = readDouble("prompt");</code>
String	<code>String var = value;</code>	<code>var = readLine("prompt");</code>

The following patterns are useful in calculations:

English	Java (long form)	Java (shorthand form)
Add y to x .	<code>x = x + y;</code>	<code>x += y;</code>
Subtract y from x .	<code>x = x - y;</code>	<code>x -= y;</code>
Add 1 to x (increment x).	<code>x = x + 1;</code>	<code>x++;</code>
Subtract 1 from x (decrement x).	<code>x = x - 1;</code>	<code>x--;</code>

The most helpful patterns, however, operate at a larger scale and help you establish the strategy of a program. The most important ones are described in the next few sections.

The repeat-N-times pattern: (page 101)

This pattern is the same as it was in Karel and is used for the same purpose.

```
for (int i = 0; i < N; i++) {  
    statements to be repeated  
}
```

The repeat-until-sentinel pattern: (page 102)

This pattern is useful whenever you need to read in values until the user enters a particular value to signal the end of input. Such values are called *sentinels*.

```
while (true) {  
    prompt user and read in a value  
    if (value == sentinel) break;  
    rest of body  
}
```