

CHAPTER 10

OBJECT-ORIENTED THINKING

Objectives

- To apply class abstraction to develop software (§10.2).
- To explore the differences between the procedural paradigm and object-oriented paradigm (§10.3).
- To discover the relationships between classes (§10.4).
- To design programs using the object-oriented paradigm (§§10.5 and 10.6).
- To create objects for primitive values using the wrapper classes (**Byte**, **Short**, **Integer**, **Long**, **Float**, **Double**, **Character**, and **Boolean**) (§10.7).
- To simplify programming using automatic conversion between primitive types and wrapper class types (§10.8).
- To use the **BigInteger** and **BigDecimal** classes for computing very large numbers with arbitrary precisions (§10.9).
- To use the **String** class to process immutable strings (§10.10).
- To use the **StringBuilder** and **StringBuffer** classes to process mutable strings (§10.11).



10.1 Introduction



The focus of this chapter is on class design and to explore the differences between procedural programming and object-oriented programming.

The preceding chapter introduced objects and classes. You learned how to define classes, create objects, and use objects. This book’s approach is to teach problem solving and fundamental programming techniques before object-oriented programming. This chapter shows how procedural and object-oriented programming differ. You will see the benefits of object-oriented programming and learn to use it effectively.

Our focus here is on class design. We will use several examples to illustrate the advantages of the object-oriented approach. The examples involve designing new classes and using them in applications and introducing new classes in the Java API.

10.2 Class Abstraction and Encapsulation



Class abstraction is separation of class implementation from the use of a class. The details of implementation are encapsulated and hidden from the user. This is known as class encapsulation.

class abstraction

class’s contract

class encapsulation

abstract data type

In Chapter 6, you learned about method abstraction and used it in stepwise refinement. Java provides many levels of abstraction, and *class abstraction* separates class implementation from how the class is used. The creator of a class describes the functions of the class and lets the user know how the class can be used. The collection of public constructors, methods, and fields that are accessible from outside the class, together with the description of how these members are expected to behave, serves as the *class’s contract*. As shown in Figure 10.1, the user of the class does not need to know how the class is implemented. The details of implementation are encapsulated and hidden from the user. This is called *class encapsulation*. For example, you can create a **Circle** object and find the area of the circle without knowing how the area is computed. For this reason, a class is also known as an *abstract data type* (ADT).

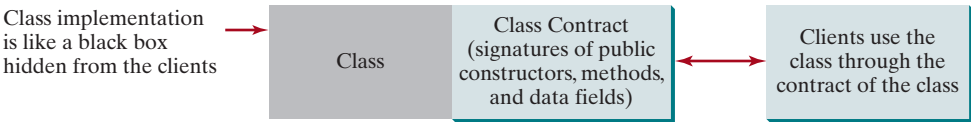


FIGURE 10.1 Class abstraction separates class implementation from the use of the class.

Class abstraction and encapsulation are two sides of the same coin. Many real-life examples illustrate the concept of class abstraction. Consider, for instance, building a computer system. Your personal computer has many components—a CPU, memory, disk, motherboard, fan, and so on. Each component can be viewed as an object that has properties and methods. To get the components to work together, you need to know only how each component is used and how it interacts with the others. You don’t need to know how the components work internally. The internal implementation is encapsulated and hidden from you. You can build a computer without knowing how a component is implemented.

The computer-system analogy precisely mirrors the object-oriented approach. Each component can be viewed as an object of the class for the component. For example, you might have a class that models all kinds of fans for use in a computer, with properties such as fan size and speed and methods such as start and stop. A specific fan is an instance of this class with specific property values.

As another example, consider getting a loan. A specific loan can be viewed as an object of a **Loan** class. The interest rate, loan amount, and loan period are its data properties and

computing the monthly and total payments are its methods. When you buy a car, a loan object is created by instantiating the class with your loan interest rate, loan amount, and loan period. You can then use the methods to find the monthly payment and total payment of your loan. As a user of the **Loan** class, you don't need to know how these methods are implemented.



VideoNote

the Loan class

Listing 2.9, `ComputeLoan.java`, presented a program for computing loan payments. That program cannot be reused in other programs because the code for computing the payments is in the `main` method. One way to fix this problem is to define static methods for computing the monthly payment and the total payment. However, this solution has limitations. Suppose that you wish to associate a date with the loan. There is no good way to tie a date with a loan without using objects. The traditional procedural programming paradigm is action-driven, and data are separated from actions. The object-oriented programming paradigm focuses on objects, and actions are defined along with the data in objects. To tie a date with a loan, you can define a loan class with a date along with the loan's other properties as data fields. A loan object now contains data and actions for manipulating and processing data, and the loan data and actions are integrated in one object. Figure 10.2 shows the UML class diagram for the **Loan** class.

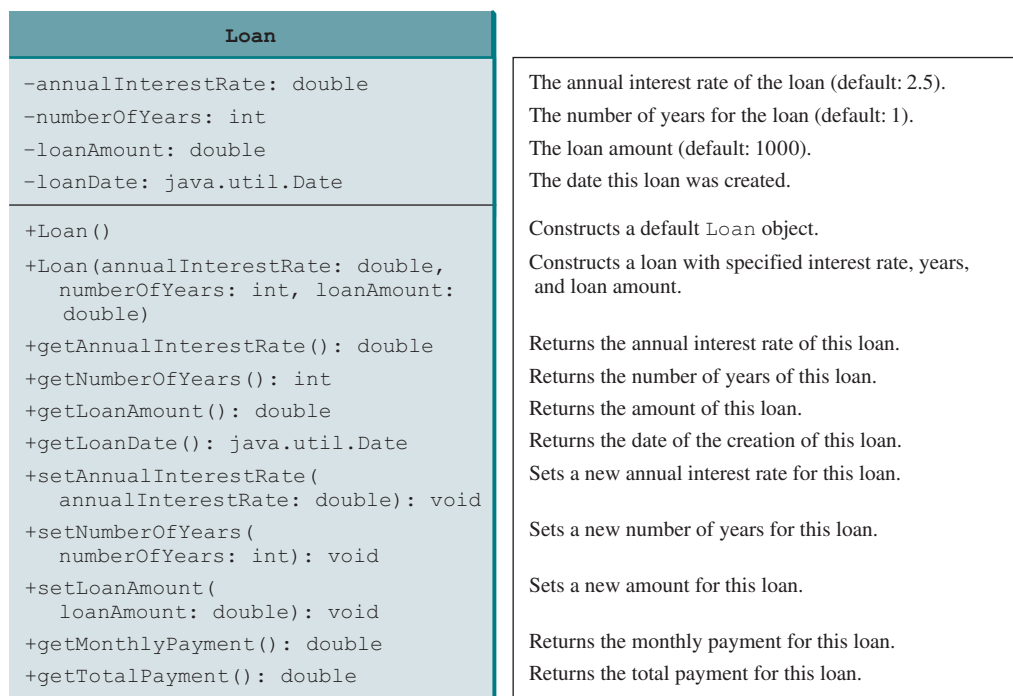


FIGURE 10.2 The **Loan** class models the properties and behaviors of loans.

The UML diagram in Figure 10.2 serves as the contract for the **Loan** class. Throughout this book, you will play the roles of both class user and class developer. Remember that a class user can use the class without knowing how the class is implemented.

Assume the **Loan** class is available. The program in Listing 10.1 uses that class.

LISTING 10.1 `TestLoanClass.java`

```

1 import java.util.Scanner;
2
3 public class TestLoanClass {
4     /** Main method */
5     public static void main(String[] args) {

```

```

6      // Create a Scanner
7      Scanner input = new Scanner(System.in);
8
9      // Enter annual interest rate
10     System.out.print(
11         "Enter annual interest rate, for example, 8.25: ";
12     double annualInterestRate = input.nextDouble();
13
14     // Enter number of years
15     System.out.print("Enter number of years as an integer: ");
16     int numberOfYears = input.nextInt();
17
18     // Enter loan amount
19     System.out.print("Enter loan amount, for example, 120000.95: ");
20     double loanAmount = input.nextDouble();
21
22     // Create a Loan object
23     Loan loan =
24         new Loan(annualInterestRate, numberOfYears, loanAmount);
25
26     // Display loan date, monthly payment, and total payment
27     System.out.printf("The loan was created on %s\n" +
28         "The monthly payment is %.2f\nThe total payment is %.2f\n",
29         loan.getLoanDate().toString(), loan.getMonthlyPayment(),
30         loan.getTotalPayment());
31 }
32 }

```

create loan object

invoke instance method
invoke instance method



```

Enter annual interest rate, for example, 8.25: 2.5 Enter
Enter number of years as an integer: 5 Enter
Enter loan amount, for example, 120000.95: 1000 Enter
The loan was created on Sat Jun 16 21:12:50 EDT 2012
The monthly payment is 17.75
The total payment is 1064.84

```

The **main** method reads the interest rate, the payment period (in years), and the loan amount; creates a **Loan** object; then obtains the monthly payment (line 29) and the total payment (line 30) using the instance methods in the **Loan** class.

The **Loan** class can be implemented as in Listing 10.2.

LISTING 10.2 Loan.java

```

1  public class Loan {
2      private double annualInterestRate;
3      private int numberOfYears;
4      private double loanAmount;
5      private java.util.Date loanDate;
6
7      /** Default constructor */
8      public Loan() {
9          this(2.5, 1, 1000);
10     }
11 }

```

no-arg constructor

```

12  /** Construct a loan with specified annual interest rate,
13      number of years, and loan amount
14      */
15  public Loan(double annualInterestRate, int numberOfYears,
16      double loanAmount) {
17      this.annualInterestRate = annualInterestRate;
18      this.numberOfYears = numberOfYears;
19      this.loanAmount = loanAmount;
20      loanDate = new java.util.Date();
21  }
22
23  /** Return annualInterestRate */
24  public double getAnnualInterestRate() {
25      return annualInterestRate;
26  }
27
28  /** Set a new annualInterestRate */
29  public void setAnnualInterestRate(double annualInterestRate) {
30      this.annualInterestRate = annualInterestRate;
31  }
32
33  /** Return numberOfYears */
34  public int getNumberOfYears() {
35      return numberOfYears;
36  }
37
38  /** Set a new numberOfYears */
39  public void setNumberOfYears(int numberOfYears) {
40      this.numberOfYears = numberOfYears;
41  }
42
43  /** Return loanAmount */
44  public double getLoanAmount() {
45      return loanAmount;
46  }
47
48  /** Set a new loanAmount */
49  public void setLoanAmount(double loanAmount) {
50      this.loanAmount = loanAmount;
51  }
52
53  /** Find monthly payment */
54  public double getMonthlyPayment() {
55      double monthlyInterestRate = annualInterestRate / 1200;
56      double monthlyPayment = loanAmount * monthlyInterestRate / (1 -
57      (1 / Math.pow(1 + monthlyInterestRate, numberOfYears * 12)));
58      return monthlyPayment;
59  }
60
61  /** Find total payment */
62  public double getTotalPayment() {
63      double totalPayment = getMonthlyPayment() * numberOfYears * 12;
64      return totalPayment;
65  }
66
67  /** Return loan date */
68  public java.util.Date getLoanDate() {
69      return loanDate;
70  }
71  }

```

constructor

From a class developer's perspective, a class is designed for use by many different customers. In order to be useful in a wide range of applications, a class should provide a variety of ways for customization through constructors, properties, and methods.

The **Loan** class contains two constructors, four getter methods, three setter methods, and the methods for finding the monthly payment and the total payment. You can construct a **Loan** object by using the no-arg constructor or the constructor with three parameters: annual interest rate, number of years, and loan amount. When a loan object is created, its date is stored in the **loanDate** field. The **getLoanDate** method returns the date. The methods—**getAnnualInterest**, **getNumberOfYears**, and **getLoanAmount**—return the annual interest rate, payment years, and loan amount, respectively. All the data properties and methods in this class are tied to a specific instance of the **Loan** class. Therefore, they are instance variables and methods.



Important Pedagogical Tip

Use the UML diagram for the **Loan** class shown in Figure 10.2 to write a test program that uses the **Loan** class even though you don't know how the **Loan** class is implemented. This has three benefits:

- It demonstrates that developing a class and using a class are two separate tasks.
- It enables you to skip the complex implementation of certain classes without interrupting the sequence of this book.
- It is easier to learn how to implement a class if you are familiar with it by using the class.

For all the class examples from now on, create an object from the class and try using its methods before turning your attention to its implementation.



10.2.1 If you redefine the **Loan** class in Listing 10.2 without setter methods, is the class immutable?



10.3 Thinking in Objects

The procedural paradigm focuses on designing methods. The object-oriented paradigm couples data and methods together into objects. Software design using the object-oriented paradigm focuses on objects and operations on objects.

Chapters 1 through 8 introduced fundamental programming techniques for problem solving using loops, methods, and arrays. Knowing these techniques lays a solid foundation for object-oriented programming. Classes provide more flexibility and modularity for building reusable software. This section improves the solution for a problem introduced in Chapter 3 using the object-oriented approach. From these improvements, you will gain insight into the differences between procedural and object-oriented programming, and see the benefits of developing reusable code using objects and classes.

Listing 3.4, **ComputeAndInterpretBMI.java**, presented a program for computing the body mass index (BMI). The code cannot be reused in other programs, because the code is in the **main** method. To make it reusable, define a static method to compute body mass index as follows:

```
public static double getBMI(double weight, double height)
```

This method is useful for computing body mass index for a specified weight and height. However, it has limitations. Suppose you need to associate the weight and height with a person's name and birth date. You could declare separate variables to store these values, but these values would not be tightly coupled. The ideal way to couple them is to create an object that contains them all. Since these values are tied to individual objects, they should be stored in instance data fields. You can define a class named **BMI** as shown in Figure 10.3.



VideoNote
The BMI class

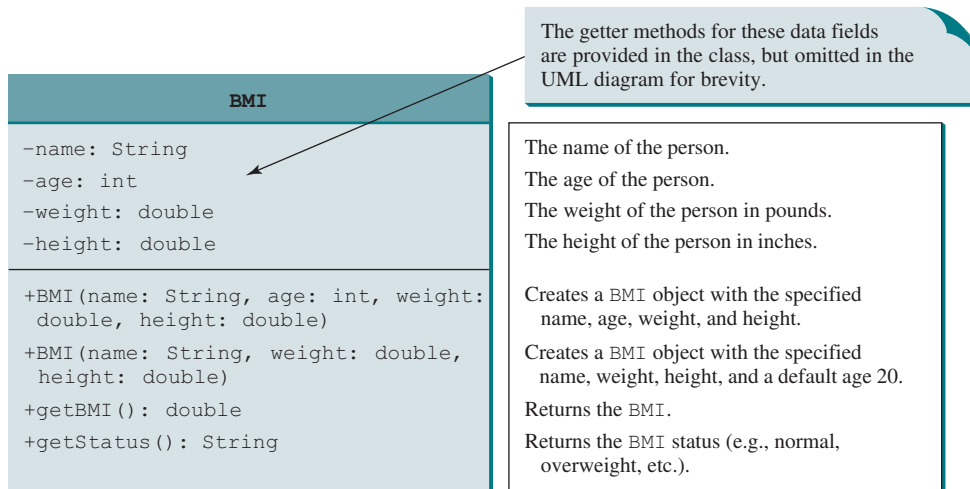


FIGURE 10.3 The **BMI** class encapsulates BMI information.

Assume the **BMI** class is available. Listing 10.3 gives a test program that uses this class.

LISTING 10.3 UseBMIClass.java

```

1 public class UseBMIClass {
2     public static void main(String[] args) {
3         BMI bmi1 = new BMI("Kim Yang", 18, 145, 70);
4         System.out.println("The BMI for " + bmi1.getName() + " is "
5             + bmi1.getBMI() + " " + bmi1.getStatus());
6
7         BMI bmi2 = new BMI("Susan King", 215, 70);
8         System.out.println("The BMI for " + bmi2.getName() + " is "
9             + bmi2.getBMI() + " " + bmi2.getStatus());
10    }
11 }

```

create an object
invoke instance method

create an object
invoke instance method

```

The BMI for Kim Yang is 20.81 Normal
The BMI for Susan King is 30.85 Obese

```



Line 3 creates the object **bmi1** for **Kim Yang**, and line 7 creates the object **bmi2** for **Susan King**. You can use the instance methods **getName()**, **getBMI()**, and **getStatus()** to return the BMI information in a **BMI** object.

The **BMI** class can be implemented as in Listing 10.4.

LISTING 10.4 BMI.java

```

1 public class BMI {
2     private String name;
3     private int age;
4     private double weight; // in pounds
5     private double height; // in inches
6     public static final double KILOGRAMS_PER_POUND = 0.45359237;
7     public static final double METERS_PER_INCH = 0.0254;
8
9     public BMI(String name, int age, double weight, double height) {
10         this.name = name;

```

constructor

```

11     this.age = age;
12     this.weight = weight;
13     this.height = height;
14 }
15
constructor
16 public BMI(String name, double weight, double height) {
17     this(name, 20, weight, height);
18 }
19
getBMI
20 public double getBMI() {
21     double bmi = weight * KILOGRAMS_PER_POUND /
22         ((height * METERS_PER_INCH) * (height * METERS_PER_INCH));
23     return Math.round(bmi * 100) / 100.0;
24 }
25
getStatus
26 public String getStatus() {
27     double bmi = getBMI();
28     if (bmi < 18.5)
29         return "Underweight";
30     else if (bmi < 25)
31         return "Normal";
32     else if (bmi < 30)
33         return "Overweight";
34     else
35         return "Obese";
36 }
37
38 public String getName() {
39     return name;
40 }
41
42 public int getAge() {
43     return age;
44 }
45
46 public double getWeight() {
47     return weight;
48 }
49
50 public double getHeight() {
51     return height;
52 }
53 }

```

The mathematical formula for computing the BMI using weight and height is given in Section 3.8. The instance method `getBMI()` returns the BMI. Since the weight and height are instance data fields in the object, the `getBMI()` method can use these properties to compute the BMI for the object.

The instance method `getStatus()` returns a string that interprets the BMI. The interpretation is also given in Section 3.8.

procedural vs. object-oriented
paradigms

This example demonstrates the advantages of the object-oriented paradigm over the procedural paradigm. The procedural paradigm focuses on designing methods. The object-oriented paradigm couples data and methods together into objects. Software design using the object-oriented paradigm focuses on objects and operations on objects. The object-oriented approach combines the power of the procedural paradigm with an added dimension that integrates data with operations into objects.

In procedural programming, data and operations on the data are separate, and this methodology requires passing data to methods. Object-oriented programming places data and

the operations that pertain to them in an object. This approach solves many of the problems inherent in procedural programming. The object-oriented programming approach organizes programs in a way that mirrors the real world, in which all objects are associated with both attributes and activities. Using objects improves software reusability and makes programs easier to develop and easier to maintain. Programming in Java involves thinking in terms of objects; a Java program can be viewed as a collection of cooperating objects.

10.3.1 Is the **BMI** class defined in Listing 10.4 immutable?



10.4 Class Relationships

To design classes, you need to explore the relationships among classes. The common relationships among classes are association, aggregation, composition, and inheritance.



This section explores association, aggregation, and composition. The inheritance relationship will be introduced in Chapter 11.

10.4.1 Association

Association is a general binary relationship that describes an activity between two classes. For example, a student taking a course is an association between the **Student** class and the **Course** class, and a faculty member teaching a course is an association between the **Faculty** class and the **Course** class. These associations can be represented in UML graphical notation, as shown in Figure 10.4.

association



FIGURE 10.4 This UML diagram shows that a student may take any number of courses, a faculty member may teach at most three courses, a course may have from 5 to 60 students, and a course is taught by only one faculty member.

An association is illustrated by a solid line between two classes with an optional label that describes the relationship. In Figure 10.4, the labels are *Take* and *Teach*. Each relationship may have an optional small black triangle that indicates the direction of the relationship. In this figure, the ► indicates that a student takes a course (as opposed to a course taking a student).

Each class involved in the relationship may have a role name that describes the role it plays in the relationship. In Figure 10.4, *teacher* is the role name for **Faculty**.

Each class involved in an association may specify a *multiplicity*, which is placed at the side of the class to specify how many of the class's objects are involved in the relationship in UML. A multiplicity could be a number or an interval that specifies how many of the class's objects are involved in the relationship. The character *** means an unlimited number of objects, and the interval *m..n* indicates that the number of objects is between *m* and *n*, inclusively. In Figure 10.4, each student may take any number of courses, and each course must have at least 5 and at most 60 students. Each course is taught by only one faculty member, and a faculty member may teach from 0 to 3 courses per semester.

multiplicity

In Java code, you can implement associations by using data fields and methods. For example, the relationships in Figure 10.4 may be implemented using the classes in Figure 10.5.

The relation “a student takes a course” is implemented using the `addCourse` method in the `Student` class and the `addStudent` method in the `Course` class. The relation “a faculty teaches a course” is implemented using the `addCourse` method in the `Faculty` class and the `setFaculty` method in the `Course` class. The `Student` class may use a list to store the courses that the student is taking, the `Faculty` class may use a list to store the courses that the faculty is teaching, and the `Course` class may use a list to store students enrolled in the course and a data field to store the instructor who teaches the course.

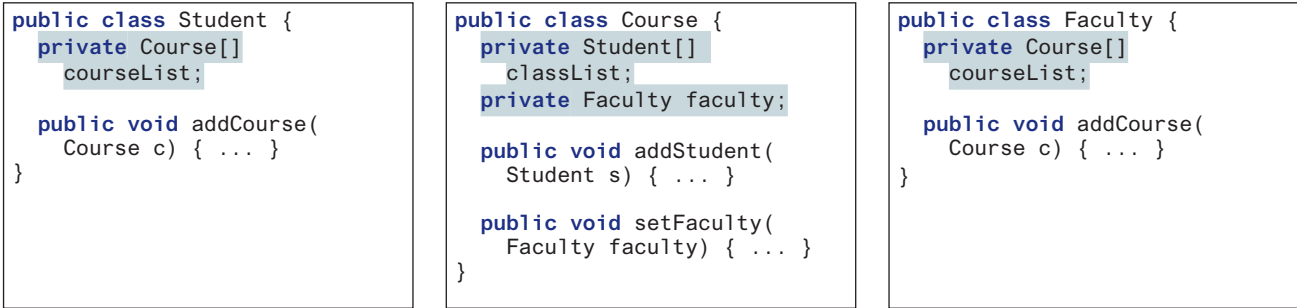


FIGURE 10.5 The association relations are implemented using data fields and methods in classes.

many possible implementations

 **Note**
There are many possible ways to implement relationships. For example, the student and faculty information in the `Course` class can be omitted, since they are already in the `Student` and `Faculty` class. Likewise, if you don't need to know the courses a student takes or a faculty member teaches, the data field `courseList` and the `addCourse` method in `Student` or `Faculty` can be omitted.

10.4.2 Aggregation and Composition

aggregation
aggregating object
aggregating class
aggregated object
aggregated class
composition

Aggregation is a special form of association that represents an ownership relationship between two objects. Aggregation models *has-a* relationships. The owner object is called an *aggregating object*, and its class is called an *aggregating class*. The subject object is called an *aggregated object*, and its class is called an *aggregated class*.

We refer aggregation between two objects as *composition* if the existence of the aggregated object is dependent on the aggregating object. In other words, if a relationship is composition, the aggregated object cannot exist on its own. For example, “a student has a name” is a composition relationship between the `Student` class and the `Name` class because `Name` is dependent on `Student`, whereas “a student has an address” is an aggregation relationship between the `Student` class and the `Address` class because an address can exist by itself. Composition implies exclusive ownership. One object owns another object. When the owner object is destroyed, the dependent object is destroyed as well. In UML, a filled diamond is attached to an aggregating class (in this case, `Student`) to denote the composition relationship with an aggregated class (`Name`), and an empty diamond is attached to an aggregating class (`Student`) to denote the aggregation relationship with an aggregated class (`Address`), as shown in Figure 10.6.

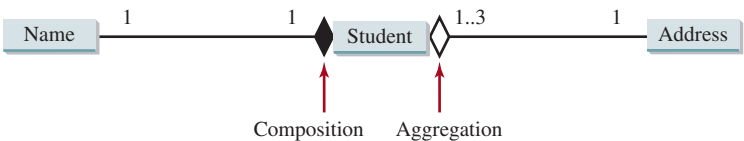


FIGURE 10.6 Each student has a name and an address.

In Figure 10.6, each student has only one multiplicity—address—and each address can be shared by up to 3 students. Each student has one name, and the name is unique for each student.

An aggregation relationship is usually represented as a data field in the aggregating class. For example, the relationships in Figure 10.6 may be implemented using the classes in Figure 10.7. The relation “a student has a name” and “a student has an address” are implemented in the data field **name** and **address** in the **Student** class.

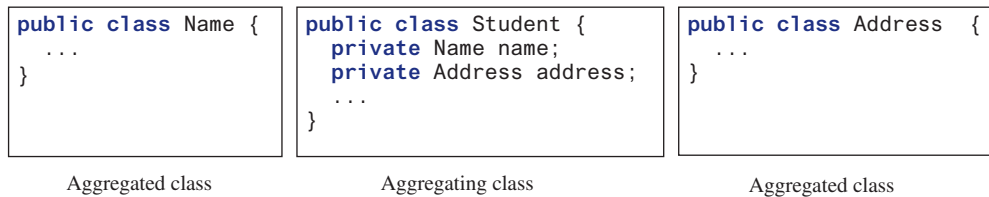


FIGURE 10.7 The composition relations are implemented using data fields in classes.

Aggregation may exist between objects of the same class. For example, a person may have a supervisor. This is illustrated in Figure 10.8.

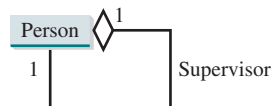


FIGURE 10.8 A person may have a supervisor.

In the relationship “a person has a supervisor,” a supervisor can be represented as a data field in the **Person** class, as follows:

```
public class Person {
    // The type for the data is the class itself
    private Person supervisor;
    ...
}
```

If a person can have several supervisors, as shown in Figure 10.9a, you may use an array to store supervisors, as shown in Figure 10.9b.

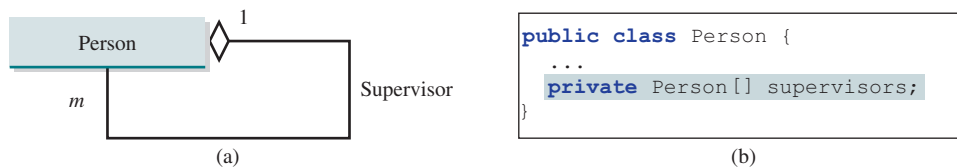


FIGURE 10.9 A person can have several supervisors.



Important Note

Since aggregation and composition relationships are represented using classes in the same way, we will not differentiate them and call both compositions for simplicity.

aggregation or composition

10.4.1 What are common relationships among classes?

10.4.2 What is association? What is aggregation? What is composition?

10.4.3 What is UML notation of aggregation and composition?

10.4.4 Why both aggregation and composition are together referred to as composition?





10.5 Case Study: Designing the Course Class

This section designs a class for modeling courses.

This book’s philosophy is *teaching by example and learning by doing*. The book provides a wide variety of examples to demonstrate object-oriented programming. This section and the next offer additional examples on designing classes.

Suppose you need to process course information. Each course has a name and has students enrolled. You should be able to add/drop a student to/from the course. You can use a class to model the courses, as shown in Figure 10.10.

Course	
-courseName: String	The name of the course.
-students: String[]	An array to store the students for the course.
-numberOfStudents: int	The number of students (default: 0).
+Course(courseName: String)	Creates a course with the specified name.
+getCourseName(): String	Returns the course name.
+addStudent(student: String): void	Adds a new student to the course.
+dropStudent(student: String): void	Drops a student from the course.
+getStudents(): String[]	Returns the students for the course.
+getNumberOfStudents(): int	Returns the number of students for the course.

FIGURE 10.10 The **Course** class models the courses.

A **Course** object can be created using the constructor **Course(String name)** by passing a course name. You can add students to the course using the **addStudent(String student)** method, drop a student from the course using the **dropStudent(String student)** method, and return all the students in the course using the **getStudents()** method. Suppose that the **Course** class is available; Listing 10.5 gives a test class that creates two courses and adds students to them.

LISTING 10.5 TestCourse.java

```
1 public class TestCourse {
2     public static void main(String[] args) {
3         Course course1 = new Course("Data Structures");
4         Course course2 = new Course("Database Systems");
5
6         course1.addStudent("Peter Jones");
7         course1.addStudent("Kim Smith");
8         course1.addStudent("Anne Kennedy");
9
10        course2.addStudent("Peter Jones");
11        course2.addStudent("Steve Smith");
12
13        System.out.println("Number of students in course1: "
14            + course1.getNumberOfStudents());
15        String[] students = course1.getStudents();
16        for (int i = 0; i < course1.getNumberOfStudents(); i++)
17            System.out.print(students[i] + ", ");
18
19        System.out.println();
20        System.out.print("Number of students in course2: "
21            + course2.getNumberOfStudents());
22    }
23 }
```

create a Course

add a Student

number of students

return students

```

Number of students in course1: 3
Peter Jones, Kim Smith, Anne Kennedy,
Number of students in course2: 2

```



The **Course** class is implemented in Listing 10.6. It uses an array to store the students in the course. For simplicity, assume the maximum course enrollment is **100**. The array is created using **new String[100]** in line 3. The **addStudent** method (line 10) adds a student to the array. Whenever a new student is added to the course, **numberOfStudents** is increased (line 12). The **getStudents** method returns the array. The **dropStudent** method (line 27) is left as an exercise.

LISTING 10.6 Course.java

```

1  public class Course {
2      private String courseName;
3      private String[] students = new String[100];           create students
4      private int numberOfStudents;
5
6      public Course(String courseName) {                     add a course
7          this.courseName = courseName;
8      }
9
10     public void addStudent(String student) {
11         students[numberOfStudents] = student;
12         numberOfStudents++;
13     }
14
15     public String[] getStudents() {                         return students
16         return students;
17     }
18
19     public int getNumberOfStudents() {                      number of students
20         return numberOfStudents;
21     }
22
23     public String getCourseName() {
24         return courseName;
25     }
26
27     public void dropStudent(String student) {
28         // Left as an exercise in Programming Exercise 10.9
29     }
30 }

```

The array size is fixed to be **100** (line 3), so you cannot have more than 100 students in the course. You can improve the class by automatically increasing the array size in Programming Exercise 10.9.

When you create a **Course** object, an array object is created. A **Course** object contains a reference to the array. For simplicity, you can say the **Course** object contains the array.

The user can create a **Course** object and manipulate it through the public methods **addStudent**, **dropStudent**, **getNumberOfStudents**, and **getStudents**. However, the user doesn't need to know how these methods are implemented. The **Course** class encapsulates the internal implementation. This example uses an array to store students, but you could use a different data structure to store **students**. The program that uses **Course** does not need to change as long as the contract of the public methods remains unchanged.



10.5.1 Replace the statement in line 17 in Listing 10.5, `TestCourse.java`, so the loop displays each student name followed by a comma except the last student name.

10.6 Case Study: Designing a Class for Stacks

This section designs a class for modeling stacks.



stack

Recall that a *stack* is a data structure that holds data in a last-in, first-out fashion, as shown in Figure 10.11.

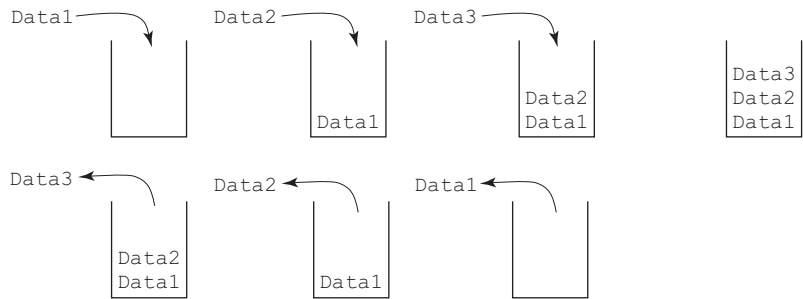


FIGURE 10.11 A stack holds data in a last-in, first-out fashion.

Stacks have many applications. For example, the compiler uses a stack to process method invocations. When a method is invoked, its parameters and local variables are pushed into a stack. When a method calls another method, the new method’s parameters and local variables are pushed into the stack. When a method finishes its work and returns to its caller, its associated space is released from the stack.

You can define a class to model stacks. For simplicity, assume the stack holds the `int` values. Thus, name the stack class `StackOfIntegers`. The UML diagram for the class is shown in Figure 10.12.



VideoNote

The `StackOfIntegers` class

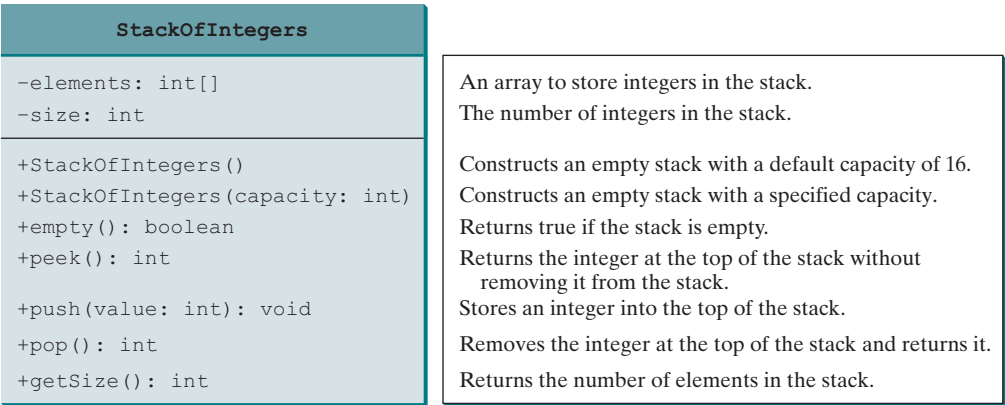


FIGURE 10.12 The `StackOfIntegers` class encapsulates the stack storage and provides the operations for manipulating the stack.

Suppose the class is available. The test program in Listing 10.7 uses the class to create a stack (line 3), store 10 integers `0, 1, 2, . . . ,` and `9` (line 6), and displays them in reverse order (line 9).

LISTING 10.7 `TestStackOfIntegers.java`

```
1 public class TestStackOfIntegers {  
2     public static void main(String[] args) {  
3         StackOfIntegers stack = new StackOfIntegers();
```

```

4
5     for (int i = 0; i < 10; i++)
6         stack.push(i);
7
8     while (!stack.empty())
9         System.out.print(stack.pop() + " ");
10 }
11 }

```

push to stack
pop from stack

9 8 7 6 5 4 3 2 1 0



How do you implement the **StackOfIntegers** class? The elements in the stack are stored in an array named **elements**. When you create a stack, the array is also created. The no-arg constructor creates an array with the default capacity of **16**. The variable **size** counts the number of elements in the stack, and **size - 1** is the index of the element at the top of the stack, as shown in Figure 10.13. For an empty stack, **size** is **0**.

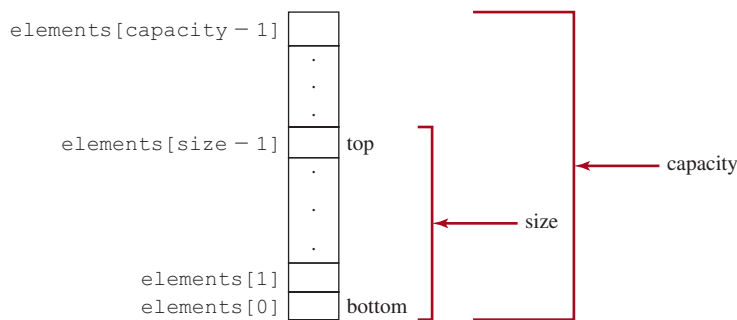


FIGURE 10.13 The **StackOfIntegers** uses an array to store the elements in a stack.

The **StackOfIntegers** class is implemented in Listing 10.8. The methods **empty()**, **peek()**, **pop()**, and **getSize()** are easy to implement. To implement **push(int value)**, assign **value** to **elements[size]** if **size < capacity** (line 24). If the stack is full (i.e., **size >= capacity**), create a new array of twice the current capacity (line 19), copy the contents of the current array to the new array (line 20), and assign the reference of the new array to the current array in the stack (line 21). Now you can add the new value to the array (line 24).

LISTING 10.8 StackOfIntegers.java

```

1  public class StackOfIntegers {
2      private int[] elements;
3      private int size;
4      public static final int DEFAULT_CAPACITY = 16;
5
6      /** Construct a stack with the default capacity 16 */
7      public StackOfIntegers() {
8          this(DEFAULT_CAPACITY);
9      }
10
11     /** Construct a stack with the specified capacity */
12     public StackOfIntegers(int capacity) {
13         elements = new int[capacity];
14     }
15 }

```

max capacity 16

```

16  /** Push a new integer to the top of the stack */
17  public void push(int value) {
18      if (size >= elements.length) {
double the capacity
19          int[] temp = new int[elements.length * 2];
20          System.arraycopy(elements, 0, temp, 0, elements.length);
21          elements = temp;
22      }
23
add to stack
24      elements[size++] = value;
25  }
26
27  /** Return and remove the top element from the stack */
28  public int pop() {
29      return elements[--size];
30  }
31
32  /** Return the top element from the stack */
33  public int peek() {
34      return elements[size - 1];
35  }
36
37  /** Test whether the stack is empty */
38  public boolean empty() {
39      return size == 0;
40  }
41
42  /** Return the number of elements in the stack */
43  public int getSize() {
44      return size;
45  }
46  }

```



10.6.1 What happens when invoking the `pop()` method on a stack while size is 0?

10.7 Processing Primitive Data Type Values as Objects



A primitive-type value is not an object, but it can be wrapped in an object using a wrapper class in the Java API.

Owing to performance considerations, primitive data type values are not objects in Java. Because of the overhead of processing objects, the language's performance would be adversely affected if primitive data type values were treated as objects. However, many Java methods require the use of objects as arguments. Java offers a convenient way to incorporate, or wrap, a primitive data type value into an object (e.g., wrapping an `int` into an `Integer` object, wrapping a `double` into a `Double` object, and wrapping a `char` into a `Character` object). By using a wrapper class, you can process primitive data type values as objects. Java provides `Boolean`, `Character`, `Double`, `Float`, `Byte`, `Short`, `Integer`, and `Long` wrapper classes in the `java.lang` package for primitive data types. The `Boolean` class wraps a Boolean value `true` or `false`. This section uses `Integer` and `Double` as examples to introduce the numeric wrapper classes.



Note

Most wrapper class names for a primitive type are the same as the primitive data type name with the first letter capitalized. The exceptions are `Integer` for `int` and `Character` for `char`.

Numeric wrapper classes are very similar to each other. Each contains the methods `doubleValue()`, `floatValue()`, `intValue()`, `longValue()`, `shortValue()`, and `byteValue()`. These methods “convert” objects into primitive-type values. The key features of `Integer` and `Double` are shown in Figure 10-14.

double the capacity

add to stack

why wrapper class?

naming convention

java.lang.Integer	java.lang.Double
-value: int +MAX_VALUE: int +MIN_VALUE: int	-value: double +MAX_VALUE: double +MIN_VALUE: double
+Integer(value: int) +Integer(s: String) +byteValue(): byte +shortValue(): short +intValue(): int +longValue(): long +floatValue(): float +doubleValue(): double +compareTo(o: Integer): int +toString(): String +valueOf(s: String): Integer +valueOf(s: String, radix: int): Integer +parseInt(s: String): int +parseInt(s: String, radix: int): int	+Double(value: double) +Double(s: String) +byteValue(): byte +shortValue(): short +intValue(): int +longValue(): long +floatValue(): float +doubleValue(): double +compareTo(o: Double): int +toString(): String +valueOf(s: String): Double +valueOf(s: String, radix: int): Double +parseDouble(s: String): double +parseDouble(s: String, radix: int): double

FIGURE 10.14 The wrapper classes provide constructors, constants, and conversion methods for manipulating various data types.

You can construct a wrapper object either from a primitive data type value or from a string representing the numeric value—for example, `Double.valueOf(5.0)`, `Double.valueOf("5.0")`, `Integer.valueOf(5)`, and `Integer.valueOf("5")`.

constructors

The wrapper classes do not have no-arg constructors. The instances of all wrapper classes are immutable; this means that, once the objects are created, their internal values cannot be changed.

no no-arg constructor
immutable

The constructors in the wrapper classes are deprecated in Java 9. You should use the static `valueOf` method to create an instance. Java enables frequently used wrapper objects to be reused through the `valueOf` method. An instance created using `valueOf` maybe shared, which is fine because the wrapper objects are immutable. For example, in the following code, `x1` and `x2` are different objects, but `x3` and `x4` are the same objects created using the `valueOf` method. Note that `Integer x5 = 32`, is same as `Integer x5 = Integer.valueOf(32)`.

```
Integer x1 = new Integer("32");
Integer x2 = new Integer("32");
Integer x3 = Integer.valueOf("32");
Integer x4 = Integer.valueOf("32");
Integer x5 = 32;
System.out.println("x1 == x2 is" + (x1 == x2)); // Display false
System.out.println("x1 == x3 is" + (x1 == x3)); // Display false
System.out.println("x3 == x4 is" + (x3 == x4)); // Display true
System.out.println("x3 == x5 is" + (x3 == x5)); // Display true
```

Note that the “frequently used wrapper objects are reused” in Java. Which ones are frequently used are not well defined in Java. In JDK 11, the frequently used wrapper objects are the byte-size integers between `-128` and `127`. For example, in the following code, `x1` and `x2` are not the same, although their `int` values are the same. However, it is preferred to use the `valueOf` method to create instances.

```
Integer x1 = Integer.valueOf("128");
Integer x2 = Integer.valueOf("128");
System.out.println("x1 == x2 is " + (x1 == x2)); // Display false
```

constants

Each numeric wrapper class has the constants **MAX_VALUE** and **MIN_VALUE**. **MAX_VALUE** represents the maximum value of the corresponding primitive data type. For **Byte**, **Short**, **Integer**, and **Long**, **MIN_VALUE** represents the minimum **byte**, **short**, **int**, and **long** values. **Float** and **Double**, **MIN_VALUE** represents the minimum *positive float* and **double** values. The following statements display the maximum integer (2,147,483,647), the minimum positive float (1.4E-45), and the maximum double floating-point number (1.79769313486231570e + 308d):

```
System.out.println("The maximum integer is " + Integer.MAX_VALUE);
System.out.println("The minimum positive float is " +
    Float.MIN_VALUE);
System.out.println(
    "The maximum double-precision floating-point number is " +
    Double.MAX_VALUE);
```

conversion methods

Each numeric wrapper class contains the methods **doubleValue()**, **floatValue()**, **intValue()**, **longValue()**, and **shortValue()** for returning a **double**, **float**, **int**, **long**, or **short** value for the wrapper object. For example,

```
Double.valueOf(12.4).intValue() returns 12;
Integer.valueOf(12).doubleValue() returns 12.0;
```

compareTo method

Recall the **String** class contains the **compareTo** method for comparing two strings. The numeric wrapper classes contain the **compareTo** method for comparing two numbers and returns **1**, **0**, or **-1**, if this number is greater than, equal to, or less than the other number. For example,

```
Double.valueOf(12.4).compareTo(Double.valueOf(12.3)) returns 1;
Double.valueOf(12.3).compareTo(Double.valueOf(12.3)) returns 0;
Double.valueOf(12.3).compareTo(Double.valueOf(12.51)) returns -1;
```

static valueOf methods

The numeric wrapper classes have a useful static method, **valueOf(String s)**. This method creates a new object initialized to the value represented by the specified string. For example,

```
Double doubleObject = Double.valueOf("12.4");
Integer integerObject = Integer.valueOf("12");
```

static parsing methods

You have used the **parseInt** method in the **Integer** class to parse a numeric string into an **int** value and the **parseDouble** method in the **Double** class to parse a numeric string into a **double** value. Each numeric wrapper class has two overloaded parsing methods to parse a numeric string into an appropriate numeric value based on **10** (decimal) or any specified radix (e.g., **2** for binary, **8** for octal, and **16** for hexadecimal).

```
// These two methods are in the Byte class
public static byte parseByte(String s)
public static byte parseByte(String s, int radix)

// These two methods are in the Short class
public static short parseShort(String s)
public static short parseShort(String s, int radix)

// These two methods are in the Integer class
public static int parseInt(String s)
public static int parseInt(String s, int radix)

// These two methods are in the Long class
public static long parseLong(String s)
public static long parseLong(String s, int radix)
```

```
// These two methods are in the Float class
public static float parseFloat(String s)
public static float parseFloat(String s, int radix)

// These two methods are in the Double class
public static double parseDouble(String s)
public static double parseDouble(String s, int radix)
```

For example,

```
Integer.parseInt("11", 2) returns 3;
Integer.parseInt("12", 8) returns 10;
Integer.parseInt("13", 10) returns 13;
Integer.parseInt("1A", 16) returns 26;
```

`Integer.parseInt("12", 2)` would raise a runtime exception because **12** is not a binary number.

Note you can convert a decimal number into a hex number using the **format** method. For example, converting decimal to hex

```
String.format("%x", 26) returns 1A;
```

10.7.1 Describe primitive-type wrapper classes.

10.7.2 Can each of the following statements be compiled?



- `Integer i = new Integer("23");`
- `Integer i = new Integer(23);`
- `Integer i = Integer.valueOf("23");`
- `Integer i = Integer.parseInt("23", 8);`
- `Double d = new Double();`
- `Double d = Double.valueOf("23.45");`
- `int i = (Integer.valueOf("23")).intValue();`
- `double d = (Double.valueOf("23.4")).doubleValue();`
- `int i = (Double.valueOf("23.4")).intValue();`
- `String s = (Double.valueOf("23.4")).toString();`

10.7.3 How do you convert an integer into a string? How do you convert a numeric string into an integer? How do you convert a double number into a string? How do you convert a numeric string into a double value?

10.7.4 Show the output of the following code:

```
public class Test {
    public static void main(String[] args) {
        Integer x = Integer.valueOf(3);
        System.out.println(x.intValue());
        System.out.println(x.compareTo(4));
    }
}
```

10.7.5 What is the output of the following code?

```
public class Test {
    public static void main(String[] args) {
        System.out.println(Integer.parseInt("10"));
        System.out.println(Integer.parseInt("10", 10));
    }
}
```

```

        System.out.println(Integer.parseInt("10", 16));
        System.out.println(Integer.parseInt("11"));
        System.out.println(Integer.parseInt("11", 10));
        System.out.println(Integer.parseInt("11", 16));
    }
}

```

10.8 Automatic Conversion between Primitive Types and Wrapper Class Types



Key
Point

A primitive-type value can be automatically converted to an object using a wrapper class, and vice versa, depending on the context.

boxing
unboxing
autoboxing
autounboxing

Converting a primitive value to a wrapper object is called *boxing*. The reverse conversion is called *unboxing*. Java allows primitive types and wrapper classes to be converted automatically. The compiler will automatically box a primitive value that appears in a context requiring an object, and unbox an object that appears in a context requiring a primitive value. This is called *autoboxing* and *autounboxing*.

For instance, the following statement in (a) can be simplified as in (b) using autoboxing. The following statement in (a) is the same as in (b) due to autounboxing.

Integer intObject = Integer.valueOf(2);	<u>Equivalent</u>	Integer intObject = 2;
(a)		(b)
		↑ autoboxing

Consider the following example:

int i = 1;	<u>Equivalent</u>	int i = Integer.valueOf(1);
(a)	(a) and (b) are Equivalent	(b)

```

1 Integer[] intArray = {1, 2, 3};
2 System.out.println(intArray[0] + intArray[1] + intArray[2]);

```

In line 1, the primitive values **1**, **2**, and **3** are automatically boxed into objects **Integer.valueOf(1)**, **Integer.valueOf(2)**, and **Integer.valueOf(3)**. In line 2, the objects **intArray[0]**, **intArray[1]**, and **intArray[2]** are automatically unboxed into **int** values that are added together.



Check
Point

10.8.1 What are autoboxing and autounboxing? Are the following statements correct?

- a. Integer x = 3 + Integer.valueOf(5);
- b. Integer x = 3;
- c. Double x = 3;
- d. Double x = 3.0;
- e. int x = Integer.valueOf(3);
- f. int x = Integer.valueOf(3) + Integer.valueOf(4);

10.8.2 Show the output of the following code.

```

public class Test {
    public static void main(String[] args) {
        Double x = 3.5;
        System.out.println(x.intValue());
        System.out.println(x.compareTo(4.5));
    }
}

```

10.9 The **BigInteger** and **BigDecimal** Classes

The **BigInteger** and **BigDecimal** classes can be used to represent integers or decimal numbers of any size and precision.

If you need to compute with very large integers or high-precision floating-point values, you can use the **BigInteger** and **BigDecimal** classes in the **java.math** package. Both are *immutable*. The largest integer of the **long** type is **Long.MAX_VALUE** (i.e., **9223372036854775807**). An instance of **BigInteger** can represent an integer of any size. You can use **new BigInteger(String)** or **BigInteger.valueOf(long)** to create an instance of **BigInteger** and **new BigDecimal(String)** or **BigDecimal.valueOf(double)** to create an instance of **BigDecimal**, use the **add**, **subtract**, **multiply**, **divide**, and **remainder** methods to perform arithmetic operations, and use the **compareTo** method to compare two big numbers. For example, the following code creates two **BigInteger** objects and multiplies them:

```
BigInteger a = new BigInteger("9223372036854775807");
BigInteger b = new BigInteger("2");
BigInteger c = a.multiply(b); // 9223372036854775807 * 2
System.out.println(c);
```

The output is **18446744073709551614**.

There is no limit to the precision of a **BigDecimal** object. The **divide** method may throw an **ArithmeticException** if the result cannot be terminated. However, you can use the overloaded **divide(BigDecimal d, int scale, RoundingMode roundingMode)** method to specify a scale and a rounding mode to avoid this exception, where **scale** is the maximum number of digits after the decimal point. For example, the following code creates two **BigDecimal** objects and performs division with scale **20** and rounding mode **RoundingMode.HALF_UP**:

```
BigDecimal a = new BigDecimal("1.0");
BigDecimal b = new BigDecimal("3");
BigDecimal c = a.divide(b, 20, RoundingMode.HALF_UP);
System.out.println(c);
```

The output is **0.33333333333333333334**.



Note

You can create a **BigDecimal** using either **new BigDecimal(String)** or **new BigDecimal(double)**. Since a double value is approximated, so the result from **new BigDecimal(double)** is unpredictable. For example, **new BigDecimal("1.0")** is not **1.0**, but is actually **0.1000000000000000055511151231257827021181583404541015625**. Therefore, it is a good idea to use **new BigDecimal(String)** to obtain a predictable **BigDecimal**.



immutable



VideoNote

Process large numbers

BigDecimal(String) vs.
BigDecimal(double)

Note the factorial of an integer can be very large. Listing 10.9 gives a method that can return the factorial of any integer.

LISTING 10.9 LargeFactorial.java

```
1 import java.util.Scanner;
2 import java.math.*;
3
4 public class LargeFactorial {
5     public static void main(String[] args) {
6         Scanner input = new Scanner(System.in);
7         System.out.print("Enter an integer: ");
8         int n = input.nextInt();
```

```

9      System.out.println(n + "! is \n" + factorial(n));
10   }
11
12   public static BigInteger factorial(long n) {
13       BigInteger result = BigInteger.ONE;
14       for (int i = 1; i <= n; i++)
15           result = result.multiply(new BigInteger(i + ""));
16
17       return result;
18   }
19 }

```

constant

multiply



```

Enter an integer: 50
50! is
30414093201713378043612608166064768844377641568960512000000000000

```

BigInteger.ONE (line 13) is a constant defined in the **BigInteger** class. **BigInteger.ONE** is the same as **new BigInteger("1")**.

A new result is obtained by invoking the **multiply** method (line 15).



10.9.1 What is the output of the following code?

```

public class Test {
    public static void main(String[] args) {
        java.math.BigInteger x = new java.math.BigInteger("3");
        java.math.BigInteger y = new java.math.BigInteger("7");
        java.math.BigInteger z = x.add(y);
        System.out.println("x is " + x);
        System.out.println("y is " + y);
        System.out.println("z is " + z);
    }
}

```

10.10 The String Class

*A **String** object is immutable; its contents cannot be changed once the string is created.*

Strings were introduced in Section 4.4. You know strings are objects. You can invoke the **charAt(index)** method to obtain a character at the specified index from a string, the **length()** method to return the size of a string, the **substring** method to return a substring in a string, the **indexOf** and **lastIndexOf** methods to return the first or last index of a matching character or a substring, the **equals** and **compareTo** methods to compare two strings, and the **trim()** method to trim whitespace characters from the two ends of a string, and the **toLowerCase()** and **toUpperCase()** methods to return the lowercase and uppercase from a string. We will take a closer look at strings in this section.

The **String** class has 13 constructors and more than 40 methods for manipulating strings. Not only is it very useful in programming, but it is also a good example for learning classes and objects.

You can create a string object from a string literal or from an array of characters. To create a string from a string literal, use the syntax:

```
String newString = new String(stringLiteral);
```

The argument **stringLiteral** is a sequence of characters enclosed in double quotes. The following statement creates a **String** object **message** for the string literal **"Welcome to Java"**:

```
String message = new String("Welcome to Java");
```



VideoNote

The String class

Java treats a string literal as a **String** object. Thus, the following statement is valid:

string literal object

```
String message = "Welcome to Java";
```

You can also create a string from an array of characters. For example, the following statements create the string **"Good Day"**:

```
char[] charArray = {'G', 'o', 'o', 'd', ' ', 'D', 'a', 'y'};
String message = new String(charArray);
```



Note

A **String** variable holds a reference to a **String** object that stores a string value. Strictly speaking, the terms **String** variable, **String** object, and *string* value are different, but most of the time the distinctions between them can be ignored. For simplicity, the term *string* will often be used to refer to **String** variable, **String** object, and string value.

String variable, string object, string value

10.10.1 Immutable Strings and Interned Strings

A **String** object is immutable; its contents cannot be changed. Does the following code change the contents of the string?

```
String s = "Java";
s = "HTML";
```

The answer is no. The first statement creates a **String** object with the content **"Java"** and assigns its reference to **s**. The second statement creates a new **String** object with the content **"HTML"** and assigns its reference to **s**. The first **String** object still exists after the assignment, but it can no longer be accessed, because variable **s** now points to the new object, as shown in Figure 10.15.

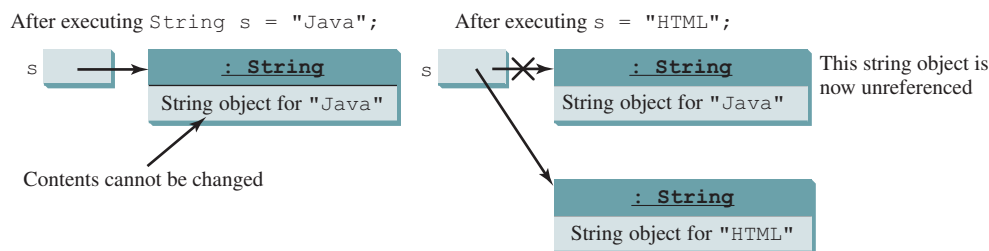


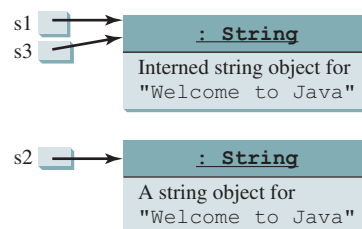
FIGURE 10.15 Strings are immutable; once created, their contents cannot be changed.

Because strings are immutable and are ubiquitous in programming, the JVM uses a unique instance for string literals with the same character sequence in order to improve efficiency and save memory. Such an instance is called an *interned string*. For example, the following statements:

interned string

```
String s1 = "Welcome to Java";
String s2 = new String("Welcome to Java");
String s3 = "Welcome to Java";
String s4 = new String("Welcome to Java");

System.out.println("s1 == s2 is " + (s1 == s2));
System.out.println("s1 == s3 is " + (s1 == s3));
System.out.println("s2 == s4 is " + (s2 == s4));
```



```
display
s1 == s2 is false
s1 == s3 is true
s2 == s4 is false
```

In the preceding statements, **s1** and **s3** refer to the same interned string—"Welcome to Java"—so **s1 == s3** is **true**. However, **s1 == s2** is **false**, because **s1** and **s2** are two different string objects, even though they have the same contents. **s2 == s4** is also **false**, because **s2** and **s4** are two different string objects.



Tip
You can create a **String** using **newString(stringLiteral)**. However, this is inefficient because it creates an unnecessary object. You should always simply use the **stringLiteral**. For example, use **String s = stringLiteral;** rather than **String s = new String(stringLiteral);**

10.10.2 Replacing and Splitting Strings

The **String** class provides the methods for replacing and splitting strings, as shown in Figure 10.16.

java.lang.String	
+replace(oldChar: char, newChar: char): String	Returns a new string that replaces all matching characters in this string with the new character.
+replaceFirst(oldString: String, newString: String): String	Returns a new string that replaces the first matching substring in this string with the new substring.
+replaceAll(oldString: String, newString: String): String	Returns a new string that replaces all matching substrings in this string with the new substring.
+split(delimiter: String): String[]	Returns an array of strings consisting of the substrings split by the delimiter.

FIGURE 10.16 The **String** class contains the methods for replacing and splitting strings.

Once a string is created, its contents cannot be changed. The methods **replace**, **replaceFirst**, and **replaceAll** return a new string derived from the original string (without changing the original string!). Several versions of the **replace** methods are provided to replace a character or a substring in the string with a new character or a new substring.

For example,

```
replace      "Welcome".replace('e', 'A') returns a new string, WA1comA.
replaceFirst "Welcome".replaceFirst("e", "AB") returns a new string, WAB1come.
replace      "Welcome".replace("e", "AB") returns a new string, WAB1comAB.
replace      "Welcome".replace("e1", "AB") returns a new string, WABcome.
              "Welcome".replaceAll("e", "AB") returns a new string, WAB1comAB.
```

replaceAll Note that **replaceAll(oldStr, newStr)** is the same as **replace(oldStr, newStr)** when used to replace all **oldStr** with **newStr**.

split The **split** method can be used to extract tokens from a string with the specified delimiters. For example, the following code

```
String[] tokens = "Java#HTML#Perl".split("#");
for (int i = 0; i < tokens.length; i++)
    System.out.print(tokens[i] + " ");
```

displays

10.10.3 Matching, Replacing, and Splitting by Patterns

Often you will need to write code that validates user input, such as to check whether the input is a number, a string with all lowercase letters, or a Social Security number. How do you write this type of code? A simple and effective way to accomplish this task is to use the regular expression.

why regular expression?

A *regular expression* (abbreviated *regex*) is a string that describes a pattern for matching a set of strings. You can match, replace, or split a string by specifying a pattern. This is an extremely useful and powerful feature.

regular expression
regex

Let us begin with the `matches` method in the `String` class. At first glance, the `matches` method is very similar to the `equals` method. For example, the following two statements both evaluate to `true`:

`matches(regex)`

```
"Java".matches("Java");
"Java".equals("Java");
```

However, the `matches` method is more powerful. It can match not only a fixed string, but also a set of strings that follow a pattern. For example, the following statements all evaluate to `true`:

```
"Java is fun".matches("Java.*")
"Java is cool".matches("Java.*")
"Java is powerful".matches("Java.*")
```

`Java.*` in the preceding statements is a regular expression. It describes a string pattern that begins with `Java` followed by *any* zero or more characters. Here, the substring matches any zero or more characters.

The following statement evaluates to `true`:

```
"440-02-4534".matches("\\d{3}-\\d{2}-\\d{4}")
```

Here, `\\d` represents a single digit, and `\\d{3}` represents three digits.

The `replaceAll`, `replaceFirst`, and `split` methods can be used with a regular expression. For example, the following statement returns a new string that replaces `$`, `+`, or `#` in `a+b$#c` with the string `NNN`.

```
String s = "a+b$#c".replaceAll("[$+#]", "NNN");
System.out.println(s);
```

`replaceAll(regex)`

Here, the regular expression `[$+#]` specifies a pattern that matches `$`, `+`, or `#`. Thus, the output is `aNNNbNNNNNNc`.

The following statement splits the string into an array of strings delimited by punctuation marks.

```
String[] tokens = "Java,C?C#,C++".split("[.,:;?]+");

for (int i = 0; i < tokens.length; i++)
    System.out.println(tokens[i]);
```

`split(regex)`

In this example, the regular expression `[.,:;?]+` specifies a pattern that matches `.`, `,`, `:`, `;`, or `?`. Each of these characters is a delimiter for splitting the string. Thus, the string is split into `Java`, `C`, `C#`, and `C++`, which are stored in array `tokens`.

further studies

Regular expression patterns are complex for beginning students to understand. For this reason, simple patterns are introduced in this section. Please refer to Appendix H, Regular Expressions, to learn more about these patterns.

10.10.4 Conversion between Strings and Arrays

toCharArray

Strings are not arrays, but a string can be converted into an array and vice versa. To convert a string into an array of characters, use the `toCharArray` method. For example, the following statement converts the string `Java` to an array:

```
char[] chars = "Java".toCharArray();
```

Thus, `chars[0]` is `J`, `chars[1]` is `a`, `chars[2]` is `v`, and `chars[3]` is `a`.

You can also use the `getChars(int srcBegin, int srcEnd, char[] dst, int dstBegin)` method to copy a substring of the string from index `srcBegin` to index `srcEnd-1` into a character array `dst` starting from index `dstBegin`. For example, the following code copies a substring `"3720"` in `"CS3720"` from index `2` to index `6-1` into the character array `dst` starting from index `4`:

getChars

```
char[] dst = {'J', 'A', 'V', 'A', '1', '3', '0', '1'};  
"CS3720".getChars(2, 6, dst, 4);
```

Thus, `dst` becomes `{'J', 'A', 'V', 'A', '3', '7', '2', '0'}`.

To convert an array of characters into a string, use the `String(char[])` constructor or the `valueOf(char[])` method. For example, the following statement constructs a string from an array using the `String` constructor:

```
String str = new String(new char[]{'J', 'a', 'v', 'a'});
```

valueOf

The next statement constructs a string from an array using the `valueOf` method.

```
String str = String.valueOf(new char[]{'J', 'a', 'v', 'a'});
```

10.10.5 Converting Characters and Numeric Values to Strings

Recall that you can use `Double.parseDouble(str)` or `Integer.parseInt(str)` to convert a string to a `double` value or an `int` value, and you can convert a character or a number into a string by using the string concatenating operator. Another way of converting a number into a string is to use the overloaded static `valueOf` method. This method can also be used to convert a character or an array of characters into a string, as shown in Figure 10.17.

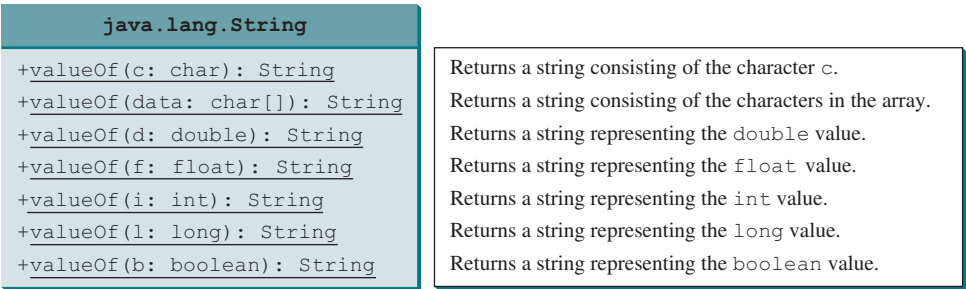


FIGURE 10.17 The `String` class contains the static methods for creating strings from primitive-type values.

For example, to convert a `double` value `5.44` to a string, use `String.valueOf(5.44)`. The return value is a string consisting of the characters `'5'`, `'.'`, `'4'`, and `'4'`.

10.10.6 Formatting Strings

The `String` class contains the static `format` method to return a formatted string. The syntax to invoke this method is

```
String.format(format, item1, item2, ..., itemk);
```

This method is similar to the `printf` method except that the `format` method returns a formatted string, whereas the `printf` method displays a formatted string. For example,

```
String s = String.format("%7.2f%6d%-4s", 45.556, 14, "AB");
System.out.println(s);
```

displays

```
□□45.56□□□□14AB□□
```

where the square box (□) denotes a blank space.

Note

```
System.out.printf(format, item1, item2, ..., itemk);
```

is equivalent to

```
System.out.print(
    String.format(format, item1, item2, ..., itemk));
```

10.10.1 Suppose `s1`, `s2`, `s3`, and `s4` are four strings, given as follows:

```
String s1 = "Welcome to Java";
String s2 = s1;
String s3 = new String("Welcome to Java");
String s4 = "Welcome to Java";
```



What are the results of the following expressions?

- `s1 == s2`
- `s1 == s3`
- `s1 == s4`
- `s1.equals(s3)`
- `s1.equals(s4)`
- `"Welcome to Java".replace("Java", "HTML")`
- `s1.replace('o', 'T')`
- `s1.replaceAll("o", "T")`
- `s1.replaceFirst("o", "T")`
- `s1.toCharArray()`

10.10.2 To create the string `Welcome to Java`, you may use a statement like this:

```
String s = "Welcome to Java";
```

or

```
String s = new String("Welcome to Java");
```

Which one is better? Why?

10.10.3 What is the output of the following code?

```
String s1 = "Welcome to Java";
String s2 = s1.replace("o", "abc");
System.out.println(s1);
System.out.println(s2);
```

10.10.4 Let `s1` be " Welcome " and `s2` be " welcome ". Write the code for the following statements:

- Replace all occurrences of the character `e` with `E` in `s1` and assign the new string to `s3`.
- Split `Welcome to Java and HTML` into an array `tokens` delimited by a space and assign the first two tokens into `s1` and `s2`.

10.10.5 Does any method in the `String` class change the contents of the string?

10.10.6 Suppose string `s` is created using `new String()`; what is `s.length()`?

10.10.7 How do you convert a `char`, an array of characters, or a number to a string?

10.10.8 Why does the following code cause a `NullPointerException`?

```

1  public class Test {
2      private String text;
3
4      public Test(String s) {
5          String text = s;
6      }
7
8      public static void main(String[] args) {
9          Test test = new Test("ABC");
10         System.out.println(test.text.toLowerCase());
11     }
12 }
```

10.10.9 What is wrong in the following program?

```

1  public class Test {
2      String text;
3
4      public void Test(String s) {
5          text = s;
6      }
7
8      public static void main(String[] args) {
9          Test test = new Test("ABC");
10         System.out.println(test);
11     }
12 }
```

10.10.10 Show the output of the following code:

```

public class Test {
    public static void main(String[] args) {
        System.out.println("Hi, ABC, good".matches("ABC "));
        System.out.println("Hi, ABC, good".matches(".*ABC.*"));
        System.out.println("A,B;C".replaceAll(";", "#"));
        System.out.println("A,B;C".replaceAll("[,;]", "#"));

        String[] tokens = "A,B;C".split("[,;]");
        for (int i = 0; i < tokens.length; i++)
            System.out.print(tokens[i] + " ");
    }
}
```

10.10.11 Show the output of the following code:

```
public class Test {
    public static void main(String[] args) {
        String s = "Hi, Good Morning";
        System.out.println(m(s));
    }

    public static int m(String s) {
        int count = 0;
        for (int i = 0; i < s.length(); i++)
            if (Character.toUpperCase(s.charAt(i)))
                count++;

        return count;
    }
}
```

10.11 The StringBuilder and StringBuffer Classes

*The **StringBuilder** and **StringBuffer** classes are similar to the **String** class except that the **String** class is immutable.*

In general, the **StringBuilder** and **StringBuffer** classes can be used wherever a string is used. **StringBuilder** and **StringBuffer** are more flexible than **String**. You can add, insert, or append new contents into **StringBuilder** and **StringBuffer** objects, whereas the value of a **String** object is fixed once the string is created.

The **StringBuilder** class is similar to **StringBuffer** except that the methods for modifying the buffer in **StringBuffer** are *synchronized*, which means that only one task is allowed to execute the methods. Use **StringBuffer** if the class might be accessed by multiple tasks concurrently, because synchronization is needed in this case to prevent corruptions to **StringBuffer**. Concurrent programming will be introduced in Chapter 32. Using **StringBuilder** is more efficient if it is accessed by just a single task, because no synchronization is needed in this case. The constructors and methods in **StringBuffer** and **StringBuilder** are almost the same. This section covers **StringBuilder**. You can replace **StringBuffer** in all occurrences in this section by **StringBuffer**. The program can compile and run without any other changes.

The **StringBuilder** class has three constructors and more than 30 methods for managing the builder and modifying strings in the builder. You can create an empty string builder using **new StringBuilder()** or a string builder from a string using **new StringBuilder(String)**, as shown in Figure 10.18.

java.lang.StringBuilder	
+StringBuilder()	Constructs an empty string builder with capacity 16.
+StringBuilder(capacity: int)	Constructs a string builder with the specified capacity.
+StringBuilder(s: String)	Constructs a string builder with the specified string.

FIGURE 10.18 The **StringBuilder** class contains the constructors for creating instances of **StringBuilder**.

10.11.1 Modifying Strings in the **StringBuilder**

You can append new contents at the end of a string builder, insert new contents at a specified position in a string builder, and delete or replace characters in a string builder, using the methods listed in Figure 10.19.



StringBuilder

StringBuilder constructors

java.lang.StringBuilder	
<pre> +append(data: char[]): StringBuilder +append(data: char[], offset: int, len: int): StringBuilder +append(v: aPrimitiveType): StringBuilder +append(s: String): StringBuilder +delete(startIndex: int, endIndex: int): StringBuilder +deleteCharAt(index: int): StringBuilder +insert(index: int, data: char[], offset: int, len: int): StringBuilder +insert(offset: int, data: char[]): StringBuilder +insert(offset: int, b: aPrimitiveType): StringBuilder +insert(offset: int, s: String): StringBuilder +replace(startIndex: int, endIndex: int, s: String): StringBuilder +reverse(): StringBuilder +setCharAt(index: int, ch: char): void </pre>	Appends a char array into this string builder. Appends a subarray in data into this string builder. Appends a primitive-type value as a string to this builder. Appends a string to this string builder. Deletes characters from <code>startIndex</code> to <code>endIndex-1</code>. Deletes a character at the specified index. Inserts a subarray of the data in the array into the builder at the specified index. Inserts data into this builder at the position offset. Inserts a value converted to a string into this builder. Inserts a string into this builder at the position offset. Replaces the characters in this builder from <code>startIndex</code> to <code>endIndex-1</code> with the specified string. Reverses the characters in the builder. Sets a new character at the specified index in this builder.

FIGURE 10.19 The **StringBuilder** class contains the methods for modifying string builders.

The **StringBuilder** class provides several overloaded methods to append **boolean**, **char**, **char[]**, **double**, **float**, **int**, **long**, and **String** into a string builder. For example, the following code appends strings and characters into **StringBuilder** to form a new string, **Welcome to Java**:

```

append      StringBuilder stringBuilder = new StringBuilder();
            stringBuilder.append("Welcome");
            stringBuilder.append(' ');
            stringBuilder.append("to");
            stringBuilder.append(' ');
            stringBuilder.append("Java");

```

The **StringBuilder** class also contains overloaded methods to insert **boolean**, **char**, **char array**, **double**, **float**, **int**, **long**, and **String** into a string builder. Consider the following code:

```

insert      stringBuilder.insert(11, "HTML and ");

```

Suppose **stringBuilder** contains **Welcome to Java** before the **insert** method is applied. This code inserts **"HTML and "** at position 11 in **stringBuilder** (just before the **J**). The new **stringBuilder** is **Welcome to HTML and Java**.

You can also delete characters from a string in the builder using the two **delete** methods, reverse the string using the **reverse** method, replace characters using the **replace** method, or set a new character in a string using the **setCharAt** method.

For example, suppose **stringBuilder** contains **Welcome to Java** before each of the following methods is applied:

```

delete      stringBuilder.delete(8, 11) changes the builder to Welcome Java.
deleteCharAt stringBuilder.deleteCharAt(8) changes the builder to Welcome o Java.
reverse     stringBuilder.reverse() changes the builder to avaJ ot emocleW.
replace     stringBuilder.replace(11, 15, "HTML") changes the builder to Welcome to HTML.
setCharAt   stringBuilder.setCharAt(0, 'w') sets the builder to welcome to Java.

```

All these modification methods except `setCharAt` do two things:

1. Change the contents of the string builder
2. Return the reference of the string builder

ignore return value

For example, the following statement:

```
StringBuilder stringBuilder1 = stringBuilder.reverse();
```

reverses the string in the builder and assigns the builder's reference to `stringBuilder1`. Thus, `stringBuilder` and `stringBuilder1` both point to the same `StringBuilder` object. Recall that a value-returning method can be invoked as a statement, if you are not interested in the return value of the method. In this case, the return value is simply ignored. For example, in the following statement:

```
stringBuilder.reverse();
```

the return value is ignored. Returning the reference of a `StringBuilder` enables the `StringBuilder` methods to be invoked in a chain such as the following:

```
stringBuilder.reverse().delete(8, 11).replace(11, 15, "HTML");
```



Tip

If a string does not require any change, use `String` rather than `StringBuilder`. `String` is more efficient than `StringBuilder`.

String or StringBuilder?

10.11.2 The toString, capacity, length, setLength, and charAt Methods

The `StringBuilder` class provides the additional methods for manipulating a string builder and obtaining its properties, as shown in Figure 10.20.

java.lang.StringBuilder	
+toString(): String	Returns a <code>String</code> object from the string builder.
+capacity(): int	Returns the capacity of this string builder.
+charAt(index: int): char	Returns the character at the specified index.
+length(): int	Returns the number of characters in this builder.
+setLength(newLength: int): void	Sets a new length in this builder.
+substring(startIndex: int): String	Returns a substring starting at <code>startIndex</code> .
+substring(startIndex: int, endIndex: int): String	Returns a substring from <code>startIndex</code> to <code>endIndex - 1</code> .
+trimToSize(): void	Reduces the storage size used for the string builder.

FIGURE 10.20 The `StringBuilder` class contains the methods for modifying string builders.

The `capacity()` method returns the current capacity of the string builder. The capacity is the number of characters the string builder is able to store without having to increase its size. `capacity()`

The `length()` method returns the number of characters actually stored in the string builder. The `setLength(newLength)` method sets the length of the string builder. If the `newLength` argument is less than the current length of the string builder, the string builder is truncated to contain exactly the number of characters given by the `newLength` argument. If the `newLength` argument is greater than or equal to the current length, sufficient null characters (`\u0000`) are appended to the string builder so `length` becomes the `newLength` argument. The `newLength` argument must be greater than or equal to 0. `length()`
`setLength(int)`

`charAt(int)`

The **`charAt(index)`** method returns the character at a specific **index** in the string builder. The index is **0** based. The first character of a string builder is at index **0**, the next at index **1**, and so on. The **index** argument must be greater than or equal to **0**, and less than the length of the string builder.

`length and capacity`**Note**

The length of the string builder is always less than or equal to the capacity of the builder. The length is the actual size of the string stored in the builder, and the capacity is the current size of the builder. The builder's capacity is automatically increased if more characters are added to exceed its capacity. Internally, a string builder is an array of characters, so the builder's capacity is the size of the array. If the builder's capacity is exceeded, the array is replaced by a new array. The new array size is **2 * (the previous array size + 1)**.

`initial capacity`**Tip**

You can use **`new StringBuilder(initialCapacity)`** to create a **`StringBuilder`** with a specified initial capacity. By carefully choosing the initial capacity, you can make your program more efficient. If the capacity is always larger than the actual length of the builder, the JVM will never need to reallocate memory for the builder. On the other hand, if the capacity is too large, you will waste memory space. You can use the **`trimToSize()`** method to reduce the capacity to the actual size.

`trimToSize()`

10.11.3 Case Study: Ignoring Nonalphanumeric Characters When Checking Palindromes

Listing 5.14, `Palindrome.java`, considered all the characters in a string to check whether it is a palindrome. Write a new program that ignores nonalphanumeric characters in checking whether a string is a palindrome.

Here are the steps to solve the problem:

1. Filter the string by removing the nonalphanumeric characters. This can be done by creating an empty string builder, adding each alphanumeric character in the string to a string builder, and returning the string from the string builder. You can use the **`isLetterOrDigit(ch)`** method in the **`Character`** class to check whether character **`ch`** is a letter or a digit.
2. Obtain a new string that is the reversal of the filtered string. Compare the reversed string with the filtered string using the **`equals`** method.

The complete program is shown in Listing 10.10.

LISTING 10.10 `PalindromeIgnoreNonAlphanumeric.java`

```

1  import java.util.Scanner;
2
3  public class PalindromeIgnoreNonAlphanumeric {
4      /** Main method */
5      public static void main(String[] args) {
6          // Create a Scanner
7          Scanner input = new Scanner(System.in);
8
9          // Prompt the user to enter a string
10         System.out.print("Enter a string: ");
11         String s = input.nextLine();
12
13         // Display result

```

```

14     System.out.println("Ignoring nonalphanumeric characters, \nis "
15         + s + " a palindrome? " + isPalindrome(s));
16 }
17
18 /** Return true if a string is a palindrome */
19 public static boolean isPalindrome(String s) {
20     // Create a new string by eliminating nonalphanumeric chars
21     String s1 = filter(s);
22
23     // Create a new string that is the reversal of s1
24     String s2 = reverse(s1);
25
26     // Check if the reversal is the same as the original string
27     return s2.equals(s1);
28 }
29
30 /** Create a new string by eliminating nonalphanumeric chars */
31 public static String filter(String s) {
32     // Create a string builder
33     StringBuilder stringBuilder = new StringBuilder();
34
35     // Examine each char in the string to skip alphanumeric char
36     for (int i = 0; i < s.length(); i++) {
37         if (Character.isLetterOrDigit(s.charAt(i))) {
38             stringBuilder.append(s.charAt(i));
39         }
40     }
41
42     // Return a new filtered string
43     return stringBuilder.toString();
44 }
45
46 /** Create a new string by reversing a specified string */
47 public static String reverse(String s) {
48     StringBuilder stringBuilder = new StringBuilder(s);
49     stringBuilder.reverse(); // Invoke reverse in StringBuilder
50     return stringBuilder.toString();
51 }
52 }

```

check palindrome

add letter or digit

Enter a string: ab<c>cb?a

Ignoring nonalphanumeric characters,
is ab<c>cb?a a palindrome? true



Enter a string: abcc><?cab

Ignoring nonalphanumeric characters,
is abcc><?cab a palindrome? false



The **filter(String s)** method (lines 31–44) examines each character in string **s** and copies it to a string builder if the character is a letter or a numeric character. The **filter** method returns the string in the builder. The **reverse(String s)** method (lines 47–51) creates a new string that reverses the specified string **s**. The **filter** and **reverse** methods both return a new string. The original string is not changed.

The program in Listing 5.14 checks whether a string is a palindrome by comparing pairs of characters from both ends of the string. Listing 10.10 uses the `reverse` method in the `StringBuilder` class to reverse the string, then compares whether the two strings are equal to determine whether the original string is a palindrome.



- 10.11.1** What is the difference between `StringBuilder` and `StringBuffer`?
- 10.11.2** How do you create a string builder from a string? How do you return a string from a string builder?
- 10.11.3** Write three statements to reverse a string `s` using the `reverse` method in the `StringBuilder` class.
- 10.11.4** Write three statements to delete a substring from a string `s` of 20 characters, starting at index 4 and ending with index 10. Use the `delete` method in the `StringBuilder` class.
- 10.11.5** What is the internal storage for characters in a string and a string builder?
- 10.11.6** Suppose `s1` and `s2` are given as follows:

```
StringBuilder s1 = new StringBuilder("Java");
StringBuilder s2 = new StringBuilder("HTML");
```

Show the value of `s1` after each of the following statements. Assume the statements are independent.

- `s1.append(" is fun");`
- `s1.append(s2);`
- `s1.insert(2, "is fun");`
- `s1.insert(1, s2);`
- `s1.charAt(2);`
- `s1.length();`
- `s1.deleteCharAt(3);`
- `s1.delete(1, 3);`
- `s1.reverse();`
- `s1.replace(1, 3, "Computer");`
- `s1.substring(1, 3);`
- `s1.substring(2);`

- 10.11.7** Show the output of the following program:

```
public class Test {
    public static void main(String[] args) {
        String s = "Java";
        StringBuilder builder = new StringBuilder(s);
        change(s, builder);

        System.out.println(s);
        System.out.println(builder);
    }

    private static void change(String s, StringBuilder builder) {
        s = s + " and HTML";
        builder.append(" and HTML");
    }
}
```

KEY TERMS

abstract data type (ADT) 368	composition 376
aggregation 376	has-a relationship 376
boxing 386	multiplicity 375
class abstraction 368	stack 380
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class's contract 368	

CHAPTER SUMMARY

1. The procedural paradigm focuses on designing methods. The object-oriented paradigm couples data and methods together into objects. Software design using the object-oriented paradigm focuses on objects and operations on objects. The object-oriented approach combines the power of the procedural paradigm with an added dimension that integrates data with operations into objects.
2. Many Java methods require the use of objects as arguments. Java offers a convenient way to incorporate, or wrap, a primitive data type into an object (e.g., wrapping `int` into the `Integer` class, and wrapping `double` into the `Double` class).
3. Java can automatically convert a primitive-type value to its corresponding wrapper object in the context and vice versa.
4. The `BigInteger` class is useful for computing and processing integers of any size. The `BigDecimal` class can be used to compute and process floating-point numbers with any arbitrary precision.
5. A `String` object is immutable; its contents cannot be changed. To improve efficiency and save memory, the JVM stores two literal strings that have the same character sequence in a unique object. This unique object is called an *interned string object*.
6. A *regular expression* (abbreviated *regex*) is a string that describes a pattern for matching a set of strings. You can match, replace, or split a string by specifying a pattern.
7. The `StringBuilder` and `StringBuffer` classes can be used to replace the `String` class. The `String` object is immutable, but you can add, insert, or append new contents into `StringBuilder` and `StringBuffer` objects. Use `String` if the string contents do not require any change and use `StringBuilder` or `StringBuffer` if they might change.

QUIZ

Answer the quiz for this chapter online at the book Companion Website.



PROGRAMMING EXERCISES

MyProgrammingLab™

Sections 10.2 and 10.3

***10.1** (The `Time` class) Design a class named `Time`. The class contains:

- The data fields `hour`, `minute`, and `second` that represent a time.
- A no-arg constructor that creates a `Time` object for the current time. (The values of the data fields will represent the current time.)

- A constructor that constructs a **Time** object with a specified elapsed time since midnight, January 1, 1970, in milliseconds. (The values of the data fields will represent this time.)
- A constructor that constructs a **Time** object with the specified hour, minute, and second.
- Three getter methods for the data fields **hour**, **minute**, and **second**, respectively.
- A method named **setTime(long elapsedTime)** that sets a new time for the object using the elapsed time. For example, if the elapsed time is **555550000** milliseconds, the hour is **10**, the minute is **19**, and the second is **10**.

Draw the UML diagram for the class then implement the class. Write a test program that creates three **Time** objects (using **new Time()**, **new Time(555550000)**, and **new Time(5, 23, 55)**) and displays their hour, minute, and second in the format hour:minute:second.

(Hint: The first two constructors will extract the hour, minute, and second from the elapsed time. For the no-arg constructor, the current time can be obtained using **System.currentTimeMillis()**, as shown in Listing 2.7, *ShowCurrentTime.java*. Assume the time is in GMT.)

10.2 (The **BMI** class) Add the following new constructor in the **BMI** class:

```
/** Construct a BMI with the specified name, age, weight,
 * feet, and inches
 */
public BMI(String name, int age, double weight, double feet,
           double inches)
```

10.3 (The **MyInteger** class) Design a class named **MyInteger**. The class contains:

- An **int** data field named **value** that stores the **int** value represented by this object.
- A constructor that creates a **MyInteger** object for the specified **int** value.
- A getter method that returns the **int** value.
- The methods **isEven()**, **isOdd()**, and **isPrime()** that return **true** if the value in this object is even, odd, or prime, respectively.
- The static methods **isEven(int)**, **isOdd(int)**, and **isPrime(int)** that return **true** if the specified value is even, odd, or prime, respectively.
- The static methods **isEven(MyInteger)**, **isOdd(MyInteger)**, and **isPrime(MyInteger)** that return **true** if the specified value is even, odd, or prime, respectively.
- The methods **equals(int)** and **equals(MyInteger)** that return **true** if the value in this object is equal to the specified value.
- A static method **parseInt(char[])** that converts an array of numeric characters to an **int** value.
- A static method **parseInt(String)** that converts a string into an **int** value.

Draw the UML diagram for the class then implement the class. Write a client program that tests all methods in the class.

10.4 (The **MyPoint** class) Design a class named **MyPoint** to represent a point with **x**- and **y**-coordinates. The class contains:

- The data fields **x** and **y** that represent the coordinates with getter methods.
- A no-arg constructor that creates a point (**0, 0**).
- A constructor that constructs a point with specified coordinates.
- A method named **distance** that returns the distance from this point to a specified point of the **MyPoint** type.

- A method named **distance** that returns the distance from this point to another point with specified **x**- and **y**-coordinates.
- A static method named **distance** that returns the distance from two **MyPoint** objects.

Draw the UML diagram for the class then implement the class. Write a test program that creates the two points **(0, 0)** and **(10, 30.5)** and displays the distance between them.



VideoNote

The **MyPoint** class



```

Enter an id: 4 Enter

Main menu
1: check balance
2: withdraw
3: deposit
4: exit
Enter a choice: 1 Enter
The balance is 100.0

Main menu
1: check balance
2: withdraw
3: deposit
4: exit
Enter a choice: 2 Enter
Enter an amount to withdraw: 3 Enter

Main menu
1: check balance
2: withdraw
3: deposit
4: exit
Enter a choice: 1 Enter
The balance is 97.0

Main menu
1: check balance
2: withdraw
3: deposit
4: exit
Enter a choice: 3 Enter
Enter an amount to deposit: 10 Enter

Main menu
1: check balance
2: withdraw
3: deposit
4: exit
Enter a choice: 1 Enter
The balance is 107.0

Main menu
1: check balance
2: withdraw
3: deposit
4: exit
Enter a choice: 4 Enter

Enter an id:

```

Sections 10.4–10.8

***10.5** (*Display the prime factors*) Write a program that prompts the user to enter a positive integer and displays all its smallest factors in decreasing order. For example, if the integer is **120**, the smallest factors are displayed as **5, 3, 2, 2, 2**. Use the **StackOfIntegers** class to store the factors (e.g., **2, 2, 2, 3, 5**) and retrieve and display them in reverse order.

***10.6** (*Display the prime numbers*) Write a program that displays all the prime numbers less than **120** in decreasing order. Use the **StackOfIntegers** class to store the prime numbers (e.g., **2, 3, 5, . . .**) and retrieve and display them in reverse order.

****10.7** (*Game: ATM machine*) Use the **Account** class created in Programming Exercise 9.7 to simulate an ATM machine. Create 10 accounts in an array with id **0, 1, . . . , 9**, and an initial balance of \$100. The system prompts the user to enter an id. If the id is entered incorrectly, ask the user to enter a correct id. Once an id is accepted, the main menu is displayed as shown in the sample run. You can enter choice **1** for viewing the current balance, **2** for withdrawing money, **3** for depositing money, and **4** for exiting the main menu. Once you exit, the system will prompt for an id again. Thus, once the system starts, it will not stop.

*****10.8** (*Financial: the Tax class*) Programming Exercise 8.12 writes a program for computing taxes using arrays. Design a class named **Tax** to contain the following instance data fields:

- **int filingStatus**: One of the four tax-filing statuses: **0**—single filer, **1**—married filing jointly or qualifying widow(er), **2**—married filing separately, and **3**—head of household. Use the public static constants **SINGLE_FILER (0)**, **MARRIED_JOINTLY_OR_QUALIFYING_WIDOW(ER) (1)**, **MARRIED_SEPARATELY (2)**, **HEAD_OF_HOUSEHOLD (3)** to represent the statuses.
- **int[][] brackets**: Stores the tax brackets for each filing status.
- **double[] rates**: Stores the tax rates for each bracket.
- **double taxableIncome**: Stores the taxable income.

Provide the getter and setter methods for each data field and the **getTax()** method that returns the tax. Also, provide a no-arg constructor and the constructor **Tax(filingStatus, brackets, rates, taxableIncome)**.

Draw the UML diagram for the class and then implement the class. Write a test program that uses the **Tax** class to print the 2001 and 2009 tax tables for taxable income from \$50,000 to \$60,000 with intervals of \$1,000 for all four statuses. The tax rates for the year 2009 were given in Table 3.2. The tax rates for 2001 are shown in Table 10.1.

TABLE 10.1 2001 U.S. Federal Personal Tax Rates

Tax Rate	Single Filers	Married—Filing Jointly or Qualifying Widow(er)	Married—Filing Separately	Head of Household
15%	Up to \$27,050	Up to \$45,200	Up to \$22,600	Up to \$36,250
27.5%	\$27,051–\$65,550	\$45,201–\$109,250	\$22,601–\$54,625	\$36,251–\$93,650
30.5%	\$65,551–\$136,750	\$109,251–\$166,500	\$54,626–\$83,250	\$93,651–\$151,650
35.5%	\$136,751–\$297,350	\$166,501–\$297,350	\$83,251–\$148,675	\$151,651–\$297,350
39.1%	\$297,351 or more	\$297,351 or more	\$ 148,676 or more	\$297,351 or more

****10.9** (The **Course** class) Revise the **Course** class as follows:

- Revise the **getStudents()** method to return an array whose length is the same as the number of students in the course. (*Hint*: create a new array and copy students to it.)
- The array size is fixed in Listing 10.6. Revise the **addStudent** method to automatically increase the array size if there is no room to add more students. This is done by creating a new larger array and copying the contents of the current array to it.
- Implement the **dropStudent** method.
- Add a new method named **clear()** that removes all students from the course.

Test your program using https://liveexample.pearsoncmg.com/test/Exercise10_09.txt

***10.10** (The **Queue** class) Section 10.6 gives a class for **Stack**. Design a class named **Queue** for storing integers. Like a stack, a queue holds elements. In a stack, the elements are retrieved in a last-in first-out fashion. In a queue, the elements are retrieved in a first-in first-out fashion. The class contains:

- An **int[]** data field named **elements** that stores the **int** values in the queue.
- A data field named **size** that stores the number of elements in the queue.
- A constructor that creates a **Queue** object with default capacity 8.
- The method **enqueue(int v)** that adds **v** into the queue.
- The method **dequeue()** that removes and returns the element from the queue.
- The method **empty()** that returns true if the queue is empty.
- The method **getSize()** that returns the size of the queue.

Draw an UML diagram for the class. Implement the class with the initial array size set to 8. The array size will be doubled once the number of the elements exceeds the size. After an element is removed from the beginning of the array, you need to shift all elements in the array one position to the left. Write a test program that adds 20 numbers from 1 to 20 into the queue then removes these numbers and displays them.

***10.11** (Geometry: the **Circle2D** class) Define the **Circle2D** class that contains:

- Two **double** data fields named **x** and **y** that specify the center of the circle with getter methods.
- A data field **radius** with a getter method.
- A no-arg constructor that creates a default circle with (0, 0) for (x, y) and 1 for **radius**.
- A constructor that creates a circle with the specified **x, y**, and **radius**.
- A method **getArea()** that returns the area of the circle.
- A method **getPerimeter()** that returns the perimeter of the circle.
- A method **contains(double x, double y)** that returns **true** if the specified point (x, y) is inside this circle (see Figure 10.21a).
- A method **contains(Circle2D circle)** that returns **true** if the specified circle is inside this circle (see Figure 10.21b).
- A method **overlaps(Circle2D circle)** that returns **true** if the specified circle overlaps with this circle (see Figure 10.21c).

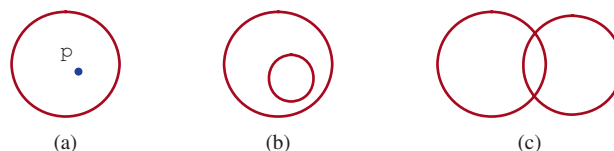


FIGURE 10.21 (a) A point is inside the circle. (b) A circle is inside another circle. (c) A circle overlaps another circle.

Draw the UML diagram for the class then implement the class. Write a test program that creates a `Circle2D` object `c1` (`new Circle2D(2, 2, 5.5)`), displays its area and perimeter, and displays the result of `c1.contains(3, 3)`, `c1.contains(new Circle2D(4, 5, 10.5))`, and `c1.overlaps(new Circle2D(3, 5, 2.3))`.

- *** 10.12

(Geometry: the `Triangle2D` class) Define the `Triangle2D` class that contains:
- Three points named `p1`, `p2`, and `p3` of the type `MyPoint` with getter and setter methods. `MyPoint` is defined in Programming Exercise 10.4.
 - A no-arg constructor that creates a default triangle with the points `(0, 0)`, `(1, 1)`, and `(2, 5)`.
 - A constructor that creates a triangle with the specified points.
 - A method `getArea()` that returns the area of the triangle.
 - A method `getPerimeter()` that returns the perimeter of the triangle.
 - A method `contains(MyPoint p)` that returns `true` if the specified point `p` is inside this triangle (see Figure 10.22a).
 - A method `contains(Triangle2D t)` that returns `true` if the specified triangle is inside this triangle (see Figure 10.22b).
 - A method `overlaps(Triangle2D t)` that returns `true` if the specified triangle overlaps with this triangle (see Figure 10.22c).

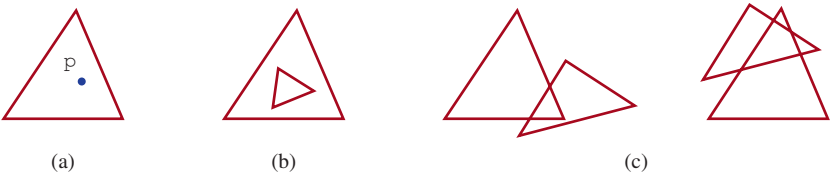


FIGURE 10.22 (a) A point is inside the triangle. (b) A triangle is inside another triangle. (c) A triangle overlaps another triangle.

Draw the UML diagram for the class and then implement the class. Write a test program that creates a `Triangle2D` object `t1` using the constructor `new Triangle2D(new MyPoint(2.5, 2), new MyPoint(4.2, 3), new MyPoint(5, 3.5))`, displays its area and perimeter, and displays the result of `t1.contains(3, 3)`, `r1.contains(new Triangle2D(new MyPoint(2.9, 2), new MyPoint(4, 1), MyPoint(1, 3.4)))`, and `t1.overlaps(new Triangle2D(new MyPoint(2, 5.5), new MyPoint(4, -3), MyPoint(2, 6.5)))`.

(Hint: For the formula to compute the area of a triangle, see Programming Exercise 2.19. To detect whether a point is inside a triangle, draw three dashed lines, as shown in Figure 10.23. Let Δ denote the area of a triangle. If $\Delta ABp + \Delta ACp + \Delta BCp == \Delta ABC$, the point `p` is inside the triangle, as shown in Figure 10.23a. Otherwise, point `p` is not inside the triangle, as shown in Figure 10.23b.)

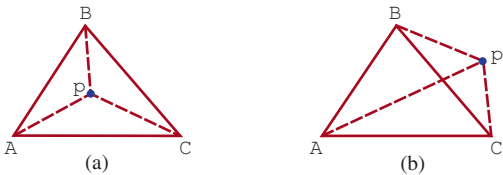


FIGURE 10.23 (a) A point is inside the triangle. (b) A point is outside the triangle.

***10.13** (Geometry: the **MyRectangle2D** class) Define the **MyRectangle2D** class that contains:

- Two **double** data fields named **x** and **y** that specify the center of the rectangle with getter and setter methods. (Assume the rectangle sides are parallel to **x**- or **y**-axis.)
- The data fields **width** and **height** with getter and setter methods.
- A no-arg constructor that creates a default rectangle with **(0, 0)** for **(x, y)** and **1** for both **width** and **height**.
- A constructor that creates a rectangle with the specified **x, y, width**, and **height**.
- A method **getArea()** that returns the area of the rectangle.
- A method **getPerimeter()** that returns the perimeter of the rectangle.
- A method **contains(double x, double y)** that returns **true** if the specified point **(x, y)** is inside this rectangle (see Figure 10.24a).
- A method **contains(MyRectangle2D r)** that returns **true** if the specified rectangle is inside this rectangle (see Figure 10.24b).
- A method **overlaps(MyRectangle2D r)** that returns **true** if the specified rectangle overlaps with this rectangle (see Figure 10.24c).

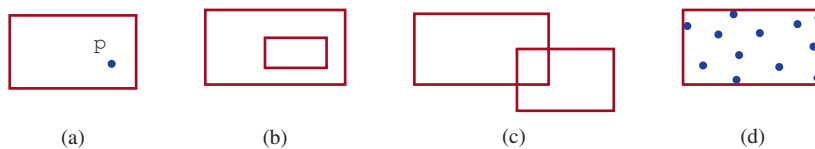


FIGURE 10.24 (a) A point is inside the rectangle. (b) A rectangle is inside another rectangle. (c) A rectangle overlaps another rectangle. (d) Points are enclosed inside a rectangle.

Draw the UML diagram for the class then implement the class. Write a test program that creates a **MyRectangle2D** object **r1** (**new MyRectangle2D(2, 2, 5.5, 4.9)**), displays its area and perimeter, and displays the result of **r1.contains(3, 3)**, **r1.contains(new MyRectangle2D(4, 5, 10.5, 3.2))**, and **r1.overlaps(new MyRectangle2D(3, 5, 2.3, 5.4))**.

***10.14** (The **MyDate** class) Design a class named **MyDate**. The class contains:

- The data fields **year**, **month**, and **day** that represent a date. **month** is 0-based, i.e., **0** is for January.
- A no-arg constructor that creates a **MyDate** object for the current date.
- A constructor that constructs a **MyDate** object with a specified elapsed time since midnight, January 1, 1970, in milliseconds.
- A constructor that constructs a **MyDate** object with the specified year, month, and day.
- Three getter methods for the data fields **year**, **month**, and **day**, respectively.
- A method named **setDate(long elapsedTime)** that sets a new date for the object using the elapsed time.

Draw the UML diagram for the class then implement the class. Write a test program that creates two **MyDate** objects (using **new MyDate()** and **new MyDate(3435555133101L)**) and displays their year, month, and day.

(Hint: The first two constructors will extract the year, month, and day from the elapsed time. For example, if the elapsed time is **561555550000** milliseconds, the year is **1987**, the month is **9**, and the day is **18**. You may

use the `GregorianCalendar` class discussed in Programming Exercise 9.5 to simplify coding.)

- *10.15 (Geometry: the bounding rectangle) A bounding rectangle is the minimum rectangle that encloses a set of points in a two-dimensional plane, as shown in Figure 10.24d. Write a method that returns a bounding rectangle for a set of points in a two-dimensional plane, as follows:

```
public static MyRectangle2D getRectangle(double[][] points)
```

The `Rectangle2D` class is defined in Programming Exercise 10.13. Write a test program that prompts the user to enter five points and displays the bounding rectangle's center, width, and height.



Enter five points: 1.0 2.5 3 4 5 6 7 8 9 10

The bounding rectangle's center (5.0, 6.25), width 8.0, height 7.5

Section 10.9

- *10.16 (Divisible by 2 or 3) Find the first 10 numbers with 50 decimal digits that are divisible by 2 or 3.
- *10.17 (Square numbers) Find the first 10 square numbers that are greater than `Long.MAX_VALUE`. A square number is a number in the form of n^2 . For example, 4, 9, and 16 are square numbers. Find an efficient approach to run your program fast.
- *10.18 (Large prime numbers) Write a program that finds five prime numbers larger than `Long.MAX_VALUE`.
- *10.19 (Mersenne prime) A prime number is called a *Mersenne prime* if it can be written in the form $2^p - 1$ for some positive integer p . Write a program that finds all Mersenne primes with $p \leq 100$ and displays the output as shown below. (Hint: You have to use `BigInteger` to store the number because it is too big to be stored in `long`. Your program may take several hours to run.)

p	2^p - 1
2	3
3	7
5	31
...	

- *10.20 (Approximate e) Programming Exercise 5.26 approximates e using the following series:

$$e = 1 + \frac{1}{1!} + \frac{1}{2!} + \frac{1}{3!} + \frac{1}{4!} + \dots + \frac{1}{i!}$$

In order to get better precision, use `BigDecimal` with 25 digits of precision in the computation. Write a program that displays the e value for $i = 100, 200, \dots$, and 1000.

- 10.21 (Divisible by 5 or 6) Find the first 10 numbers greater than `Long.MAX_VALUE` that are divisible by 5 or 6.

Sections 10.10 and 10.11

****10.22** (Implement the **String** class) The **String** class is provided in the Java library. Provide your own implementation for the following methods (name the new class **MyString1**):

```
public MyString1(char[] chars);
public char charAt(int index);
public int length();
public MyString1 substring(int begin, int end);
public MyString1 toLowerCase();
public boolean equals(MyString1 s);
public static MyString1 valueOf(int i);
```

****10.23** (Implement the **String** class) The **String** class is provided in the Java library. Provide your own implementation for the following methods (name the new class **MyString2**):

```
public MyString2(String s);
public int compare(String s);
public MyString2 substring(int begin);
public MyString2 toUpperCase();
public char[] toChars();
public static MyString2 valueOf(boolean b);
```

10.24 (Implement the **Character** class) The **Character** class is provided in the Java library. Provide your own implementation for this class. Name the new class **MyCharacter**.

****10.25** (New string **split** method) The **split** method in the **String** class returns an array of strings consisting of the substrings split by the delimiters. However, the delimiters are not returned. Implement the following new method that returns an array of strings consisting of the substrings split by the matching delimiters, including the matching delimiters.

```
public static String[] split(String s, String regex)
```

For example, **split("ab#12#453", "#")** returns **ab**, **#**, **12**, **#**, and **453** in an array of **String** and **split("a?b?gf#e", "[?#]")** returns **a**, **?**, **b**, **?**, **gf**, **#**, and **e** in an array of **String**.

***10.26** (Calculator) Revise Listing 7.9, Calculator.java, to accept an expression as a string in which the operands and operator are separated by zero or more spaces. For example, **3+4** and **3 + 4** are acceptable expressions. Here is a sample run:

```

c:\exercise>java Exercise10_26 "3+4"
3 + 4 = 7

c:\exercise>java Exercise10_26 "3 + 4"
3 + 4 = 7

c:\exercise>java Exercise10_26 "3 + 4"
3 + 4 = 7

c:\exercise>java Exercise10_26 "3 * 4"
3 * 4 = 12

c:\exercise>
```

**** 10.27** (Implement the *StringBuilder* class) The *StringBuilder* class is provided in the Java library. Provide your own implementation for the following methods (name the new class *MyStringBuilder1*):

```
public MyStringBuilder1(String s);
public MyStringBuilder1 append(MyStringBuilder1 s);
public MyStringBuilder1 append(int i);
public int length();
public char charAt(int index);
public MyStringBuilder1 toLowerCase();
public MyStringBuilder1 substring(int begin, int end);
public String toString();
```

**** 10.28** (Implement the *StringBuilder* class) The *StringBuilder* class is provided in the Java library. Provide your own implementation for the following methods (name the new class *MyStringBuilder2*):

```
public MyStringBuilder2();
public MyStringBuilder2(char[] chars);
public MyStringBuilder2(String s);
public MyStringBuilder2 insert(int offset, MyStringBuilder2 s);
public MyStringBuilder2 reverse();
public MyStringBuilder2 substring(int begin);
public MyStringBuilder2 toUpperCase();
```