

CSCI 253

Object Oriented Design:
Java Review – Execution, I/O and New Features
 George Blankenship

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Java Topics

- Running Java programs ←
- Stream I/O
- New features

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Running Java Programs

- Java Virtual Machine (JVM)
 - Program running on computer
 - Simulates a virtual computer running Java
- JVM loads classes dynamically
 - Upon first reference to class in program
 - Looks at directory / jar files in CLASSPATH
- Invocation
 - java [-options] class [args...]
 - java [-options] -jar jarfile [args...]
 - -classpath
 - Search for required .class files
 - List of directories, JAR archives and ZIP archives
 - -version – Java version

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Jar Files

- Zip file containing one or more .class files
- Useful for bundling many Java files
- Treated by JVM as an entire directory
- Create using
 - jar cf [filename] [files / directories to put in jar]
 - jar cvf Application.jar Application/*
 - Options – c (create), v (verbose), f (specify file)

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Stream Input/Output

- A connection carrying a sequence of data
 - Bytes → InputStream, OutputStream
 - Characters → FileReader, PrintWriter
- From a source to a destination
 - Keyboard
 - File
 - Network
 - Memory

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Using Streams

- Opening a stream
 - Connects program to external data
 - Location of stream specified at opening
- Example
 - import java.io.* ;
 - Encapsulate in try/catch for exceptions
 - Open stream connection
 - Use stream read and / or write
 - Close stream

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Reading a File

- FileReader
 - Stream used to connect to a file
- `FileReader myFile = new FileReader(fileName);`
 - `fileName` → (external) file of parent OS
- All references to `fileName` use `myFile`
- `myFile.read()` – read the file

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Standard Input/Output

- Provided in `System` class in `java.lang`
- `System.in`
 - An instance of `InputStream`
 - Standard input such as keyboard, shell script, or batch file as defined by OS
- `System.out`
 - An instance of `PrintStream`
 - Standard output such as keyboard window as defined by OS
- `System.err`
 - An instance of `PrintStream`
 - Standard error output as defined by OS

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Simple Keyboard Input

```

import java.io.* ;

class BufferedReaderTest {
    public static void main(String [] args) throws IOException {
        // Create a BufferedReader wrapping standard input
        InputStreamReader kb = new InputStreamReader(System.in);
        BufferedReader in = new BufferedReader(kb) ;

        String s ;
        s = in.readLine() ; // Reads any string terminated by \n
        System.out.println("s = " + s) ; // Print what was read
    }
}

```

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Java Collections Framework

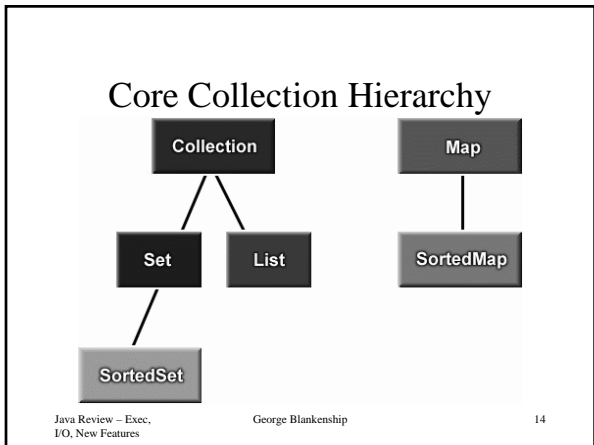
- Collection
 - Object that groups multiple elements into one unit
 - Also called container
- Collection framework consists of
 - Interfaces - abstract data type
 - Implementations - reusable data structures
 - Algorithms - reusable functionality

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Core Collection Interfaces

- *Collection* - group of elements
- *Set* - no duplicate elements
- *List* - ordered collection
- *Map* - maps keys to elements
- *SortedSet, SortedMap*
 - Extends *Set* and *Map* (inheritance)
 - Sorted ordering of elements

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Collections Interface Implementations

- **General implementations**
 - Primary public implementation
 - Example
 - *List* – *ArrayList, LinkedList*
 - *Set* – *TreeSet, HashSet*
 - *Map* – *TreeMap, HashMap*
- **Wrapper implementations**
 - Combined with other interfaces
 - Example
 - *Synchronized ArrayList, unmodifiable HashMap*

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Collections Interface Methods

- boolean add(Object o)
- boolean contains(Object o)
- boolean remove(Object o)
- boolean equals(Object o)
- Iterator iterator() boolean addAll(Collection c)
- boolean containsAll(Collection c)
- boolean removeAll(Collection c)
- boolean retainAll(Collection c)
- void clear()
- boolean isEmpty()
- int size()
- Object[] toArray()
- void shuffle(List list, Random rnd)
- void sort(List list, Comparator c)

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Iterator Interface

- Iterator
 - Common interface for all Collection classes
 - Used to examine all elements in collection
- Properties
 - Order of elements is unspecified (may change)
 - Can remove current element during iteration
 - Works for any collection

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Iterator Interface

- Interface


```
public interface Iterator {
    boolean hasNext();
    Object next();
    void remove(); // optional, called once per next()
}
```
- Example usage


```
Iterator i = myCollection.iterator();
while (i.hasNext()) {
    myCollectionElem x = (myCollectionElem) i.next();
}
```

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openArchive

```

public boolean openArchive() {
    debugWrite("openArchive", "process archive file "+arcFile);
    mainGUI.append("process archive file "+arcFile);
    if(arcFile.endsWith(".gz")) {
        archive = new File(arcPath, arcFile);
        try {
            archiveReader = ARCReaderFactory.get(archive);
        } catch (IOException e) {
            trace.exception(e, "opening archiveReader");
            mainGUI.append("cannot process archive file "+arcFile);
            archiveOpen = false;
            return false;
        }
        archiveOpen = true;
        archiveRecordCount = 0;
        archiveIteratorRecord = archiveReader.iterator();
        arcMimes = new MimeTypes("Archive", maxTypes);
        arcSummary = new String(arcFile+".txt");
        createSummaryFile(arcPath, arcSummary);
        return true;
    }
    debugWrite("openArchive", "archive has wrong extension "+arcFile);
    mainGUI.append("cannot process archive file "+arcFile);
    archiveOpen = false;
    return false;
}

```

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getArchiveRecord

```

public ARCRecord getArchiveRecord() {
    ARCRecord record;
    if(maxRecords-0 && archiveRecordCount<maxRecords) {
        debugWrite("getArchiveRecord", "maximum records processed (" +String.valueOf(maxRecords)+")");
        write("Maximum records processed (" +String.valueOf(maxRecords)+")");
        archiveOpen = false;
        mainGUI.append("archive processing is complete (" +String.valueOf(archiveRecordCount)+")");
        arcMimes.summary();
        close();
        return null;
    }
    if(archiveIteratorRecord.hasNext()) {
        record = (ARCRecord) archiveIteratorRecord.next();
        archiveRecordCount++;
        return record;
    }
    debugWrite("getArchiveRecord", "all records read");
    write("All records read (" +String.valueOf(archiveRecordCount)+")");
    mainGUI.append("archive processing is complete (" +String.valueOf(archiveRecordCount)+")");
    archiveOpen = false;
    arcMimes.summary();
    close();
    return null;
}

```

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Table of XML Tags

```

private Hashtable<String, XMLTag> tags; // key - tag, value - integer
private void startDocument() throws XMLParseException {
    tags = new Hashtable<String, XMLTag>();
    elements = new List<Head>();
}
private void startElement(String name) throws XMLParseException {
    currentElementName = name;
    currentElementContent = null;
    contentStartChar = 0;
    XMLTag tag = tags.get(currentElementName);
    try {
        if (tag == null) { // new tag
            tags.put(currentElementName, new XMLTag(currentElementName));
        } else { // tag already found
            tag.count++;
            tags.put(currentElementName, tag);
        }
    } catch (NullPointerException nullPointer) {
        trace.exception(CODE_FILE, nullPointer, "parse XML bad key");
    }
    XMLElement element = new XMLElement(currentElementName);
    elements.set(i, element);
    currentElementType = element.getType();
}
private void endDocument() throws XMLParseException {
    for(int i=0; i<sequence.length; i++) {
        Enumeration e = tags.keys();
        while (e.hasMoreElements()) {
            String tagName = (String)e.nextElement();
            XMLTag tag = tags.get(tagName);
            int order = tag.getOrder();
            if (order == i) {
                trace.write("XML tag '"+tag.getTag()+"' occurs "+tag.getCount()+" times");
                break;
            }
        }
    }
}

```

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Enumerated Types

- New type of variable with set of fixed values
 - Establishes all possible values by listing them
 - Supports values(), valueOf(), name(), compareTo()...
- Example

```
public class Color { // old approach to enumeration
    private int c;
    public static final Color Black = new Color(1);
    public static final Color White = new Color(2);
}
public enum Color { Black, White } // new enumeration
Color myC = Color.Black;
for (Color c : Color.values()) System.out.println(c);
```

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ElementTypes

```
public enum ElementTypes {
    UNKNOWN, NORMAL, INSTRUCTION, INSTRUCTION_XML, BANG, COMMENT, SPECIAL, DOCTYPE;

    public String toString() {
        switch(this) {
            case NORMAL: return new String("normal XML formatted element");
            case INSTRUCTION: return new String("start of processing definition element <!-- ?>");
            case INSTRUCTION_XML: return new String("XML definition <xml ?>");
            case BANG: return new String("start of special element <!-- ?>");
            case COMMENT: return new String("XML comment <!-- -->");
            case DOCTYPE: return new String("XML document type definition <!DOCTYPE >");
            case SPECIAL: return new String("XML special element <?xxx >");
        }
        return new String("unknown component type");
    }

    public static ElementTypes getElementType(String name) {
        if(name.charAt(0)=='?') {
            if(name.equalsIgnoreCase("xml")) return INSTRUCTION_XML;
            else return INSTRUCTION;
        } else if(name.charAt(0)=='&lt;') {
            if(name.equalsIgnoreCase("&lt;!--")) return COMMENT;
            else if(name.equalsIgnoreCase("&lt;!DOCTYPE")) return DOCTYPE;
            else return SPECIAL;
        }
        return NORMAL;
    }
}</pre

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```
