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## SOURCE CODE EXAMPLES: JAVA

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This appendix contains the code examples referred to in the main text. There is a version of the appendix for each language. This is the Java version.

### #1 EXAMPLE FOR THE CALLING DIAGRAM

```
int main() {
    function_one();
    function_two();
}

int function_one() {
    function_three();
}

int function_two() {
    function_four();
    function_one();
    function_two();
}

int function_three() {}

int function_four() {
    function_three();
}
```

### #2 SMALL EXAMPLE FOR HAND SIMLUATION

```
byte v1 = 10;
int v2 = v1 * 100;

while (v2 > 500) {
    System.out.print("Excess over 500 = ");
    System.out.println(v2 - 500);
    v2 = --v1 * 100;
}
```

### #3 EXAMPLE FOR SCOPE REGIONS

```
void A() {
    int B;
}

void E() {
    int C;
    {
        int D;
    }
}
```

### #4 LARGE EXAMPLE FOR HAND SIMULATION

```
class HS {
    int g1 = 100;
    int g2 = 20;

    void f1(int xx) {
        int w = 10;
        w = w + g1;
        System.out.println(w / xx);
    }

    int f2() {
        int w = 5;
        g1 = g2 + w;
        return w + 2;
    }

    void run() {
        int r;
        r = f2();
        f1(r);
        System.out.print("g1 =");
        System.out.println(g1);
    }

    public static void main(String[] args) {
        (new Example4()).run();
    }
}
```

## #5 TOP-DOWN DESIGN EXAMPLE

```

/*****
The paint estimator
*****/
import java.io.*;

class Estimator {
    static final float paintCost = 12.5f;
    static final float height = 8.0f;

    float costOfPainting, length, width,
        coverage, area;

    void inputValues() throws java.io.IOException {
        BufferedReader instr = new BufferedReader(
            new InputStreamReader(System.in));
        System.out.println("Type in length: ");
        length = Float.valueOf(instr.readLine()).floatValue();
        System.out.println("Type in width: ");
        width = Float.valueOf(instr.readLine()).floatValue();
        System.out.println("Type in coverage: ");
        coverage = Float.valueOf(instr.readLine()).floatValue();
    }

    void calculateArea() {
        area = 2 * (length + width) * height + length * width;
    }

    void calculateCostFromArea() {
        costOfPainting = area / coverage * paintCost;
    }

    void calculateCost() {
        calculateArea();
        calculateCostFromArea();
    }

    void displayCost() {
        System.out.println("Cost of painting a room is $" +
            costOfPainting);
    }

    void run() throws java.io.IOException {
        inputValues();
        calculateCost();
        displayCost();
    }

    public static void main(String[] args) throws java.io.IOException {
        (new Estimator()).run();
    }
}

```

**#6 TOP-DOWN DESIGN EXAMPLE, REWORKED**

```

/*****
The paint estimator
*****/

import java.io.*;

class Estimator {
    static final float paintCost = 12.5f;
    static final float height = 8.0f;

    float length, width, coverage;

    void inputValues() throws java.io.IOException {
        BufferedReader instr = new BufferedReader(
            new InputStreamReader(System.in));
        System.out.println("Type in length: ");
        length = Float.valueOf(instr.readLine()).floatValue();
        System.out.println("Type in width: ");
        width = Float.valueOf(instr.readLine()).floatValue();
        System.out.println("Type in coverage: ");
        coverage = Float.valueOf(instr.readLine()).floatValue();
    }
    float calculateArea(float length, float width) {
        return 2 * (length + width) * height + length * width;
    }

    float calculateCostFromArea(float area, float coverage) {
        return area / coverage * paintCost;
    }

    float calculateCost(float l, float w, float c) {
        float area;

        area = calculateArea(l, w);
        return calculateCostFromArea(area, c);
    }
    void displayCost(float l, float w, float c, float cp) {
        System.out.println("Cost of painting a room " + l + " by " + w);
        System.out.println(" with paint of coverage " + c + " is $" + cp);
    }

    void run() throws java.io.IOException {
        float costOfPainting;
        inputValues();
        costOfPainting = calculateCost(length, width, coverage);
        displayCost(length, width, coverage, costOfPainting);
    }
    public static void main(String[] args) throws java.io.IOException {
        (new Estimator()).run();
    }
}

```

**#7 THE MAIN PROGRAM FOR THE TOP-DOWN DESIGN EXAMPLE**

```

void run() {
    float costOfPainting, length, width, coverage;

    length = inputLength();
    width = inputWidth();
    coverage = inputCOverage();
    calculateCost(length, width, coverage);
    displayCost(length, width, coverage, costOfPainting);
}

```

**#8 THE PAINT ESTIMATOR DESIGN IN CLASSES**

```

class Room {
    private float Width, Length;    // in ft.
    private static final float Height = 8.0;    // in ft.
}

class Paint {
    private static final float CostOfPaint = 12.5; // in $/gallon
    float Coverage;    // in sq.ft./gallon
}

class Estimator {
    private Room room;
    private Paint paint;
    private float CostOfPainting;    // in $
}

```

**#9 THE PAINT ESTIMATOR DESIGN WITH CLASS METHODS**

```

class Room {
    private float Width, Length;    // in ft.
    private static final float Height = 8.0f;    // in ft.
    public Room() {} // the default constructor
    public float getWidth() { return Width; }    // accessor method
    public float getLength() { return Length; }    // accessor method
    public float getHeight() { return Height; }    // accessor method
    public void input() throws java.io.IOException {
        // input method prompts
        BufferedReader instr = new BufferedReader(
            new InputStreamReader(System.in));
        System.out.println("Type width ");
        Width = Float.valueOf(instr.readLine()).floatValue();
        System.out.println("Type length: ");
        Length = Float.valueOf(instr.readLine()).floatValue();
    }
}

// (continued)

```

```

class Paint {
    private static final float CostOfPaint = 12.5f; // in $/gallon
    private float Coverage; // in sq.ft./gallon
    public Paint() {} // default constructor
    public float getCoverage() { return Coverage; } // accessor method
    public float getCost() { return CostOfPaint; } // accessor method
    public void input() throws java.io.IOException { // input method
        BufferedReader instr = new BufferedReader(
            new InputStreamReader(System.in));
        System.out.println("Type coverage: ");
        Coverage = Float.valueOf(instr.readLine()).floatValue();
    }
}

class Estimator {
    private Room room;
    private Paint paint;
    private float CostOfPainting; // in $
    public Estimator() {} // default constructor
    void estimate() {
        ...
    }
    void display() {
        System.out.println("Cost is " << CostOfPainting);
    }
    void run() {
        ...
    }
    public static void main(String[] args) {
        ...
    }
}

```

## **#10 THE PAINT ESTIMATOR TOP LEVEL METHODS**

```

public void estimate() {
    float wallArea =
        2 * (room.getWidth() + room.getLength()) * room.getHeight();
    float ceilingArea = room.getWidth() * room.getLength();
    CostOfPainting = (wallArea + ceilingArea) / paint.getCoverage() *
    paint.getCost();
}

public void run() throws java.io.IOException {
    room.input();
    paint.input();
    estimate();
    display();
}

public static void main(String[] args) throws java.io.IOException {
    (new Estimator()).run();
}

```

## #11 SIMPLE EXAMPLE FOR DEBUGGING

```
DataInputStream instr(System.in);
while (num != 9999) {
    total += num;
    num = instr.readInt();
}
```

## #12 DEBUGGING WITH TRACE ADDED

```
BufferedReader instr = new BufferedReader(
    new InputStreamReader(System.in));
while (num != 9999) {
    System.out.println("Trace total: " + total);
    total += num;
    num = Integer.parseInt(instr.readLine());
}
```

## #13 ADDING AN ASSERTION

Java has no macro facility, and hence no inbuilt assertion mechanism.

## #14 AN ASSERTION IN STRAIGHT CODE

```
if (x < 0 || x > 9) {
    System.out.println("Error: x is out of range " + x);
    System.exit(1);
}
```

## #15 A DEBUGGING EXAMPLE

```
import java.io.*;

class Debugging {
    public static void main(String[] args) throws java.io.IOException {
        int c;
        char ch, lastch = '\0';
        int totalIEs = 0, totalEIs = 0;

        BufferedReader instr = new BufferedReader(
            new InputStreamReader(System.in));

        System.out.println("Type any number of lines followed by EOF");

        while ((c = instr.read()) != -1) {
            ch = Character.toLowerCase((char)c);
            if (ch == 'i' && lastch == 'e')
                ++totalEIs;
            else if (ch == 'e' && lastch == 'i')
                ++totalIEs;
            else
                lastch = ch;
        }
        // continued
    }
}
```

```

    System.out.println();
    System.out.println("the number of IEs is " + totalIEs);
    System.out.println();
    System.out.println("and the number of EIs = " + totalEIs);
}
}

```

### #16 THE EXAMPLE WITH TRACE ADDED

```

import java.io.*;

class Debugging {
    public static void main(String[] args) throws java.io.IOException {
        int c;
        char ch, lastch = '\0';
        int totalIEs = 0, totalEIs = 0;

        BufferedReader instr = new BufferedReader(
            new InputStreamReader(System.in));

        System.out.println("Type any number of lines followed by EOF");

        while ((c = instr.read()) != -1) {
            ch = Character.toLowerCase((char)c);
            if (ch == 'i' && lastch == 'e')
                ++totalEIs;
            else if (ch == 'e' && lastch == 'i')
                ++totalIEs;
            else
                lastch = ch;
            System.out.println("ch = " + ch + " lastch = " + lastch +
                " totalIEs = " + totalIEs +
                " totalEIs = " + totalEIs);
        }
        System.out.println();
        System.out.println("the number of IEs is " + totalIEs);
        System.out.println();
        System.out.println("and the number of EIs = " + totalEIs);
    }
}

```

### #17 THE EXAMPLE WITH ASSERTION ADDED

```

else
    lastch = ch;
/*****/
    if (lastch != ch) {
        System.out.println("Error: lastch != ch");
        System.exit(1);
    }
/*****/

```



```

}
...

```

## #18 THE EXAMPLE ASSERTION AND TRACE

```

...
    else
        lastch = ch;
    /*//////// a trace statement //////////*/
    System.out.println("lastch = " + lastch + " ch = " + ch);
    /*////////////////////////////////////////*/
    /****** an assertion *****/
    /* if (lastch != ch) {
        System.out.println("Error: lastch != ch");
        System.exit(1);
    } */
    /*******/
}
...

```

## #19 THE EXAMPLE DEBUGGED

```

import java.io.*;

class Debugging {
    public static void main(String[] args) throws java.io.IOException {
        int c;
        char ch, lastch = '\0';
        int totalIEs = 0, totalEIs = 0;

        BufferedReader instr = new BufferedReader(
            new InputStreamReader(System.in));

        System.out.println("Type any number of lines followed by EOF");

        while ((c = instr.read()) != -1) {
            ch = Character.toLowerCase((char)c);
            if (ch == 'i' && lastch == 'e')
                ++totalEIs;
            else if (ch == 'e' && lastch == 'i')
                ++totalIEs;
            //else
                lastch = ch;
        }
        System.out.println();
        System.out.println("the number of IEs is " + totalIEs);
        System.out.println();
        System.out.println("and the number of EIs = " + totalEIs);
    }
}

```

