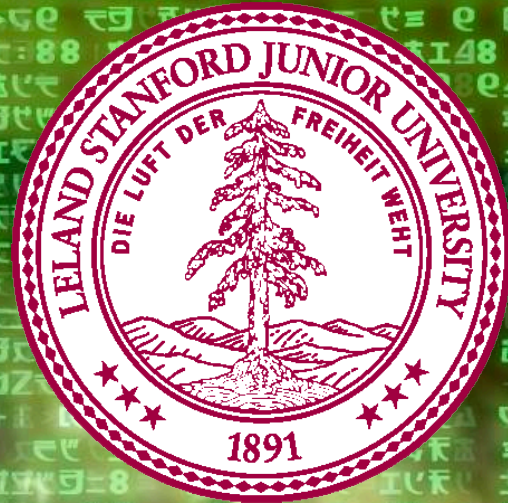




Variables

Chris Piech
CS106A, Stanford University

New Ability



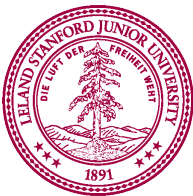
Write a program that can turn a measurement of C14 into an estimate of age.

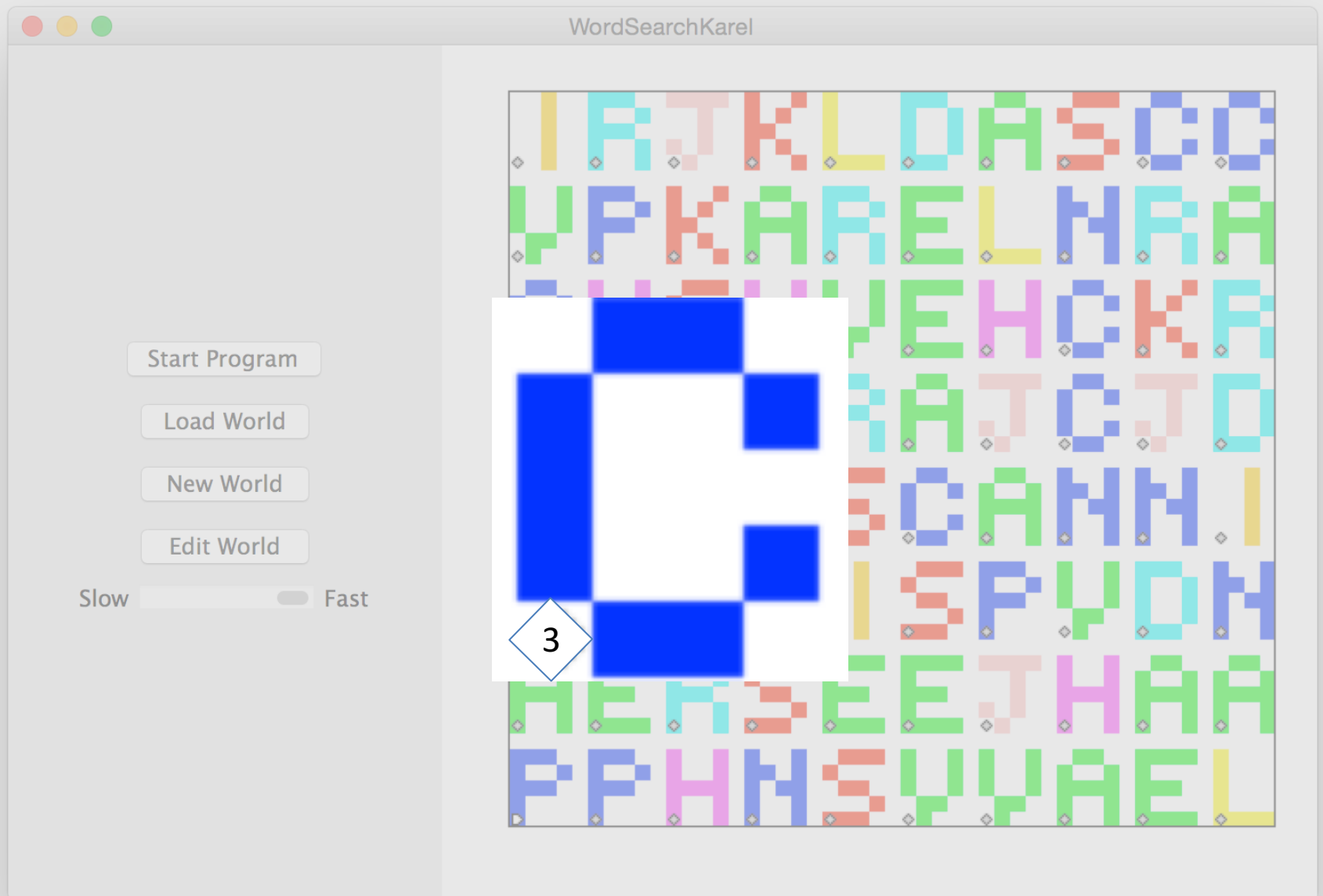
```
CarbonDating
Radioactive molecule = C14
Halflife = 5730 years
C14 in living organisms = 13.6 dpm
-----
What is the amount of C14 remaining in your sample: 10.2
Your sample is 2378.0 years old.
```



Review: Decomposition

1. Each method solves one "problem"
2. Methods should have good names
3. Comment each of your methods
4. Length of methods should be < 15 lines
5. Methods should ideally be generalizable





See You Later!



I will miss you.

Enjoy Java!

See you on the
midterm 😭.

Java

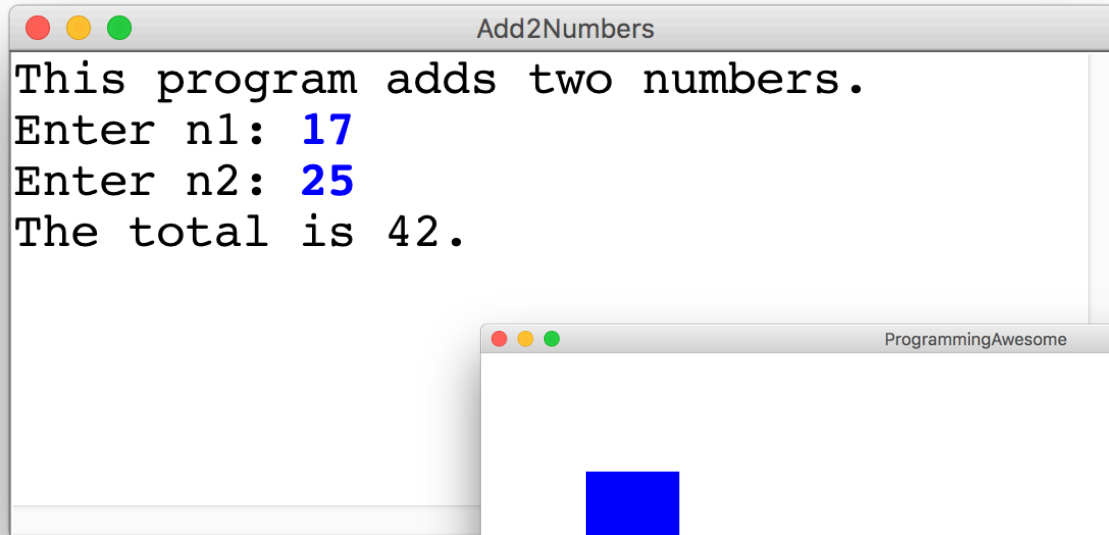


Today's Goal

1. How do you make a box?
2. How do you see what is in a box?
3. What can you put in a box?
4. How do you change what is in a box?



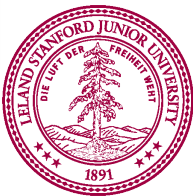
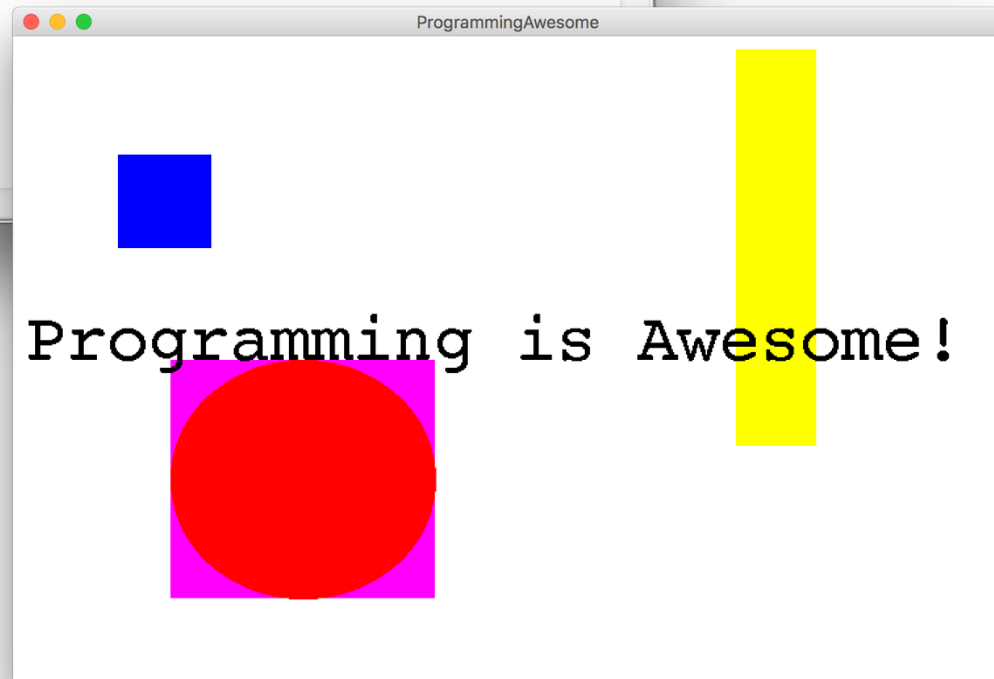
Two Example Programs



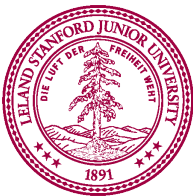
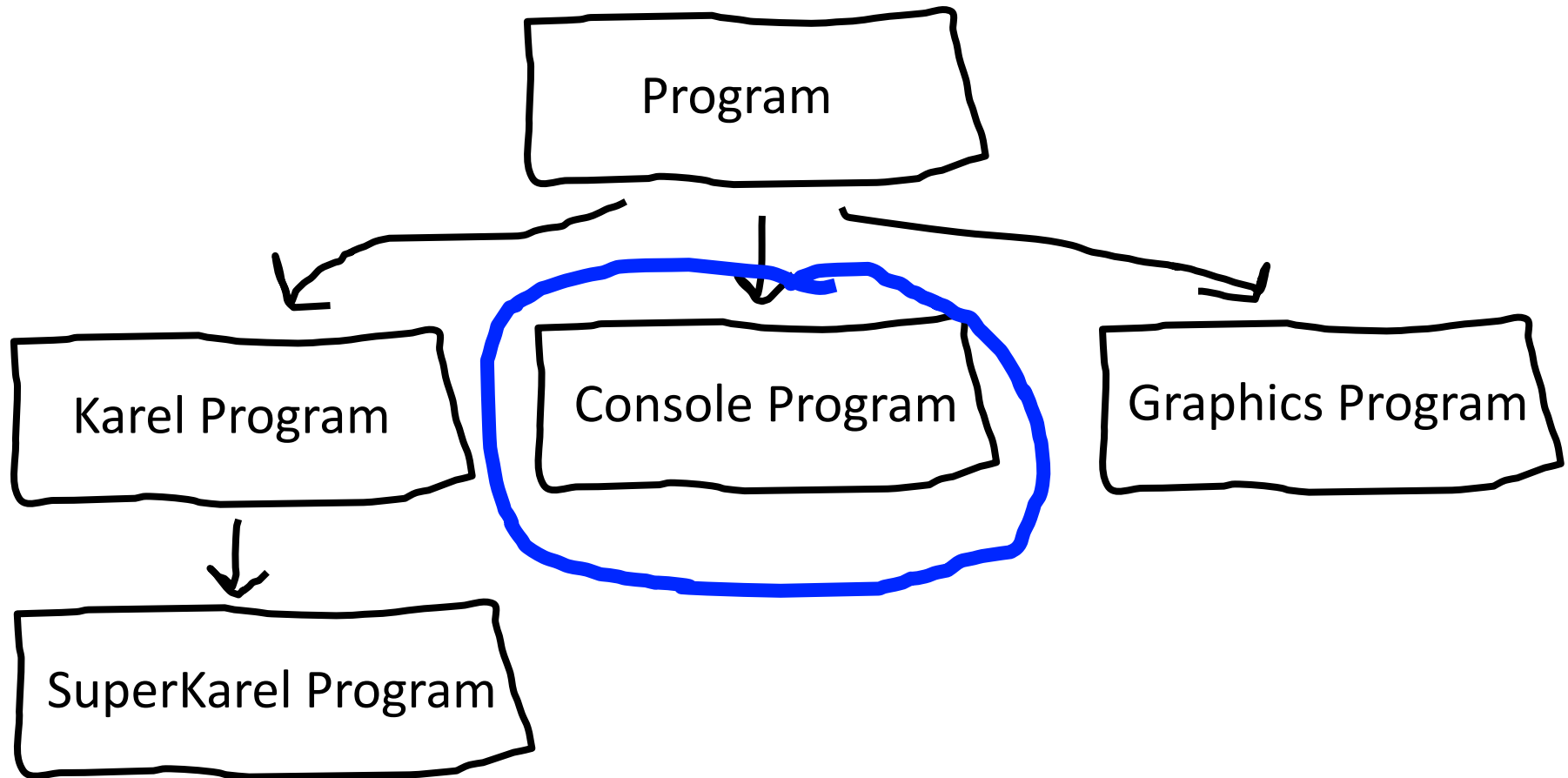
```

Add2Numbers
This program adds two numbers.
Enter n1: 17
Enter n2: 25
The total is 42.

```



Types of Programs

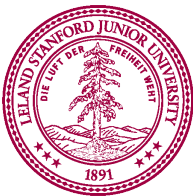


First Console Program: Hello World

```
import acm.program.*;

public class HelloProgram extends ConsoleProgram {

    public void run() {
        println("hello, world");
    }
}
```



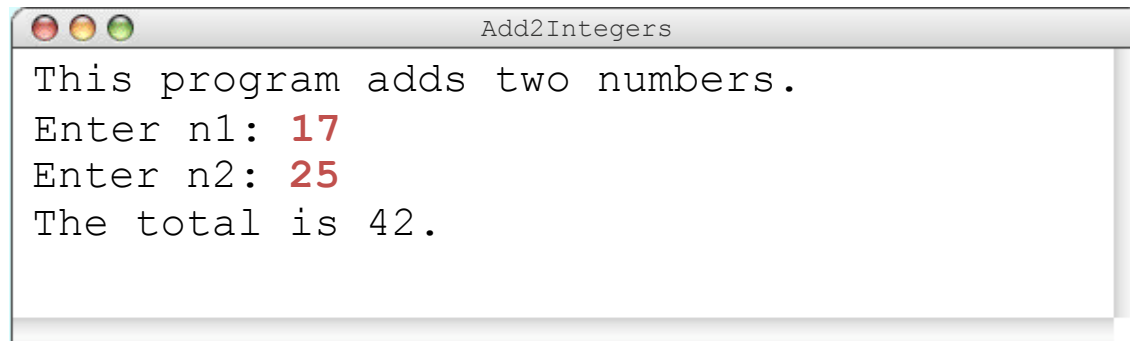
In Pop Culture



Add2Integers

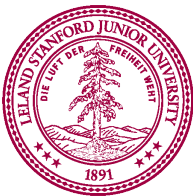
```
class Add2Integers extends ConsoleProgram {  
    public void run() {  
        println("This program adds two numbers.");  
        int n1 = readInt("Enter n1: ");  
        int n2 = readInt("Enter n2: ");  
        int total = n1 + n2;  
        println("The total is " + total + ".");  
    }  
}
```

n1	n2	total
17	25	42

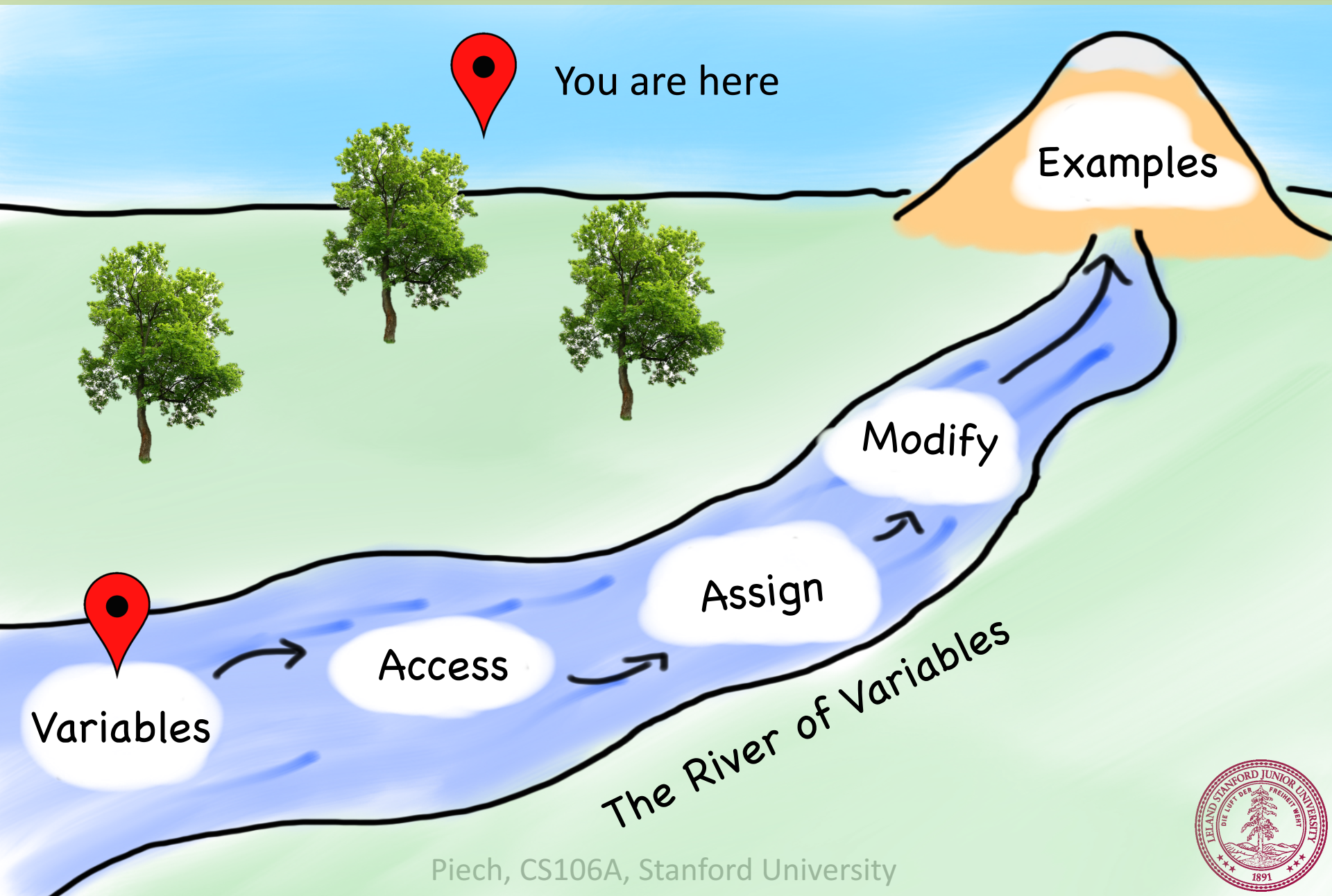


The screenshot shows a window titled "Add2Integers" with a text area containing the following text:

```
This program adds two numbers.  
Enter n1: 17  
Enter n2: 25  
The total is 42.
```



Today's Route

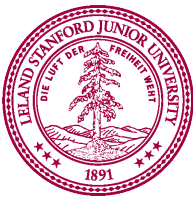


Programs are *control flow* and *variables*

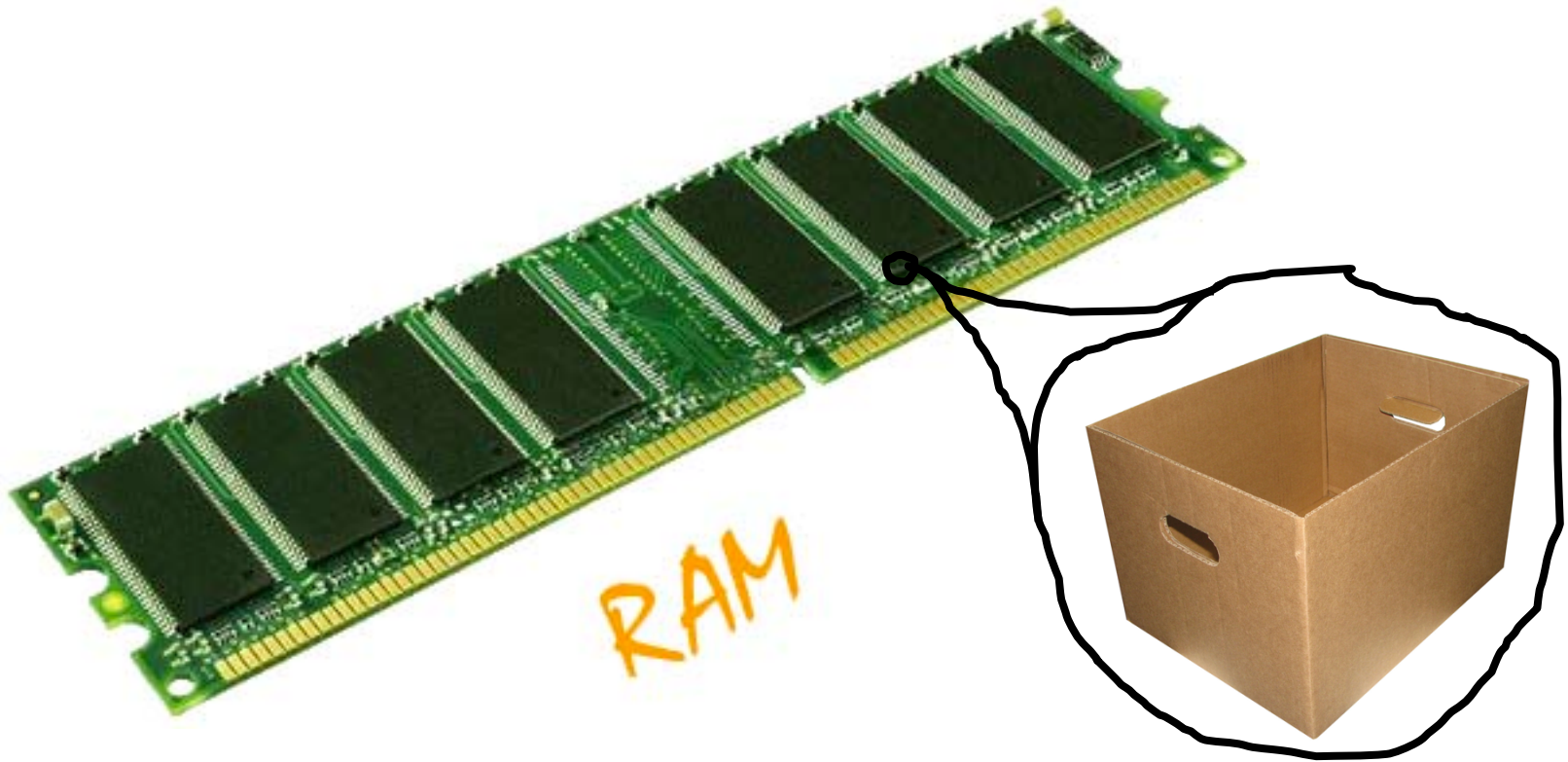
What is a variable?

[suspense]

Variables are Like Boxes

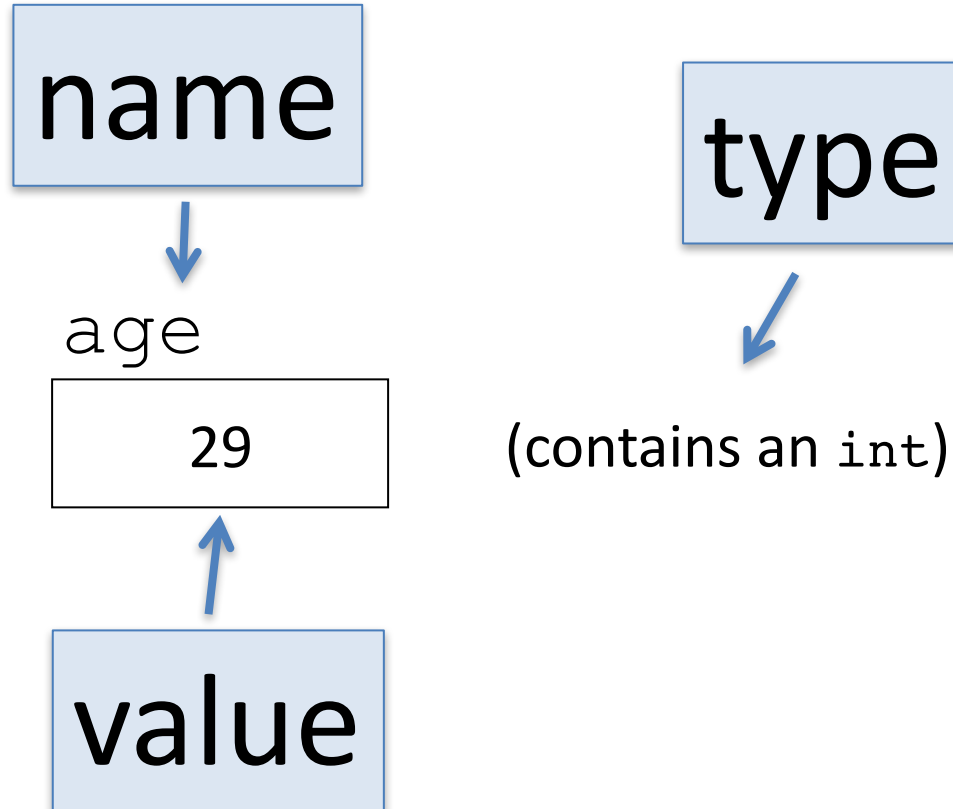


Teeny Tiny Boxes



My computer has space for about 2 billion boxes

Three Properties



Making a New Variable

```
int age = 29;
```



Making a New Variable

type



name



int age = 29;



Initial value



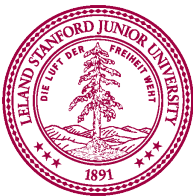
Resulting Type of Binary Expression



When a line starts with a variable *type*, it is creating a new variable ...aka a box.

Example:

```
int myBox = 5;
```



Types

// integer values

int num = 5;

// real values

double fraction = 0.2;

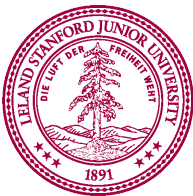
// letters

char letter = 'c';

// true or false

boolean isLove = **true**;

* Why is it called a double?



Double: How Much Do I Weigh?



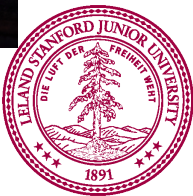
* Answers could be real valued numbers



Int: How Many Children Do I Have?



* It is weird to say something like 1.7



Lots of Boxes

```
public void run() {  
  
    // integer values  
    int age = 29;  
  
    // real values  
    double weight = 180.2;  
  
}
```

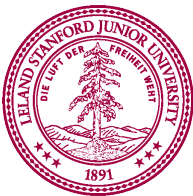


Can you access the value in a variable
(aka box)?

Outputting Variable Value

```
// creates a variable called  
// age with the value 29.  
int age = 29;  
  
// puts the value of the age  
// variable on the screen.  
println(age);
```

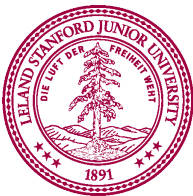
* Fun fact. Chris turns 30 this year. He is young at heart.



Fancy Output

```
// creates a variable called  
// age with the value 29.  
int age = 29;  
  
// puts the following on the  
// screen:  
// age is <value>  
println("age is: " + age);
```

* Fun fact. Chris turns 30 this year. He is young at heart.

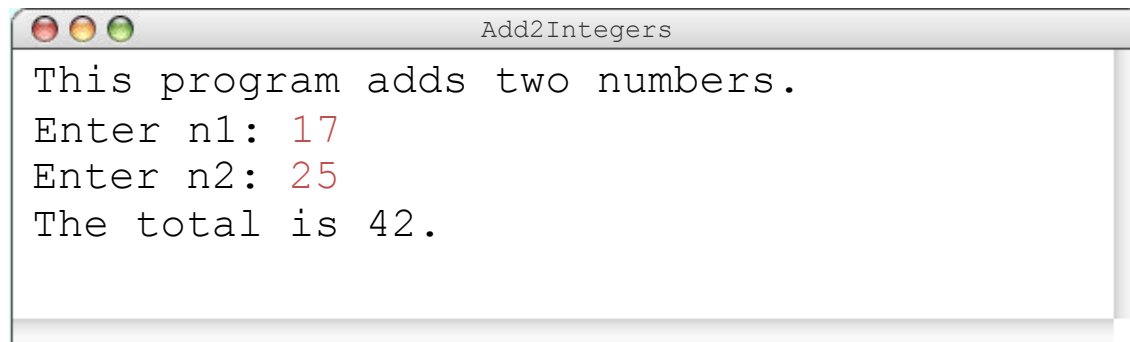


What data can you put in a variable
(aka box)?

Add2Integers

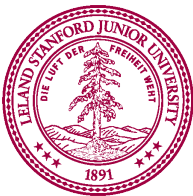
```
class Add2Integers extends ConsoleProgram {  
    public void run() {  
        println("This program adds two numbers.");  
        int n1 = readInt("Enter n1: ");  
        int n2 = readInt("Enter n2: ");  
        int total = n1 + n2;  
        println("The total is " + total + ".");  
    }  
}
```

n1	n2	total
17	25	42

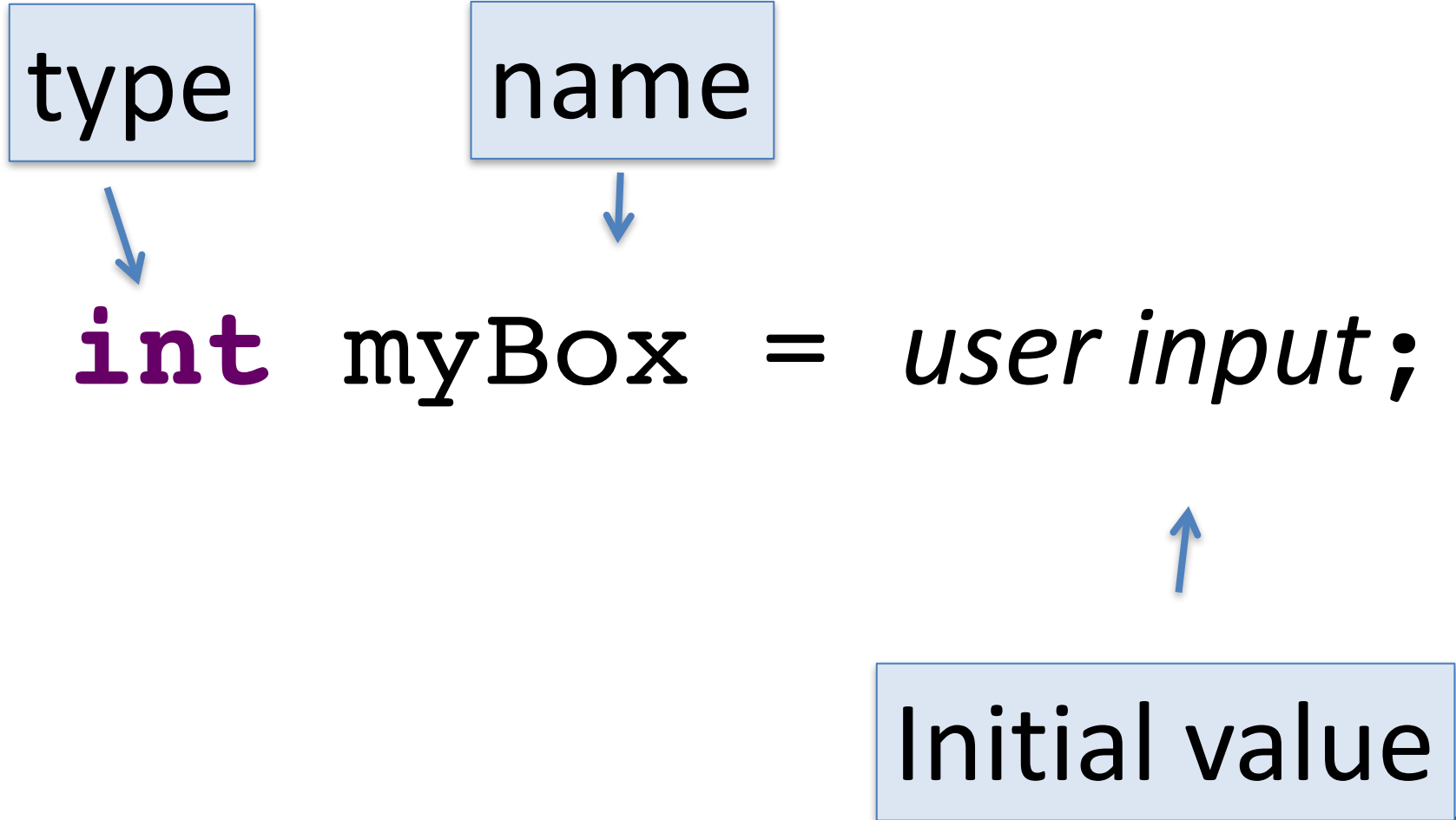


The screenshot shows a window titled "Add2Integers" with a text area containing the following text:

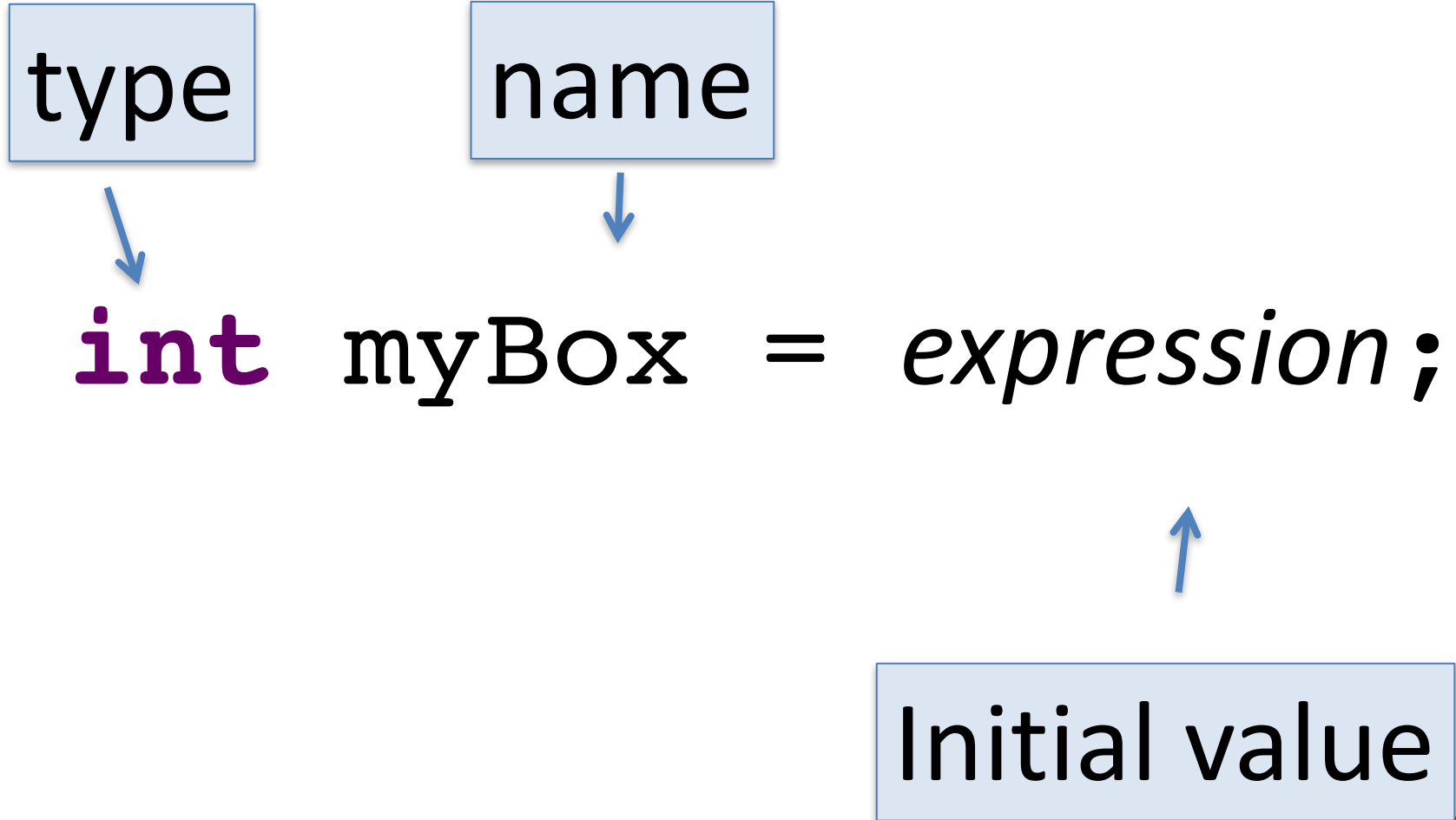
```
This program adds two numbers.  
Enter n1: 17  
Enter n2: 25  
The total is 42.
```



Making a New Variable



Making a New Variable

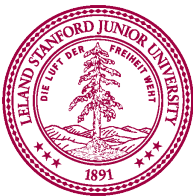


Values from User Input

```
// Prompts user for a whole number. Stores  
// result in a variable (aka a box)  
int kids = readInt("How many children?");
```

```
// Prompts user for a decimal number. Stores  
// result in a variable (aka a box)  
double tip = readDouble("Tip? $");
```

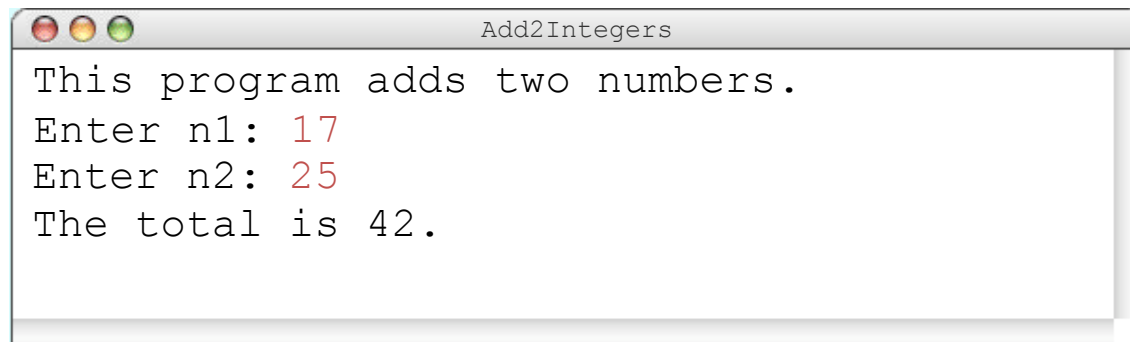
```
// Haven't you ever wondered, who was the first  
// person to eat a carrot??  
boolean edible = readBoolean("Subject alive?")
```



Add2Integers

```
class Add2Integers extends ConsoleProgram {  
    public void run() {  
        println("This program adds two numbers.");  
        int n1 = readInt("Enter n1: ");  
        int n2 = readInt("Enter n2: ");  
        int total = n1 + n2;  
        println("The total is " + total + ".");  
    }  
}
```

n1	n2	total
17	25	42



The screenshot shows a window titled "Add2Integers" with a text area containing the following text:

```
This program adds two numbers.  
Enter n1: 17  
Enter n2: 25  
The total is 42.
```



Binary Operators

+ Addition

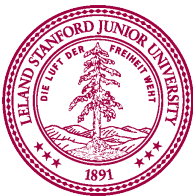
– Subtraction

* Multiplication

/ Division

% Remainder

See you another day, tio.



Learn by examples

Order of Operation

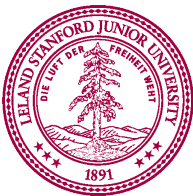
// Mult before addition first!

```
int result = 4 + 2 * 3;    // 10
```

// Left to right!

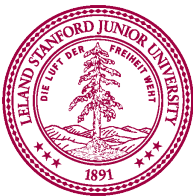
```
int sum = 1 + 2 + (3 * 4); // 15
```

Priority	Operator	Tie breaker
Highest	()	Left to right
Middle	* /	Left to right
Lowest	+ -	Left to right



What do you think this does?

```
// creates a variable called  
// success rate  
double successRate = 1 / 2;
```



AHHHHHHH!!!!!!

```
// creates a variable called  
// success rate  
double successRate = 1 / 2;
```

0.0



Resulting Type of Binary Expression



All *binary operators* result in a value (like a temporary variable) which ***has a type***. You need to know what type that will be.

Most important example:

`int` / **`int`** results in an **`int`**



Resulting Type

int / **int** results in an **int**

double * **double** results in a **double**

int + **double** results in a **double**



Resulting Type of Binary Expression



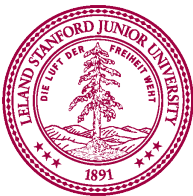
All *binary operators* result in a value (like a temporary variable) which *has a type*. The general rule is: operations always return the *most expressive* type:

Expressive hierarchy:

boolean < **char** < **int** < **double**

Example:

int / **double** results in a **double**



Even more examples...

Pitfalls of Integer Division

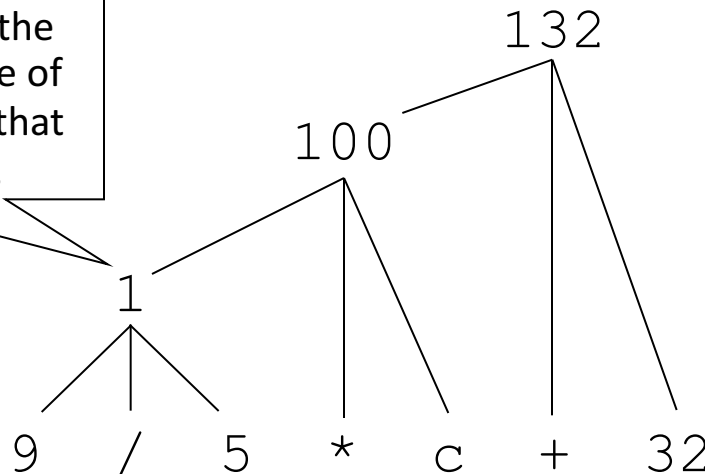
Convert 100° Celsius temperature to its Fahrenheit equivalent:

```
double c = 100;  
double f = 9 / 5 * c + 32;
```



The computation consists of evaluating the following expression:

The problem arises from the fact that both 9 and 5 are of type `int`, which means that the result is also an `int`.

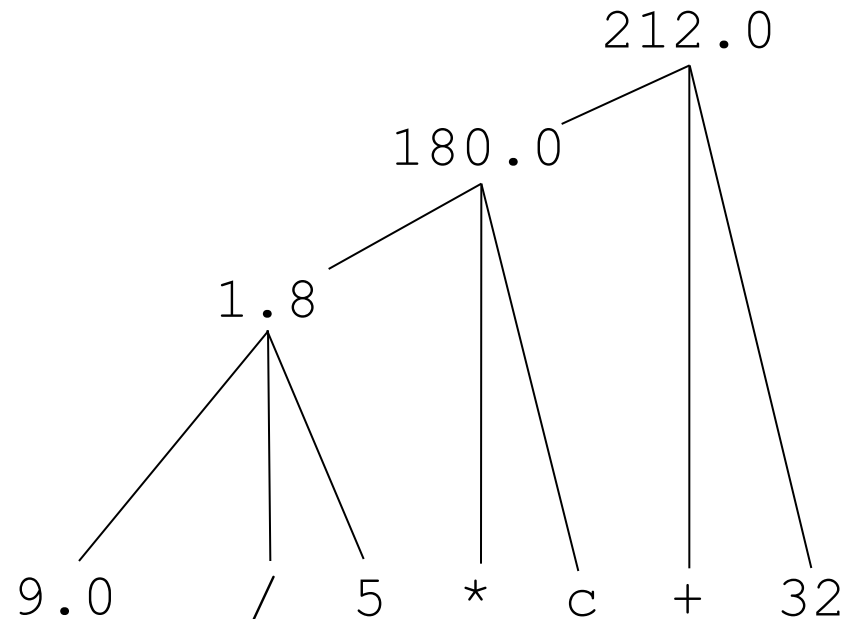


Pitfalls of Integer Division

You can fix this problem by converting the fraction to a `double`, either by inserting decimal points or by using a type cast:

```
double c = 100;  
double f = 9.0 / 5 * c + 32;
```

The computation now looks like this:



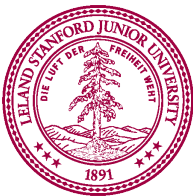
Practice

- $5 + 3 / 2 - 4$

// 2

- $15 / 2.0 + 6$

// 13.5



Can you change the value in a variable
(aka box)?

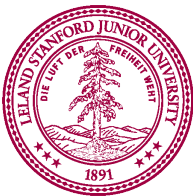
Modifying a Variable

```
// creates a variable called  
// age with the value 29.
```

```
int age = 29;
```

```
// this puts a new value in the box  
age = 30;
```

```
// In what world does this make sense?  
// Welcome to Java  
age = age + 2;
```



Compiler Errors

1. A variable can't be used until it is assigned a value.

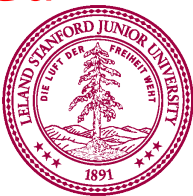
```
int x;  
println(x);    // Error: x has no value
```

2. You may not declare the same variable twice.

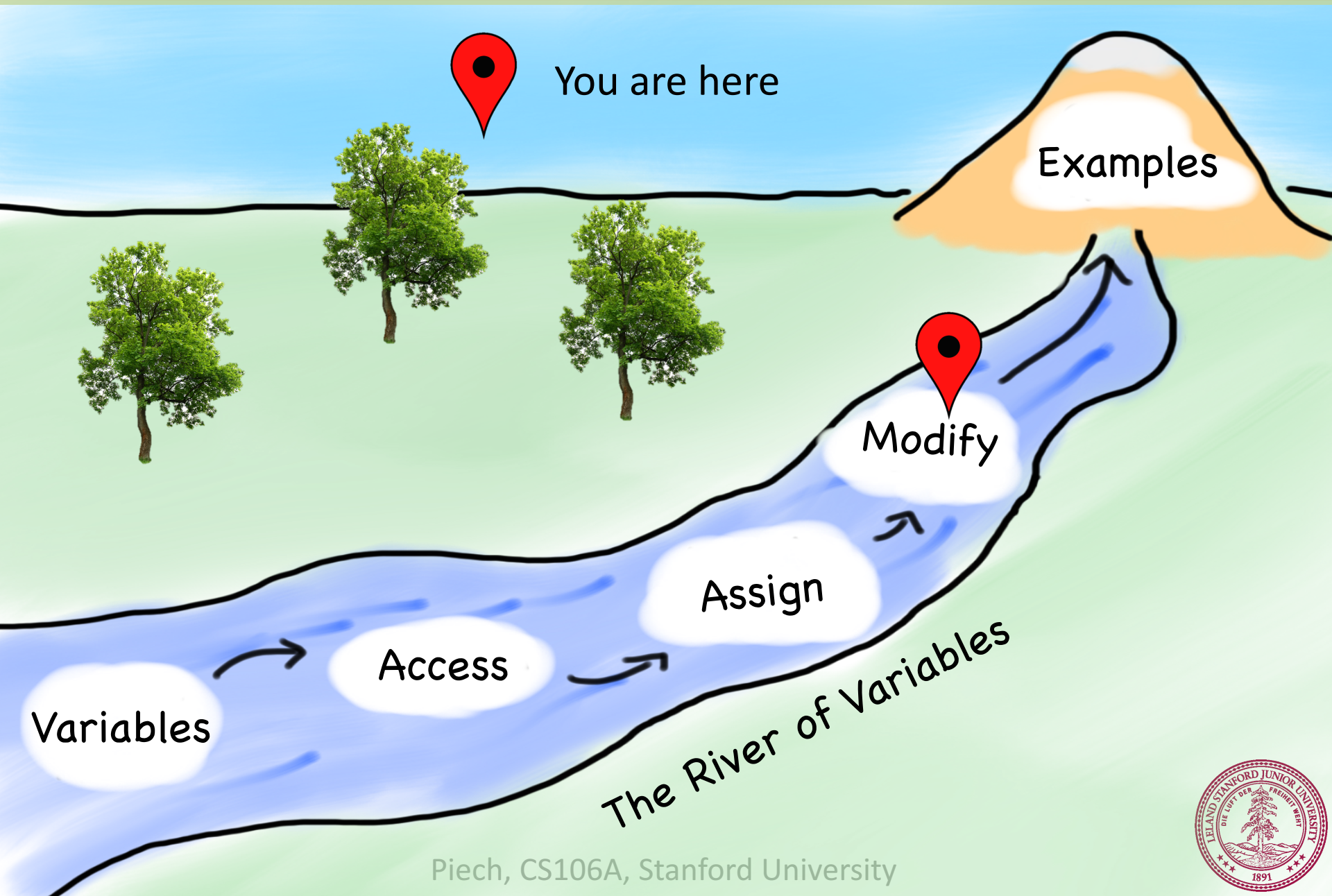
```
int y = 3;  
int y = 5;    // Error: y already exists
```

3. You may not use a variable until it is declared.

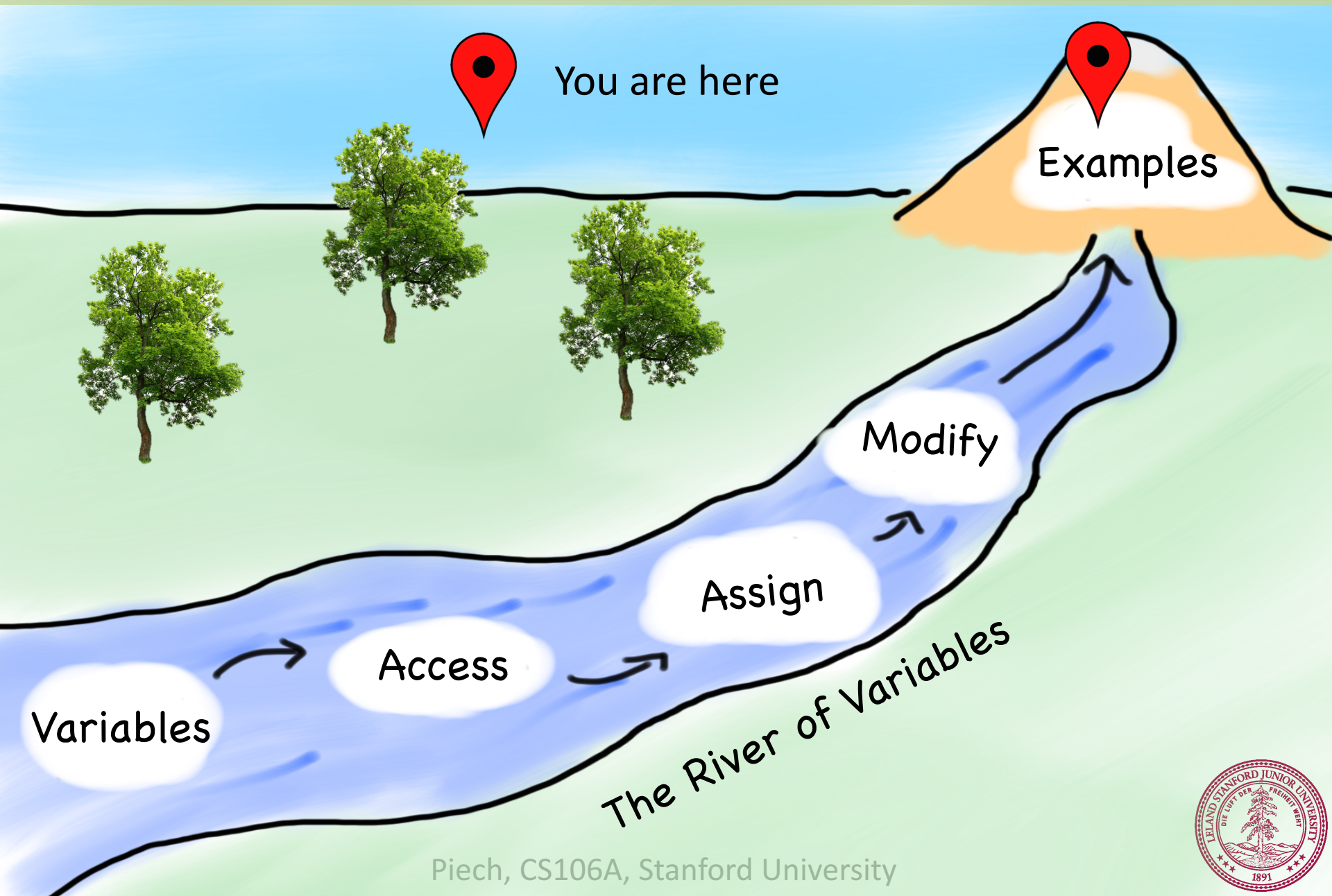
```
z = 10;        // Error: z cannot be resolved
```



Today's Route



Today's Route



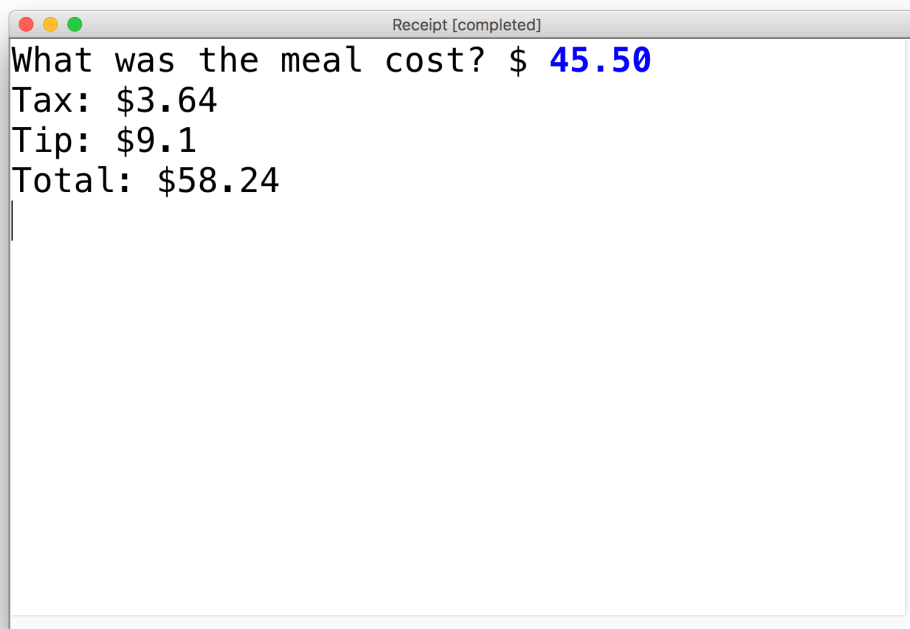
Today's Goal

1. How do you make a box?
2. How do you see what is in a box?
3. What can you put in a box?
4. How do you change what is in a box?



Practice 1: Receipt Program

- Let's write a ConsoleProgram that calculates the tax, tip and total bill for us at a restaurant.
- The program should ask the user for the subtotal, and then calculate and print out the tax, tip and total.



```
Receipt [completed]
What was the meal cost? $ 45.50
Tax: $3.64
Tip: $9.1
Total: $58.24
```



Practice 2: Challenge Carbon Dating



Write a program that can turn a measurement of C14 into an estimate of age.

```
CarbonDating
Radioactive molecule = C14
Halflife = 5730 years
C14 in living organisms = 13.6 dpm
-----
What is the amount of C14 remaining in your sample: 10.2
Your sample is 2378.0 years old.
```



Example: Carbon Dating



$C14 = 1.2 \text{ dpm}$



$C14 = 13.6 \text{ dpm}$

Carbon Dating Equation

$$\text{age} = \frac{\log\left(\frac{c}{13.6}\right)}{\log\left(\frac{1}{2}\right)} \times 5730$$

Amount of C14 in your sample

Amount of C14 in a living sample

Age of the sample

$\frac{1}{2}$ because of half life convention

Half life of C14

- * Some of these values are constants
- ** Use the function: `Math.log( num )`

